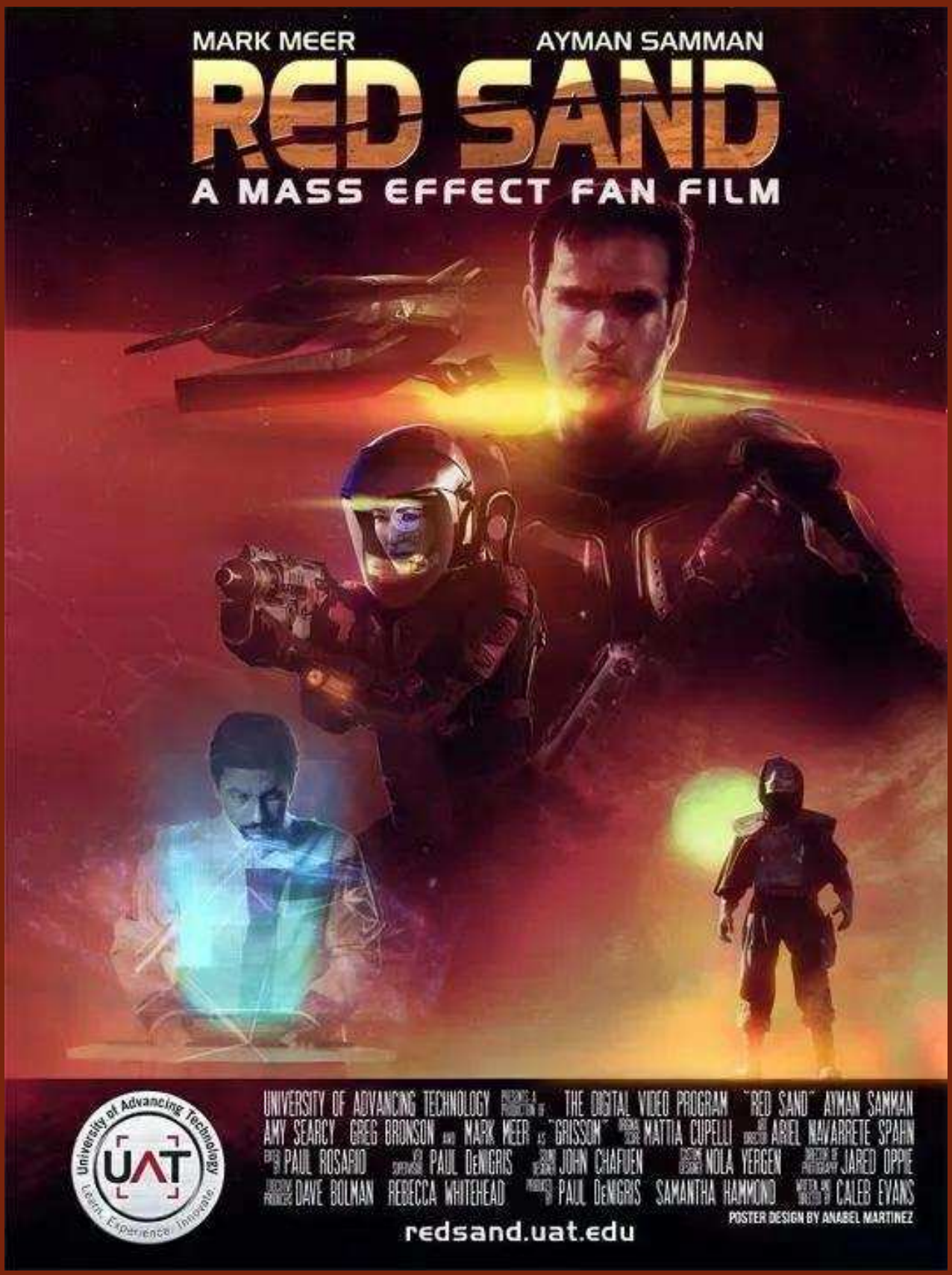

MARK MEER
AYMAN SAMMAN
RED SAND
A MASS EFFECT FAN FILM
University of Advancing Technology
UAT
Learn. Experience. Innovate.
UNIVERSITY OF ADVANCING TECHNOLOGY PRESENTS A PRODUCTION OF THE DIGITAL VIDEO PROGRAM "RED SAND" AYMAN SAMMAN
AMY SEARCY GREG BRONSON AND MARK MEER AS "GRISSOM" MATTIA CUPELLI ABEL NAVARRETE SPAHN
PAUL ROSARIO PAUL DeNIGRIS JOHN CHAFUEN NOLA YERGEN JARED OPPIE
DAVE BOLMAN REBECCA WHITEHEAD PAUL DeNIGRIS SAMANTHA HAMMOND CALEB EVANS
POSTER DESIGN BY ANABEL MARTINEZ
redsand.uat.edu

Introduction

Left behind by the mysterious alien race known as the Protheans, the Mars ruins are a treasure trove of advanced technology and the powerful Element Zero, an energy source beyond humanity's wildest dreams. As the Alliance research team led by Dr. Averroes (Ayman Samman) seeks to unlock the secrets of the ruins, a band of marauders living in the deserts of Mars wants the ruins for themselves. Addicted to refined Element Zero in the form of a narcotic nicknamed "Red Sand" which gives them telekinetic "biotic" powers, these desert-dwelling terrorists will stop at nothing to control the ruins and the rich vein of Element Zero at its core. Standing between them and their goal are Colonel Jon Grissom, Colonel Lily Sandhurst, and a team of Alliance soldiers tasked with defending the ruins at all costs. At stake - the future of humanity's exploration of the galaxy. For your sake, use these well:

+1000 CP

Location

Mars Prothean Ruins (Research Station) - site for both the Prothean ruins and the vein of element zero

SSV Phoenix (Mars Orbit) - Systems Alliance orbital station, focused primarily on science research

Mars Polar Outpost – one of at least 8 outposts within Mars' southern polar region

Origin

You may choose your appearance, sex and age for free

Researcher: One of the Alliance's best and brightest minds in the making

Sander: One among the many neglected miners and workers who have turned to a life of crime

Marine: One of the many brave Earthborn who stand at the forefront against Humanity's threats

Perks

Perks are discounted by half for their respective origins; general perks are undiscounted

General

[Free] Earth's Finest: basic knowledge, documentation, and connections to be a legitimate but otherwise ordinary person in the Systems Alliance.

[200 CP] Nice Nodules: through some method known only to yourself, you have permanently developed and unlocked your mass effect organs granting you the ability to use Biotics without the usage of Red Sand or amplifiers. Your natural talent and ability rival the Asari with the ease of use and progress you now display. You start out knowing how to use the throw, barrier, and warp techniques at an adept's level with more being learned/understood as you gain experience with using this power.

Researcher

[100 CP] My Job Is…: a highly trained professional or knowledgeable expert in a STEM field of your choosing, includes a single Doctorate or dual Masters degrees.

[200 CP] I'm Busy!: by entering a deep focus you gain increased mental clarity and processing speed, tuning out distractions and unimportant things in pursuit of science. You will also experience fewer hurdles or dead-ends when in this state.

[400 CP] Humanity Advanced: you are an intellectual of unmatched talent. You are highly capable of analyzing and studying exotic phenomena or alien technology and steadily come to understand its instructions, functions, mechanisms, and underlying principles within a relatively short period of time. Even civilizations with a tech base thousands of years more progressed than yours can be understood within a span of a few years.

Sander

[100 CP] Emboldened: you hold no fear in your heart, especially not from mortal men of flesh. High resistance to fear, freezing in the moment, or panicking yourself into a worse situation. Also, drugs of any kind have far fewer negative effects and their desirable effects are now more potent for you.

[200 CP] Dust Up!: a rough life of crime has hardened you to violence and harshness and you can scrap with any standard soldier despite your background. Additionally, you can now psych yourself and nearby allies, with just a shout, into a battle frenzy reducing fatigue, pain.

[400 CP] Aura Fiend: face it you're an addict, after so many years of consumption your body chemistry has now been altered, drugs are now twice as effective while being half as detrimental or dangerous and can grow to be even more so with even more consumption. While on Red Sand you can use simple Biotic techniques comparable in strength to an Adept, and if you already had Biotic ability, you would be at a level seen only with Biotic Specialists.

Marine

[100 CP] Sector Clear? Check!: You have completed all the requisite training of the Alliance Navy Armed Forces, including a specialty of your choice such as communications, close quarters, reconnaissance, cyber-warfare, demolitions, infiltration, etc.

[200 CP] You're Tougher Than I Thought: Not only does this increase your natural toughness, you also manage to survive an extraordinary number of close calls with danger. Unless an enemy personally confirms your demise, there is a good chance of you making it out no worse for wear.

[400 CP] I'm Sure You Have the Situation Under Control: Yes, but…well even if you are facing a superpowered enemy that outnumbers you by 2 or 3 times, by keeping your wits about you, maintaining focus, and relying on countless hours of combat drills--you most certainly do. Greatly Increases your combat ability, tactical competence and general survivability when facing tougher and more numerous opponents.

Equipment and Items:

Items can be bought multiple times. Similar Items may be imported into each. Items are priced as follows, discounted 100 CP items are free (upgrades not included).

Basic Essentials

[Free] Omni-Tool: normally Humans don't get access to these until joining the greater galactic community but you can have one anyway. Essentially a wristwatch sized computer, communicator, holographic projector, material scanner and portable small-scale 3D printer. **+ [additional 100 CP],** your omni-tool is now capable of converting small objects and materials into omni-gel, a slurry-like substance comprised of nanoscopic particulates that can be repurposed and crafted into other things, for a myriad of uses for you to discover.

[Free] Spacesuit: A space rated, vacuum sealed suit with a replenishable air-supply that regenerates when not in use. The suit does not however afford any damage protection.

Equipment

[100 CP, discount for Marine] Soldier's Kit: basic loadout for an Alliance soldier. Light armor (also space-rated), a primary and secondary weapon, and small utility/survival items.

[100 CP, discount for Researcher] Scientist's Tools: standard toolkit of a professional. Chemical and bio-hazard resistant lab-wear, analysis tools, and a personal research terminal.

[100 CP, discount for Sander] Sander's Gear: requisite gear for a miner. An environment hazard resistant suit and helmet, a weaponized set of tools, and a small pouch of red sand.

[200 CP, discount for Marine] Arsenal: enough guns, ammo, and explosives to fully equip up to eight members of a squad. Anything consumed replenishes every 24 hours.

[200 CP, discount for Researcher] Science Terminal: a high-spec computer containing a database of earthly scientific and technological advancements in one field of choice.

[200 CP, discount for Sanders] Kitchen: not a conventional one but a dedicated space for drug-making and its storage. Comes with a machine that gradually produces red sand.

Vehicles

[Free - 100 CP] Rover: land vehicle designed for off-road and other unconventional terrain. Free version can seat up to four, while paying **an additional 100 CP** gets a bigger, more militarized version with armor plating and can seat up to eight people.

[100 CP] Shuttle: a small space-rated vessel capable of traveling to nearby celestial bodies within a reasonable timeframe. Can only hold about four people comfortably, six if pushed.

[200 CP] Spacecraft: capable of interplanetary flight by reasonable times, can potentially go from the surface of Mars to Pluto within a day. Can hold eight people and some cargo.

Properties

[100 CP, discount for all] Domicile: a simple living facility, space for a few people and has basic amenities such as a bathroom and cooking area.
+ [additional 100 CP] Outpost: a bigger and specialized facility, can be focused on scientific pursuits, be a military base, or a gang hideout.

[300 CP, undiscounted] Research Station: come with a lab and small fabrication facilities, also includes some derelict technology from a precursor species or civilization and comes with a rich vein of Element Zero.

[400 CP, undiscounted] Space station: scientific or military base stationed just outside a planet's gravity influence in geo-synchronous orbit. Comes with a smallish crate of refined element zero that refreshes after it is used up completely. Can also be piloted and moved albeit very slowly.

Companions

Import or create (100 CP): Import an existing companion or create a brand new one. They are given an origin and 600 CP to spend how they like.

Canon (100 CP): Invite someone from the setting to go along with you on your journey.

Team of Followers [100 CP]: A small team of six humans you met and quickly brought into your employ. Count as followers, however for an additional 200 CP, they can be companions and share the same slot.

Disadvantages:
Unlimited drawbacks may be taken

Short Stay [Free]: the film's story probably takes place over the course of a day or two, so if desired you may leave the jump after calling for help and awaiting its arrival or upon reaching Charon station near Pluto.

Rookie [100]: you are new to this shit, as such there is a lot you still haven't learned or adjusted to yet. You are more prone to 'rookie' mistakes, and even when shown or told better, it still takes time for it click with you.

Underequipped [100]: you have significantly outdated equipment that is now more prone to guns jamming, explosives being duds, and tools malfunctioning during usage in situations.

Just Get Involved [100-200]: You will essentially be on the story's rails until conclusion, no matter what the world will conspire to have events happen in front of you or at least near you, additional tier forces you into plot and action no matter what.

Self-Insert [100-200]: the lead is somehow indisposed; you will now effectively take the place of John Grissom within the story; additional 100 for doing it all by yourself as you will now go through every single trial and ordeal they go through in the story.

Double the Fun [200]: now any aggressors or enemies you will contend with effectively double in both number and competency.

Completionist [200]: though the film mentions other outposts being attacked, only one is being centered on. Before moving on from this jump you will need to clear out the other outposts of Sanders.

Nemesis [300 per adversary]: someone really has it out for you and is actively against you; they will always be a threat to you regardless of power or ability. Additional purchases increase the number of them by 1.

On-site Procurement [300]: You're locked out of your warehouse and all out of context items are confiscated until the end of the jump.

Ready for the Raw [300]: All out of context powers, perks, or abilities are disabled for the remainder of the jump. You are stripped down to your body-mod and in jump purchases.

The End

It was a short stay but an eventful one, I hope. Now comes the final choice: stay in this setting, shuffle off to another vista, or call it quits and run along home to your native reality?



Notes

Changelog:

>Ruffdraft started: added intro, basic outline structure, added origins (9/22/26)
>Added and finished perklines, cover image, and BG color (9/27/26)
>Added Items (9/29/26)
>Finished Items, added and finished drawbacks, Version 1 is done (10/20/26)

Jump by Pharaoh_X Version 1.0