

Uplift 2020

"We are the Green Fist. Our goal is to save the Earth. No amount of talking, posturing, or politicking has managed to save us. Killing off humanity will not save the Earth -- no one will be around to fix the damage. The decision has been made, the die cast; the Uplift Virus has been released into the environment. If mankind alone cannot save the world, then he needs help. Now he'll have that help. Dolphins and chimpanzees are the only two species that can catch the Uplift Virus, and in catching it, they become our allies in an attempt to save the world. You see, soon, all of them will be as smart as we are..."

- from a Green Fist pirate broadcast that overrode the WNS and Net-54 satellite feeds on August 3, 2023.

Background:

Uplift changed the world forever. A small group of scientists and technicians took matters into their own hands and created the Uplift Virus. It has a simple purpose: to increase the intelligence of its "victims".

The phrase and concept appear to have come from a series of books by the late-20th century author [David Brin](#), who wrote a trilogy where humans and [dolphins](#) and chimpanzees lived and worked side-by-side.

The initial announcement of the virus, done by "broadcast hack", gave the illness its name, which was traced back to the novels. Nothing has been heard from Green Fist since and no one is quite sure who they are. One thing is certain -- they are among the finest minds in genetics today.

Efforts to identify the members of Green Fist have proved fruitless. The only hard data available is from the site from which the transmissions were made -- a small ghost town in northern Texas. When WNS and Net-54 enforcer teams showed up, the only thing left to mark any sort of presence were tire-tracks and footprints fading into the blowing and drifting sand.

The Disease:

The disease itself is a tailored retro-virus which bears a great deal of similarity to the HIV virus. It is highly virulent and designed to spread through the target population quickly, rewriting the DNA of each victim. As the victim continues to grow, the changes in the genetic code begin to express themselves. Apparently, the change is a dominant trait and the offspring of the animals display the same enhanced intelligence and physical modifications as their parents.

The Changes:

The exterior physical changes in both species are not extremely noticeable, the major changes to both being in the brain structure.

Chimpanzees slowly, over a period of about six months, develop opposable thumbs, slightly larger craniums, and their tongues become more articulate.

Dolphins only exterior modification is to the blowhole, which becomes more articulate, helping them to pronounce human words in combination with their normal sound range.

In both species, the convolutions on the surface of the brain grow more numerous and more pronounced, a sign which has typically been equated with higher intelligence. Also, the number of dendritic connections between neurons appears to increase in the victim.

After experiencing Uplift, the average IQ of each creature is about the same as the normal human average -- about 100.

Control:

Initially, no efforts were made to control the spread of the Uplift Virus. The [American Centers for Disease Control \(CDC\)](#) was designed to cope with human diseases and not those of animals.

The disease spread through the small populations of animals quickly, making any future attempts to create a working vaccination pointless.

A terrorist group called God's Will released a virus designed to wipe out the chimpanzee population, but for unknown reasons, the virus failed to work. Rumors are starting to spread that the genetic changes to the "victims" include enhanced immune systems.

Dolphins as PCs:

The dolphin as a PC is slightly different than the normal Cyberpunk 2020 player. This is one case where one must remain in the water most of the time (specially-designed powered armor can allow the dolphin PC to venture onto land). A good idea would be to use Uplifted Dolphins with the Sub-Attica supplement from Ianus/Dream Pod 9.

A dolphin shares all the same stats as humans do, generally in the same range. However, their initial BOD and MA stats can range from 2 to 12. They use the same damage table as humans, but their random hit-location table is slightly different:

1-2: Head

3-9: Body

10: Flipper (roll randomly for which)

Roles available to Dolphins are: Solo, Rocker (their natural songs make great backing tracks!), Media, Nomad, Fixer, Cop (guards on underwater prisons), and Techies (underwater engineers).

Dolphins automatically start with the following skills: Swimming +10 and Language: Dolphin (Native). Pickup skills and career package procedures are the same as always.

Chimps as PCs:

A chimpanzee is a difficult character to play in the world of Cyberpunk -- you will encounter a lot of prejudice and difficulty from the rest of the world.

A chimp also shares all the same stats as a normal human character. Their initial BOD stat can be no higher than 6 and their maximum limit with bioware/cyberware is 10. Their maximum MA before any modifications is 8. They use the same random hit-location table as humans, but only have three damage points per wound state.

A chimpanzee can be any role that a normal human can be, although doing business as such is a little more difficult, due to societal problems. They are regarded a lot like full-borg conversions are -- feared and envied.

As a result, there seems to be a strong kinship between Uplifted chimpanzees and full-borg humans. They seem to identify with each other and get along well. This may even be the beginnings of societal acceptance for the chimps -- as full-borgs become more accepted, the chimps may just get "brought along for the ride."

Chimps only get one automatic skill: Language: Basic Chimp (Native).

Uplifts and Cyberware:

For both races, calculate Humanity Points from EMP as per normal rules. Chimpanzees lose humanity from the cyberware at listed levels. Dolphins lose only half the humanity rolled; for some unknown reason, they handle implants better than most races.

There is a limited amount of cyberware available for both races, most of which is produced by StrangeTech. It costs 20% more than the normal list price. See the list below for what is available.

Chimps pay normal surgical prices to get the stuff implanted. Dolphins pay twice what it normally costs due to the inherent difficulties in finding surgeons and facilities that can handle aquatic mammals.

If you want any cyberware not listed below, you will have to pay to have it custom-made for your character, which tends to be horrendously expensive as you have to find a cyber-engineer that knows dolphin or chimp physiology.

Marketed Cyberware:

Cyberoptics -- Dolphin optics can hold five options each, chimp optics can hold three. All options are available.

Cyberaudio -- Available for both races and can hold an unlimited number of options. All options are available. Cyberaudio is shunned by dolphins who consider it an insult to their natural abilities.

Muscle-and-Bone Lace -- Available for both races, has the same effect as when used on humans. Hereinafter, if there is not a note listed with the cyberware, it works like MBL.

Subdermal Armor

Grafted Muscle

Enhanced Antibodies

Toxin Binders

Nanosurgeons

Neuralware Processor -- Including all types of links and boosterware.

Interface Plugs -- For dolphins, these are usually in the form of mag-duct spots (see Solo of Fortune).

Linear Frames -- Available for dolphins and chimps. Dolphin models have small manipulator arms that interface with the nervous system.

Skinweave -- Currently only available for chimps. Dolphin version coming soon.

Limbs -- Available for chimps only; dolphins don't have limbs, remember? Chimp limbs hold 2 options each.

Cyberweapons -- Chimps can use any cyberweapon a human can. Dolphins are limited to vampires.

Cyberhearts -- Either race can use a cyberheart (Chromebook 1).

Full-Body Replacements -- Any Uplifted race can use a standard FBR. However, if a dolphin character uses a non-aquatic FBR, it suffers double the normal humanity loss.

This is a quick-and-dirty list. As with all RPGs, the GM should make rulings on which cyber can and cannot be used. It is also up to the GM to determine the exact effects of bioware/cyberware.

Equipment:

The Uplifted races are much smarter in the aspect that they can use tools and improvise. Using human equipment is a possibility for chimpanzees, but dolphins have their own set of equipment and gear for use in their aquatic environment.

Chimps are capable of using firearms up to the size of a light assault rifle and basically all tools that a human can, given the fact that they develop opposable thumbs. All armors are available for chimps except MetalGear, which will not be available until early 2025. Some companies are now mass-manufacturing clothing for chimps and some are even directing their marketing toward the race in particular.

Dolphins are very limited in their equipment. They do not get as much attention from the marketing groups, given their limited range of product use, but the media loves them for their personality and "attitude."

"Uplifted species are an affront to God and to Nature. Despite their intelligence, they are evil and must be destroyed. The Catholic Church will offer 300 eurodollars for every confirmed Uplift killed."

- Pope Joseph II

shortly before his assassination

New Dolphin-Related Equipment:

Riding Harness: Allows a human to ride comfortably (both for the human and dolphin) on the back of a dolphin. Made of tough synthetics. 300eb.

Light Armor: Armors the dolphin's body to SP14. EV+0. 300eb

Medium Armor: Armors the body to SP18. EV+1. 450eb.

Heavy Armor: Armors the body to SP20. EV+2. 600eb.

Helmet: A specially designed helmet that still allows the use of the blowhole and eyes, it armors the head to SP14, but will only stop damage 50% of the time.

Diving Gear: Dolphins are air-breathers and can only go so long without air (which is obvious). The diving gear consists of a harness with air tanks and a special adaptor that fits in the blowhole. Given the fact that dolphins can stay submerged for long amounts of time, anyway, this gear allows a dolphin to stay submerged for up to 12 hours. While using this, however, a dolphin cannot speak any human language (the modified blowhole is blocked, preventing pronunciation) and must revert to primal dolphin. 2500eb, 10kg.

Smartgoggles: Specially-made to fit a dolphin head, these are much like the human version. They can hold 6 option spaces and will only fit a dolphin head. 1000eb, 2kg.

SeaDeck: A cybermodem system specifically for dolphins! It can be strapped on or be mounted on a linear frame! From Zetatech! Speed+3, 2 CPUs, Memory: 20, Data Walls+5, fully cellular, waterproof to 500 meters. 6000eb.

CommLink: A specially-designed radio headset system for dolphins! Allows complete radio transmissions without hands! Voice-operated functions and transmissions allow dolphins to stay in touch on coordination-sensitive missions. A wide variety of options are available. 150eb.

Mirrorshades: Yes! Mirrorshades for dolphins! Why not? They're out on the Edge, just like the rest of us! 100eb.

New Equipment for All:

Language Chips:

Dolphin: Available up to +4. Costs 500eb per level.

Chimp: Available up to +4. Costs 400eb per level. This will still not allow a dolphin to speak chimp, due to the difference in physical structures.

New Skills:

Language: Dolphin (4) - For communicating with dolphins -- this is extremely difficult for both humans and chimps to learn. It consists of a variety of whistles, pops, and clicks.

Language: Chimp (3) - The natural language of chimps -- also very difficult for humans to learn. Dolphins cannot learn this language because part of it involves sign language. A combination of grunts, growls, screams, and body language.

"Humans never cease to amuse me. Even when they were killing off my relatives, they were pathetically funny -- trying to kill themselves indirectly by obliterating the environment and each other. We're much more noble -- ever seen a dolphin commit genocide?"

- Ipichu,
rockerdolphin

Uplift Slang:

Fin: A neo-dolphin. Not derogatory.

Chump: Derogatory human phrase for Uplifted chimpanzees.

Ascension: The phrase used by the Uplifted species to describe the change from normal to enhanced states of mind.

Hidden Ones: The Uplifts' term for Green Fist, whose identities are still unknown.

Guardians: Uplift terminology for Biotechnica troops who seem to have a "soft spot" for Uplifts.

"Yeah, but did you ever see a dolphin discover fire? Or build an atom-bomb? Gimme a break, you pathetic freak! Without Green Fist, you'd still be eating rotten fish and getting caught in Japanese tuna nets like a half-witted moron! You think you're so frackin' above us just because you've made fewer mistakes..."

- anonymous talk-show viewer

History of the Uplift:

Aug. 3, 2023: The Uplift Virus is released into the environment.

Sept. 28, 2023: First Uplifted chimpanzee is captured in Africa by Biotechnica. In a lab, it begins to learn English and demonstrates legitimate creativity. It takes on the name Charles Darwin as an attempt at humor.

Oct. 1, 2023: The Catholic Church offers a 300 eurobuck bounty on every Uplifted chimpanzee killed, calling them an "affront to God and to Nature."

Oct. 2, 2023: Bounty hunters and Biotechnica troops clash in zoos, forests, and labs around the world.

Oct. 30, 2023: First encounter with an Uplifted dolphin in the wild by a Petrochem employee.

Nov. 5, 2023: Biotechnica introduces legislation to the U.S. Congress to amend the Constitution, giving Uplifted species full rights.

Dec. 25, 2023: The Chimp Nation is formed on the west coast of Africa and immediately gains recognition from Japan and the EEC.

Jan. 2024: NOW.

The Uplift Books:

The Uplift books are by David Brin. They are:

- Sundiver
 - Startide Rising
 - The Uplift War

 - Brightness Reef
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Questions:

1. Why does Biotechnica put so much stock into the Uplifts? Why do they protect them so much? Are they involved in the Uplift in some way?
2. Who the frack is the Green Fist? Some people (LEDiV, Net-54, WNS) would like to talk to them and have offered reward money to those that bring them to justice.
3. A few years ago, chimps were on the verge of extinction. Now they have enough to form an entire nation. Ho