



PREMISE

The land has been ravaged for decades by the appearance of otherworldly beings, and earth truly was not prepared for defence. It has taken a long time, a great many deaths, and endless destruction before various countries pooled their resources together and constructed a worldwide defense. Humanoid battle machines called Harkens, equipped with the ever-advancing technology were deployed to defend the earth against these otherworldly attacks against a superior metahuman race, and despite the undeniable truth that mankind could never hope to defeat them, they still continue to advance their fight.

Suddenly, the attacks against earth ceased, and it was believed that the enemy was defeated or retreated, and peace was celebrated worldwide. Harkens were employed only as patrol units, and soon began to investigate strange occurrences of disturbances in the earth's atmosphere. The enemy, constantly one-upping the human race in warfare technology, had begun to send a new weapon to earth: infestive aliens that caused numerous, unknown alterations to not only the earth itself, but human beings as well. The effects were different across the board, ranging from catastrophic death, to appearance changes, to granting superhuman abilities.

Inevitably, the government alliance would learn of these alterations, and as it was such a new development during a time of crisis and high security, the immediate reaction was to reject the infected humans and exile them. The debates would turn to whether or not infected humans should still be allowed to walk with non-infected humans, if they were truly a danger to earth, and what to do about them. Propaganda started to rise, painting the infected humans in all different lights, from enemies to allies to protectors.

Factions within the governments formed to dispel the infected humans, causing large

amounts of internal conflict. Soon, regulations within the militaries were put into place, stating that all new recruits had to go through mandatory gene testing to ensure that no infested humans were entering the ranks.

Existing soldiers and employees, even veterans and high ranking officers were also subject to the testing. This was ultimately where the world alliances began to fall apart, and would eventually be critically reconstructed. Those who survived infestation were still perfectly capable of fighting for earth, and some politicians believed in this virtue. Those with power would come together and form an army of their own, protecting the infested and allowing them to fight for their rights. Of course, this led to even greater internal conflict, and the non-infested eventually turned on the alliances formed by the infested.

The metahumans were constantly observing the earth, using their infective weapons to weaken the human race, and waited for the opportune moment to resume their strike. Once it was clear that the opposing forces were battling with each other, they wasted no time in bringing destruction back to earth again. With the armies fighting amongst themselves, it left earth vulnerable and nearly defenseless.

What the metahumans didn't account for, however, was that the very weapon they had created to destroy earth and the human race, would eventually become their ultimate demise as the infested used it to their own advantages.

TERMINOLOGY

FACTION: An organization within the political and Military alignment of Divided We Rise.

THE LEGION: A faction composed of Infested humans and allied non-Infested Humans. After the Alliance was broken, the Legion formed and swore to uphold their honor and dignity as benefactors of the changing world. This faction could be said to be the protagonists.

THE SUPREMACY: A faction composed of non-Infested humans that formed as a result of the political unrest in the Alliance in the early days of the Infestation. This faction is unhindered in their disdain for the Infested humans and calls for their eradication. This faction could be said to be the antagonists.

THE ALLIANCE: In the early days of the Infestation, people from across the continents banded together to form a defense system against the Quintallions. Research on the Infestation was limited, but as it advanced, unrest began to take root in the faction and caused it to divide into the Supremacy and the Legion.

HARKEN: A machine designed by scientists and engineers from the Alliance days to defend against the Quintallion assault. These are enormous mechanical humanoid robots that range in size from 3 storeys to several hundred storeys tall. They are typically piloted by one person, though some have been specially designed to be piloted by 2-3 people. Harkens within the Legion have been further advanced to tap into the powers of Infested humans and possess abilities similar to their pilots. All Harken pilots must first attend Pilot Academy and pass with the appropriate grades to become a pilot.

INFESTATION: A “virus” spread across the continents by the Quintallion. The Quintallions intended for the Infestation to wipe out the humans, but humans are more resilient than believed, and they have turned

the Infestation into a weapon against the Quintallion.

QUINTALLION: The metahuman, or “alien” beings that originate from within the Rift.

THE RIFT: In the sky above Drestin, Krelo, is a tear in the atmosphere that spans tens of miles across the continent. It is from this tear that the Quintallions invade the planet and have begun their assault.

ALTERATION: A symptom of the Infestation. These symptoms range from completely undetectable, to physically altering to superhuman abilities.

MANUFACTURING FACILITY: A facility in which Harkens are built. While manufacturing facilities are technically non-military, they are funded by the military to produce Harkens for defense against the Quintallions.

HEADQUARTERS: The main headquarters or base of operations for each region’s military force. Each continent has several bases, but only one headquarters.

DIVISION: A “department” of the military that specializes in different tasks or operations.

MILITARY STRUCTURE: The political and military structures of each continent remain the same, if only to preserve some sense of unity in this era.

Each Faction has a president.
Each Division has a Division Head.
Each Division Head has their own tier structure of people who work with them.

NORTH: CONSINELTA. SOUTH: SICHAL. EAST: ZANYEO. WEST: KRELO.

The first known quintallion sighting was in Drestin, Krelo. Some weeks after, the first military headquarters appeared with the beginnings of an organized ground corp. The military soon realized that ground corps and basic artillery were having no effect on the Quintallion. The entire continent of Krelo was all but leveled by Quintallion attacks while the military finished constructing the first operational Harkens.

What was salvageable of the continent was home to its only manufacturing facility and military headquarters. After the infestation, Drestin would be the homebase of the Supremacy.

After the destruction of Krelo, the majority of Harken manufacturing and Quintallion defense would come out of the northern continent of Consinelta. Consinelta is a cold continent, as expected being in the north. Its main headquarters is located in the north-eastern mountains in a high altitude area. The Harken manufacturing facility at the bottom of those mountains supplies Consinelta and Zanyeo with its armoury of Harkens.

The southern continent of Sichal has been the least affected by Quintallion attacks. It's a warm, luscious continent bordered by 70% ocean. Its main source of income is the numerous beach resorts that it boasts, and is a wonderful place to come and relax. Officials in Sichal are currently working on a network of underground transportation between continents to a protection shelter. With its lucrative industry of relaxation and tourism, Sichal is able to almost completely independently fund its own Harken manufacturing facilities. It has built strong relationships with Consinelta and Zanyeo to better enable trade between the other two continents in order to acquire raw materials.

Zanyeo in the East is the top supplier of raw materials to Consinelta. Its climate is more mild compared to Consinelta and Sichal and allows for the cultivation of a wide variety of crops. Consinelta and Krelo have both benefitted from Zanyeo's technological advancements.

While the continents themselves don't have any real animosity towards each other, the political divide that formed the factions divides the continents politically as well. Sichal has chosen to remain mostly neutral, and has always publicly broadcasted their neutrality, but their actions tend to show support for the Legion.

DIVISIONS apply to all factions, though there are some divisions specific to each faction.

Combatant

- These are the personnel who pilot the harkens. Included occupations: Harken Pilot, Pilot Apprentice.
 - Pilot Academy: Where prospective pilots go to learn how to be one. Each region has its own academy. Included occupations: Student, Instructor, Dean, Janitor, Councillor, Advisor.

Operations

- The operations division is in charge of navigation, strategizing, communications and coordinating pilots from the ground. Included occupations: Navigator, Strategic Coordination, Communications.
 - Ground and Air Patrol: Combatants excluding harken pilots. These personnel are foot combatants, artillery drivers, and jet or helicopter pilots. Included occupations: Militia, Truck Driver, Tank Operator, Jet Pilot, Helicopter Pilot.

Investigations

- This division is in charge of investigating Quintallion activity as well as appearances of new alterations and subsequent occurrences. Included occupations: Investigator, Field Operative, Lab Technician, Analyst.

Engineering

- Engineering is in charge of the design, manufacturing and maintenance of harkens and other ground based artillery. Included occupations: Harken Architect, Harken Mechanic, Manufacturing Assistant, Ground Artillery Mechanic, Research and Development.

Human Resources and Finance

- Administrative divisions for those who prefer an office job. Included occupations: Human Resources clerk, Financial Advisor, Expenses Clerk, Buyer, Janitor, Chef, Hospitality Coordinator, Media Creative.

Security

- General Headquarter/Manufacturing facility security. Included occupations: Security Guard, Secret Service, Personal Assistant (to higher ups), Combatant Coordinator, Surveillance and Hangar Access.

Medical & Sciences

- Trained professionals to administer medical care and emergency aid. Included occupations: Doctor, Nurse, Fitness Instructor, Paramedic, Pharmacist.
 - Sciences: This is a Legion ONLY division that deals with the study of alterations. Included occupations: Scientist.

Please note that high level positions within these divisions will not be available to your character until they have reached the appropriate rank. You may choose which division and occupation your muse desires and they will be assigned a position by G.E.A.R. As your muse moves up in rank, you may choose whether or not they receive a promotion.

“ Protecting the world isn’t the job of one, it is the duty of many. Whether you can pilot a harken or are a master of numbers or a talented chef, there is always a place for everyone, and we must all do our part. ”

- What is the infestation and how does it work?

The infestation is a virus that was spread across the continents by the Quintallion. Think of it as a little alien organism that triggers a mutation in an infested human. The virus is not contagious, but it is extremely hereditary. Alterations can range anywhere from no symptoms at all, to physically altering symptoms to superhuman abilities. These alterations can be progressive as well, ie: they can be dormant until a certain point in your muse's life.
- Can my muse be in the Supremacy even if they are infested?

To put simply, yes, however there will be conditions and complications. The Supremacy base does testing to ensure there are no infested humans in their ranks, so the average infested person couldn't just walk in and say they wanted to join; however, there could be family ties, blackmail/exploitation situations or other extenuating circumstances that a person who wasn't infested before is still in the Supremacy. An infested muse in the Supremacy will likely have a bad time.
- How can my muse become infested?

Infestation occurs by the body being invaded by the virus spread by the Quintallion. While experimentation has occurred to infest previously non-infested humans, that is about the only other unnatural way to become infested. If your muse REALLY wanted to, they could camp out in the Dead Zone for a week and pray for the best. Alterations cannot be implanted or stolen.
- What are the general vibes between the Legion and the Supremacy?

This mostly depends on the views of the individual. Some people are not in the faction they're in by choice. People from each faction have been known to exist harmoniously, as some people believe not in ridding the world of the infested humans, but the infestation itself. So while there is a modicum of general hostility, it's not unheard of for people across factions to be friendly.
- Can my muse change factions after being accepted into the server?

Yes! Whether from the Supremacy to the Legion, or vice versa, the muse development and/or drama is welcomed and encouraged.
- My muse was involved in experimentation in their canon. Can that be translated here?

Absolutely! The Supremacy once had a division that performed human experimentation in order to learn more about the infestation and the alterations. This division was shut down about 30 years ago in canon time due to the cruelty and inhumane nature of the experiments and both factions agreed to make such experiments illegal. That being said... there will always be those who disobey the law.
- Is it possible for a muse to move to any continent in their backstory if they are infested?
 - Absolutely! The world is generally tolerant of infested humans and anyone is able to relocate freely.