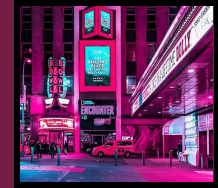


UTOPIA: A HISTORY



OVERVIEW:

It's no secret that some people are born with- *special* abilities. Roughly 1 out of every 7 people, in fact. There's thousands of different names for them; mutants, monsters, freaks, supers, metahumans. But they all ultimately mean one thing: some people are just born unable to truly blend in with the crowd. For some that means danger they'd rather avoid, for others it means a beautiful community that they couldn't imagine being without. But no matter who you are, whether you want to make a name for yourself or find a relatively safe haven, if you have powers then Sentinel City is the place to be.



IMPORTANT YEARS:

1949; sentinel rises to popularity in silvercrest city

1957; sentinel is given a key to the city, city is renamed sentinel city

1959; sentinel retired, and the guild system is initiated

1959; team majestic guild is formed by sentinel's sidekick, steel shield

1959; the myriad is also formed, under the guise of something different than it actually is

1960; team demise is formed, to provide general population with entertainment

1962; the enrichment center is established, providing education opportunities to all mutants

1965; the magpies organization is formed to regulate petty crime networks and jobs

1965; romera biotechnologies founded in sentinel city by marcello romera

1971; the ragtag association joins guild status with a mission to actually protect people

1984; romeratech makes weapons and gear more widely available

1985; the society of truth and order achieves guild status and assists in judicial functions

1993; greenfield is formed for mutants that only want to live life 'normally'

1997; anton romera takes over the romeratech company

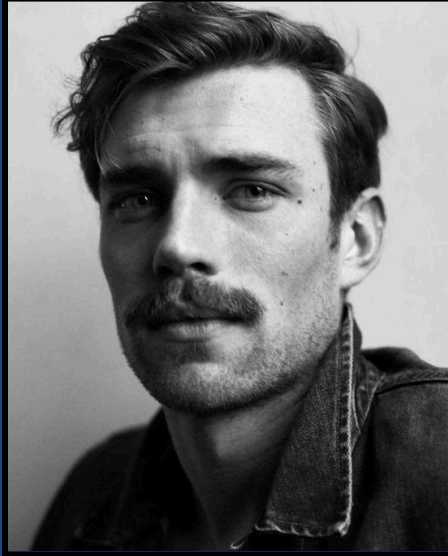
2000; the red court is formed and grows to popularity quickly

2018; anton and amadeus romera murdered

2022; antonia romera takes over romeratech and reshapes its image

2023; current year

SENTINEL'S STORY



PERCIVAL VAUGHN-WELSH

“SENTINEL”

powers:

super strength
flight
extreme durability

uniform:

tight fitting spandex uniform with purple and blue colors, as well as a bright magenta symbol of an “s” on his chest. a cape, and well-fit boots.

BIRTH:

Percival Vaughn-Welsh came into this world as the firstborn child of an extraordinary couple, Evelyn and Samuel Vaughn-Welsh. Their story began as a serendipitous encounter in the bustling heart of Silvercrest City. Both Evelyn and Samuel were mutants. Evelyn's mutant gift was the power of telepathy, enabling her to connect with others on a deep emotional and mental level. Samuel, on the other hand, possessed the ability of technokinesis, granting him control over machinery and technology. His innate talent allowed him to manipulate and understand complex devices with ease. Samuel, known for his fascination with antique clocks and machinery, often frequented a quaint clock shop in the city. It was there that he encountered Evelyn, the shop's owner, who used her telepathic abilities to help customers find the perfect timepiece that resonated with their innermost desires. Their shared love for timekeeping and their uncanny understanding of each other's thoughts drew them together in a profound and unbreakable bond. The couple's union was marked by a deep commitment to each other and a shared vision of a world where mutants could coexist with humanity, free from persecution and fear. Percival, their firstborn child, was the embodiment of their dreams, bearing within him the potential to change the world.

GROWING UP:

Initially, Percy exhibited an unusual level of strength for his age. He effortlessly lifted objects that should have been beyond his capacity, and he could leap great distances with ease. These early signs of superhuman strength puzzled him and his parents, who initially attributed them to teenage growth spurts. However, it wasn't until Percy accidentally lifted a tractor that weighed several tons, seemingly effortlessly, that the truth became undeniable. The young mutant possessed superhuman strength. It was a revelation that left him awestruck and eager to understand the extent of his newfound abilities. With each passing day, Percy's powers continued to evolve, granting him not only superhuman strength but also the remarkable ability to fly and an extraordinary level of durability.

THE RISE OF SENTINEL:

As Percy Vaughn-Welsh embraced his destiny as a superhero, he adopted the iconic persona of Sentinel, donning a suit that would come to symbolize hope and protection in the heart of Sentinel City. Alongside him stood his loyal sidekick and best friend, Steel Shield, also known as Carsky Rivera. The two shared a unique bond forged in the crucible of heroism, with Carsky providing invaluable support and camaraderie throughout their adventures. Sentinel's journey was marked by numerous trials and challenges, as he faced off against formidable adversaries and confronted monstrous beasts that threatened the safety of Sentinel City. Among his early encounters was a clash with the enigmatic and elusive villain known as “The Phantom Scoundrel.” This cunning adversary possessed the ability to manipulate shadows and evade capture with eerie finesse, making him a formidable foe for the burgeoning hero. In addition to battling human villains, Sentinel also faced colossal creatures that menaced the city. One such encounter was with the towering behemoth known as “Terraclaw,” a creature of immense size and strength, born from the depths of the earth itself. Sentinel's ability to fly and his superhuman strength were put to the test as he grappled with the immense force of nature unleashed. Sentinel's heroics extended beyond the physical realm, as he also fought against discrimination and prejudice directed at mutants. He tirelessly championed the cause of mutant rights, advocating for peaceful coexistence and unity between mutants and non-mutants. His unwavering dedication to justice and his charismatic presence earned him the admiration and trust of the people of Sentinel City. Through these trials and triumphs, Sentinel's fame and reputation grew, eventually leading to the pivotal moment when he saved Silvercrest City from the brink of disaster. This heroic act not only solidified his status as a legendary protector but also set the stage for the transformation of the city into Sentinel City, a beacon of hope and acceptance for mutants across the globe.

SENTINEL'S FINALE:

Sentinel, whose true identity was Percival Vaughn-Welsh, had risen to become the iconic protector of Sentinel City, a symbol of hope and unity in a world where mutants had once been persecuted and feared. Yet, even heroes have their final chapters, and Sentinel's story would take an unexpected turn. At the age of thirty-three, Sentinel decided it was time to step down from his role as the city's guardian, a decision met with mixed emotions by the people whose lives he had touched. In a heartfelt farewell speech delivered at a grand ceremony in Sentinel City's central plaza, he addressed the crowd with words that would resonate for generations to come. “I've always believed that true heroism isn't about the powers we possess but the choices we make,” Sentinel declared, his voice filled with conviction. “It's about standing up for what's right, even when the odds are against us. It's about uniting as a community, mutants and non-mutants alike, to build a better future.” Sentinel's retirement marked the end of an era, but it also heralded the continuation of his legacy. He passed the mantle to a new generation of heroes, ensuring that Sentinel City would remain a beacon of acceptance and protection for mutants everywhere. As he stepped away from the spotlight, Sentinel knew that his work was far from over. He dedicated himself to mentoring young mutants, imparting the wisdom he had gained throughout his heroic career. His commitment to the betterment of Sentinel City and the mutant community remained unwavering. The foundation of Sentinel City, a haven of sanctuary and opportunity for mutants, was a testament to his vision and legacy.

MUTANT HISTORY



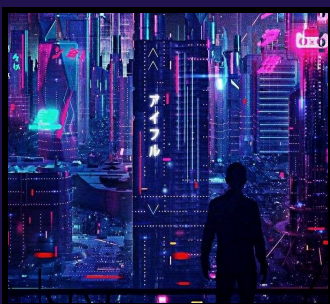
The enigmatic phenomenon of mutations has a long and mysterious history in the world. Unlike other superhero universes where powers may be triggered by radioactive accidents or scientific experiments, mutations in this world are innate and have always existed, albeit sporadically, throughout history. These genetic anomalies granted individuals unique abilities, setting them apart from the rest of humanity.



The earliest recorded instances of mutants can be traced back to ancient civilizations, where tales of individuals with extraordinary powers were passed down through generations. In some cultures, mutants were revered as gods or demigods, while in others, they were feared and often ostracized.



However, it wasn't until the turn of the 20th century that the world witnessed a significant surge in the birth of mutants. The exact cause of this exponential increase remains a mystery, shrouded in speculation and scientific inquiry. Some believe it may be linked to shifts in the Earth's energy, while others consider it a natural evolutionary leap in humanity's genetic code.



As the mutant population grew, so did societal tensions. Early mutants faced persecution and discrimination, viewed as anomalies or threats to the established order. Incidents of mutant witch hunts, trials, and even violent mobs seeking to eradicate mutants from their communities were tragically common during this period.



Notable figures emerged as champions for mutant rights, advocating for peaceful coexistence and the recognition of mutants' contributions to society. These early activists paved the way for the eventual acceptance of mutants in some regions, including Sentinel City.

Today, mutants outnumber non-mutants in Sentinel City, although not all mutations grant superhuman abilities. Some mutants possess powers deemed more mundane or benign, while others wield abilities that place them on the front lines of heroics or villainy. The history of mutants is a complex tapestry of power, prejudice, and progress, reflecting the ever-evolving dynamics between mutants and non-mutants in a world forever changed by the phenomenon of innate mutations.

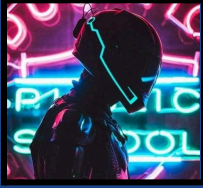
SENTINEL CITY'S HISTORY



In the late 1940s, the world bore witness to an enigmatic phenomenon — mutations that bestowed unique powers upon individuals. Mutations had occurred sporadically throughout history, but the magnitude of these occurrences began to grow exponentially in the early 20th century. Before the emergence of Sentinel, a few individuals had experienced the awakening of their latent powers. Sentinel's rise to popularity in Silvercrest City began in 1949, captivating the imaginations of the public and becoming a symbol of hope and inspiration. His abilities included incredible strength, flight, and extraordinary durability. As his heroic deeds accumulated, his fame soared, and in 1957, Sentinel was honored with a key to the city, leading to the city's renaming as Sentinel City. However, the world remained divided in its perception of mutants. While Sentinel's heroics were celebrated, countless others with mutations faced persecution and discrimination. The turning point came in 1959 when Sentinel retired from active duty, leaving behind a city forever changed by his presence. With his departure, a new era dawned for mutants as the guild system was initiated in Sentinel City. In that same year, Steel Shield, Sentinel's loyal sidekick and best friend, founded Team Majestic, the city's first official mutant guild. Their mission was to take on challenges deemed too great for ordinary law enforcement, from battling giant monsters to confronting villains considered untouchable. Around the same time, in 1959, another organization took root within the city's shadows. The Myriad, a secretive and sinister group, was formed under the guise of a different purpose. Their true nature remained concealed, as they delved into a dark world of crime, illicit activities, and dangerous mysteries. The year 1960 witnessed the birth of Team Demise, a guild with a unique mission — to provide the general population with entertainment. They adopted dramatic and exaggerated identities, engaging in theatrical battles with other guilds for the amusement of civilians. The city's residents embraced these performances as mini-festivals, a welcome diversion from daily life. In 1962, the Enrichment Center was established by Marguerite Rose Dupree, known as Blossom Bombshell. Originally a member of Team Majestic, she believed that mutants of all ages should have a place where they could learn to control and harness their powers. The center served as a school, offering power training and education to mutants, and even welcomed captains from other teams as instructors. The year 1965 marked the formation of The Magpies, an organization of mutants in the outskirts of Sentinel City. Led by Judas Nguyen, known as Peregrine, this group of thieves, smugglers, and dealers operated within the city's black market. Their motto, "Why not?" reflected their approach to the world of crime. While Sentinel City evolved, so did its technological landscape. In 1984, RomeraTech, founded by Marcello Romera, began producing advanced weapons and gear, contributing to the city's complex dynamics of power. In 1985, the Society of Truth and Order achieved guild status. Founded by Benedict E. Cummings, a mutant with techno-organic wings, the guild played a crucial role in maintaining law and order in Sentinel City. They worked alongside law enforcement agencies, taking on cases involving mutants and often serving as lawyers in mutant-related legal matters. In 1993, Julien Ambrosius founded Greenfield, a sanctuary for mutants who aspired to live normal lives in society. The center offered therapy, power training, and protection for mutants who struggled to control their abilities. The year 1997 marked a significant shift when Anton Romera took over RomeraTech, steering the company in new directions. However, the Romera family would face dark times in 2018 when both Anton and his son Amadeus were tragically murdered. In 2022, Antonia Romera assumed control of RomeraTech, reshaping its image and direction. As Sentinel City moved into the current year, the legacy of Sentinel lived on, his name forever etched in the city's history, and a new generation of mutants and heroes striving to make their mark in this world.



TECHNOLOGY



In the metropolis of Sentinel City, technology has taken on a remarkable role in the lives of both mutants and non-mutants alike. RomeraTech, under the stands as the primary source of cutting-edge technology, providing advanced gadgets, weapons, and gear tailored for mutants with unique abilities. The company's innovations have significantly impacted law enforcement, with specialized equipment designed to counteract mutant threats. In addition to RomeraTech, some smaller institutions and independent inventors contribute to the city's technological landscape, offering solutions that cater to the diverse needs of the mutant community. From power-containment devices to communication networks that allow heroes to coordinate their efforts, technology plays a pivotal role in maintaining order, safety, and efficiency in this bustling urban center.

LIST OF VARIOUS TECH

DIGI-MAP: small squares that fit in your pocket that expand to a digital map of the city when activated.

TECHTRACK: the high-speed train that roams its way around the entirety of sentinel city.

TEKPAD: essentially, a smart phone device that allows you to access messaging and calling. a communication device.



RISE OF THE STYGIAN ORDER

BELIEFS:

Embrace of Fear: The core principle of the Stygian Order is the acknowledgment of fear as a potent and transformative force in human life. Members of this code believe that fear, when harnessed and understood, can empower individuals to transcend their limitations and achieve remarkable feats.

Unity through Adversity: The belief in unity forged through shared fear and adversity is central to this code. Members maintain that by confronting and enduring fear together, they form unbreakable bonds of brotherhood and sisterhood, creating a tight-knit community that supports and protects one another.

Loyalty to The Red Court: While not explicitly religious, members of the Stygian Order share an unswerving loyalty to The Red Court as a symbol of their collective strength. The organization is seen as a unifying force that provides structure and purpose to their lives.

The Mark of Courage: Initiates receive a tattoo of The Red Court's symbol as a mark of their commitment to The Stygian Order. This tattoo serves as a visible reminder of their dedication to facing fear and standing together.

RITUALS & PRACTICES:

Trials of Fear: Members regularly engage in trials meant to provoke fear and test their mettle. These trials can include facing dangerous situations, participating in extreme physical challenges, or confronting their deepest anxieties.

Blood Pledge: Initiation involves a solemn blood pledge, where new members offer a symbolic drop of their blood as a sign of their dedication to the code and the collective strength of The Red Court.

Annual Reunion of Fear: Each year, members come together for an annual reunion marked by communal trials and activities designed to test their courage and strengthen their bonds. This event also serves as a time for reflection on their shared journey.

ORIGINS:

Economic Desperation and Social Decay: At the turn of the millennium, Sentinel City was plagued by economic despair. Industries had collapsed, unemployment soared, and poverty was rampant. The city's outskirts and slums became breeding grounds for crime and lawlessness. Desperation and fear gripped the hearts of the city's residents as they struggled to survive in an increasingly hostile environment.

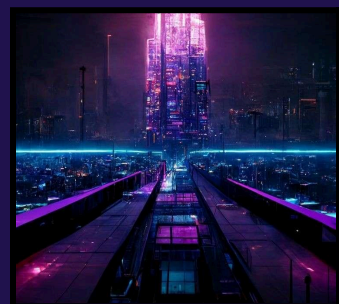
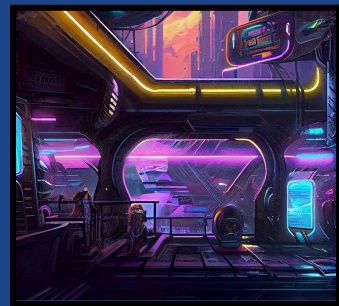
Rise of The Red Court: In the midst of this turmoil, a malevolent force known as The Red Court began to rise. Led by the enigmatic and sinister figure Wulfric Grimaldi, The Red Court defied conventional definitions of guilds or hero teams. Instead, it emerged as a nightmarish embodiment of chaos and evil, thriving on fear and terrorizing the city's residents.

Desperation as a Catalyst: As The Red Court's influence grew, its members enacted horrifying acts of violence and intimidation, instilling fear in the hearts of those they targeted. This climate of fear gave birth to the belief that fear itself was a potent and transformative force that could either paralyze or empower individuals.

The Birth of The Code: Amid the chaos and fear, a group of individuals found themselves drawn together by a shared experience of confronting and overcoming their deepest fears. They discovered that by uniting in the face of adversity, they could not only survive but thrive. This group began to form a tight-knit community within the city, united by their commitment to facing fear head-on.

The Philosophy Takes Shape: Over time, this community developed a unique belief system, The Code of Stygian Order. They believed that fear, when harnessed and understood, could be a source of strength and enlightenment. Their loyalty to The Red Court served as a symbol of the collective strength they had found in each other. Together, they forged an unbreakable bond of brotherhood and sisterhood, vowing to confront fear and adversity as a united front.

A Culture of Courage: As the belief system grew, so did its influence within The Red Court. Members began to incorporate the philosophy into their rituals and practices, emphasizing the importance of unity, loyalty, and the fearless pursuit of their goals. The annual reunion of fear became a hallmark event where members would test their courage and strengthen their bonds.



GLOSSARY

- DEMI-VILS:** a common slang name for team demise
- DEVILS:** a common slang name for team demise
- DRAMA CLUB:** a common slang name for team demise
- FIELDERS:** a common slang name for greenfield
- GREENIES:** a common slang name for greenfield
- METAHUMAN:** technical term for someone who possesses powers beyond human capability
- MISCHIEF MOB:** a common slang name for the magpies
- MUTANT:** slang term used for people who manifest superhuman abilities
- MUTIE:** see mutant, slang term used for people who manifest superhuman abilities
- RAGTAGGERS:** a common slang name for the ragtag association
- REAPERS:** a common slang name for the red court
- ROMERATECH:** a common slang name for romera biotechnologies
- RO-TECH:** a common slang name for romera biotechnologies
- SCOUNDRELS:** a common slang name for the magpies
- SOTO:** a common slang name for the society of truth and order
- SUPERHUMAN:** the politically correct, official term for people with superhuman abilities
- TAGS:** a common slang name for the ragtag association
- TEAM MAJ:** a common slang name for team majestic
- TEC:** a common slang name for the enrichment center
- TEKKIE:** slang term for mutant or non-mutant person who is in the technology business
- THE CENTER:** a common slang name for the enrichment center
- THE COURT:** a common slang name for the red court
- THE MAFIA:** a common slang name for the myriad
- THE MOB:** a common slang name for the myriad
- THE RA'S:** a common slang name for the ragtag association
- THE SOCIETY:** a common slang name for the society of truth and order
- YOUR MAJESTIES:** a common slang name for team majestic