

Order Of Terra

History

The Order of Terra was established just a little over a century ago on a present-day Earth in an alternate dimension. The universe in question is a hostile place, full of alien factions lead by super-powerful god-kings all fighting for total control of the cosmos.

In the 21st century, the people of Earth still haven't made contact with any extraterrestrials. That all changed when one day, attack ships and soldiers armed with advanced, magical weaponry laid siege to the comparatively primitive planet. Humanity was not prepared for this level of warfare, and were nearly wiped from existence despite putting up one hell of a fight. That is, until the Collective, a galactic empire comprised of several member systems and races, came to their rescue. The hostile force was defeated, and the people of Earth owed a great debt to The Collective, who offered the humans membership in their empire. Fearful of another attack and eager to get their hands on more advanced weaponry, the governments of Earth naturally accepted.

It wasn't long before the Collective found a role for humanity to play in their massive empire. Extensive tests showed that humans were a tough, resilient species with naturally-aggressive tendencies. This, coupled with the fact that they were pack animals at their core, made them excellent candidates for "shock troops" in the Collective forces. Several volunteers with highly-desirable traits, from all backgrounds and nationalities were shuttled to secret military facilities across the Collective's territory. There, they underwent magical augmentation, resulting in super-soldiers with enhanced strength, speed, and healing ability. This also made the candidates ageless, meaning that barring any unnatural causes, they were immortal. They were given strong suits of armor resembling that of Medieval knights, along with plasma weaponry. These "knights" were also given the ability to summon magical swords and shields in order to take on supernatural foes.

For several years, humans became the pride of the Collective, and the greatest fear of the other civilizations of the Milky Way. They were stronger, faster, more resilient and much more brutal than anything that had come before them. Add in an *insufferable* stubborn will and a knack for out-of-the-box strategy, and the galaxy would see several star systems fall to their onslaught. Then, one fateful day, everything changed.

It was discovered that the Collective had been behind the attack on Earth. Apparently, for several centuries, they had been using false-flag attacks on primitive races in order to gain membership to their empire. Attack a planet wearing different uniforms, wait until the inhabitants were desperate, then swoop in and save the day. Any species would be foolish to refuse membership after such a debilitating attack. Humanity, along with several other alien races, revolted.

A long, brutal civil war followed, with both magical and technological weapons in play. Several species and whole planets were wiped from existence. The human shock troops who'd once been the vanguard for the Collective's expansion had returned to their home system and the few colonies that they possessed. It was here that they banded together and pledged to strike down the tyrannical gods and kings that had deceived them. The Order of Terra was born.

The Order was regarded as one of the key factions in the war against the Collective Loyalists. These super-soldiers were capable of assaulting heavily-fortified positions in small numbers, against both magical and technological foes, and coming out on top. They turned the tide of the war through the

slaying of several highly-powerful gods that ruled the Collective. The downfall of the Collective occurred after a bloody assault on the kingdom of Olympus, in which the almighty Zeus and Poseidon were slain. Now free of the Collective's oppression, the remaining species that comprised the rebellion united and formed their own empire, the Yarvis Empire.

This placed the Order of Terra in an awkward position politically. The newly-founded Yarvis Empire had begun throwing its weight around in intergalactic politics, attempting to make peace with past enemies. It was no secret that the Knights of Terra were still hated from their days of conquest. As such, in order to foster peace among galactic civilization, the Order of Terra was declared disbanded. This new, peaceful galaxy did not require individuals with their destructive capabilities, and the knights were ordered to lay down their weapons and surrender to galactic authority. The Order did not, as it went against their sacred code. However, instead of another blood-bath, members of the Order were given the option of exile to another universe. So, they left, and were never heard from again.

Creating a Knight of Terra

This faction was created for players who wanted an easy to make character without worrying about backstories and abilities. Anyone can create their own knight, and do with them whatever they choose. The Order is disbanded, so your knight will not have to answer to anyone and can go anywhere.

Character Background

Your knight started out as a normal human on a normal 21st-century Earth. They come from all races, ethnicities, and nationalities. They come from any socioeconomic and career background. They could have been a career soldier, a stock broker on Wall Street, or even a mailman!

Your knight's life changed when on a normal afternoon, hostile aliens began attacking indiscriminately from the skies. Several cities were razed over the next few months, and the population of earth was reduced by almost half. Did your knight bravely join the multinational military effort to fight the good fight? Or did they decide to hide in the top-secret refugee centers that were set up all over the globe?

OOC Notes

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