

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 uses a unique code-name to identify themselves with. Their real name is only reserved for the most trusted of friends. This code name is generally preceded by "Sir" or "Lady" (Ex: Sir Isaac, Lady Gwenevere)

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? Were they among the ranks of the civilian guerrilla fighters that sabotaged the enemy wherever they could? Or did they decide to seek shelter in the top-secret refugee centers that were set up all over the globe?

After the Collective saved Earth, and the new world government pledged allegiance to the galactic empire, the Collective military began receiving volunteers for a new super-soldier program. Your knight volunteered, either out of desire for revenge, a chance to explore the galaxy, or a sense of duty to their new government. They were accepted based on previous military experience or excellent physical health.

For the next ten years, your knight was placed on the front lines of galactic conquest against the Collective's enemies. They participated in daring raids against enemy fortifications and strategically important targets, always outnumbered and against brutal defenses. Only the best and most skilled knights survived to see another battle.

When the Collective's deceit was discovered, your knight immediately deserted their post, either stealthily, or by fighting their way out, and made their way back to Earth and its colonies. It was there that they made their vows to adhere to the Code of Chivalry of the Order of Terra. For the next five years, your knight was doing what they'd been doing for the last decade, this time against the collective, and this time going toe to toe with the powerful gods and kings that ruled each civilization in single combat. Your knight may or may not have taken a part in the siege of Olympus, in which many of the Order were killed. Afterwards, after several months of inactivity in a now peaceful galaxy, you and your brothers and sisters-at-arms were exiled to the Ayenee universe, where you went your separate ways.

Character Personality

The Order of Terra's Code of Chivalry reads as such:

- Never bow nor surrender to evil and injustice.
- Defend the oppressed and defenseless until your dying breath.
- Strive for peace, but when confronted, show no mercy.
- Keep your sacred oaths to the letter. Live honestly, unless deceiving an enemy for the safety of your brethren.
- Show courtesy to all you encounter, including your enemies.
- When welcomed into one's home, respect the laws and customs of your host.
- Never bear arms unless you intend to use them.

Now that the Order is disbanded after being betrayed by the very people they once saved, many knights may feel that it isn't worth following the code anymore. However, many do. For even if their order is no more *officially* it continues on in spirit. Your knight can have a whole range of personalities, whether good or bad. Maybe your knight is a jaded soldier who no longer believes in righteousness, perhaps even a vagabond sell-sword with no code but their own. Your knight's path is their own. But if there's one thing they have in common, it's that they *hate* tyrants of all kinds. Those who desire to exert their will over those weaker than they deserve to get knocked down a couple of pegs.

Gear

All of the Order of Terra have the following:

- Mk. V "Crusader" Battle Suit



Environmentally sealed to allow operation in space and protection from extreme environments. Your surcoat can be emblazoned with any emblem you see fit, and the armor itself can be any color you choose. Your harness has a holster on the right hip for your sidearm, and a scabbard on the back for your primary weapon. The suit will defend against energy weapons and blunt impacts.

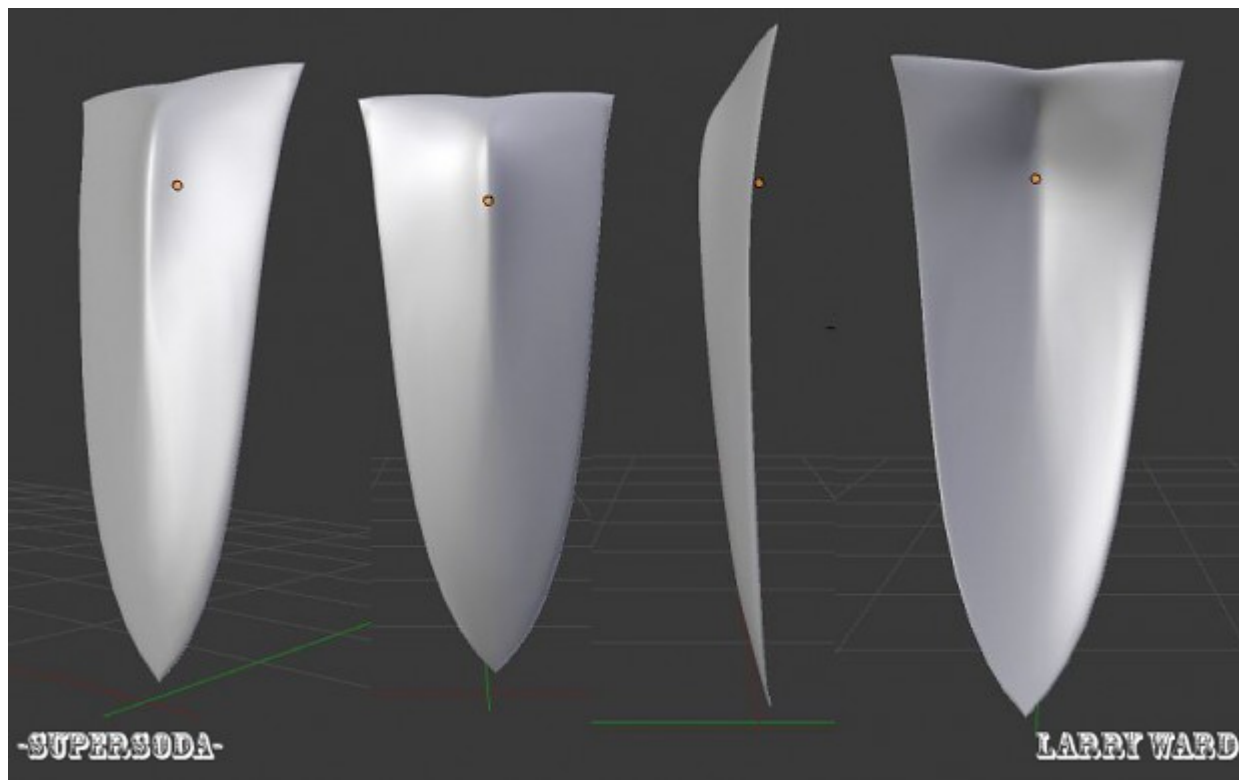
- Mk. II “Lionheart” plasma revolver

A massive hand cannon which fired ionized plasma at maximum ranges of one mile. Maximum effective range in atmosphere is thirty yards. It's great to use in tandem with your sword in melee frenzies, or with your shield under heavy fire. It is stored in your hip holster.

- [Longsword](#)

A magical weapon with an eleven-inch handle and forty three-inch double-edged blade. Its material is not found on the periodic table, but it is excellent for both magical and regular defenses. This blade has been with you since the beginning, and it has yet to break or show signs of wear. It is light enough to be used one-handed, going excellently with your revolver or shield. Each sword has a name unique to the wielder, and can only be summoned by them by calling it.

- Shield



Your trusty shield. Enchanted with the finest defensive magics, it will withstand just about anything. Only downsides are that it doesn't protect the legs as well as the torso. When summoned, it attaches to the wielder's unarmed hand. It's perfect when matched with your Lionheart revolver or sword. When under heavy fire, you can use it to make a push.

- Primary Weapon

The scabbard on your back can hold a rifle, a shotgun, or just about any infantry weapon you can get your hands on.

Abilities

- Enhanced Abilities

Your knight can run much faster than the average human, is stronger, and has superhuman healing abilities. Disease and age are no longer an enemy. Barring death by beheading or strikes on critical areas of the body, your knight will make a full recovery and live on.

- Flight

Your knight can summon a set of wings made from light which appear on their upper back and can propel them through air or vacuum at speeds of up to 768 MPH in atmosphere.

Notable Knights of Terra

- [Sir Churchill](#)

OOC Notes

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