

The Rival

1. Past

- a. Born in a family with limited options of social advancement
- b. She has a few unique talents with Technomancy
- c. She is able to intuitively determine the nature of creations and repair them
- d. However, her knowledge supersedes her vision, which means that she lacks imagination
- e. She feels a strong combination of empathy/pity toward her lessers, because she understands their plight
- f. Her parents are also like this, as she is one of the bloodlines of the Original Collective; however, they have been far more passive in their own participation in the group
- g. She feels a passionate drive to make the world better, but is personally motivated by her own frustration at the state of existing society, one which makes her feel adrift and helpless
- h. She has begun to doubt the Collective's vision, which makes her a disposable tool

2. Present (~600 P.D., "post destruction")

- a. When she awakes from the Dome, a somewhat holy site around which a new civilization had built itself;
- b. After nearly tearing itself apart in the aftermath of the Disruption, some common men and women had risen to the challenge of rebuilding what had been lost, and become something entirely new
- c. Small bands, who had been corralled into improvised bases by those who would become their new leaders
 - i. Normal people of no previously special standing, set themselves apart by how they'd handled the crisis: gathering others, organizing them, scavenging, and rescuing any survivors
- d. The province was big enough that, in some ways, things broke down into warring states; some groups attempted to seize lands by using superior technology, but that wasn't effective in the long term; those devices now drained so quickly that their use was largely impractical
- e. The Conduits, who had been amongst the highest ranks of past society, had largely been cast down; many had their fortunes divided up, some more legally than others
 - i. Most agreed that they no longer deserved the fortunes that they had amassed by providing an invaluable service to society
 - ii. Since they could no longer serve this function, the funds belonged to the entire group
- f. Craftsmen and mechanics were almost completely wiped out--given the fact that they could Wield the Source, rather than simply serving as power-generators
 - i. This meant that, because of the nature of the connectivity between Wielders and Conduits, the former were Disrupted almost to a man, while

the latter simply lost their abilities as the power was taken from them to imbue within everything else

- g. The result was a society comprised of people who are desperate and courageous alongside people who have given up on much beyond self-indulgence and passivity, as they think it's just a matter of time before Magitech fails completely, shortly after which humanity will be driven to extinction
 - i. No one knows about the outside world; it was (and is) known that cities existed elsewhere before the Disruption; but no one had been able to bypass the swampy forest beyond the protections of the Capital (the only city known to exist, our own)
- h. The population has built itself up quite a bit--they took losses of around 40%, between the chaos and the infighting
 - i. Certain groups had seemingly been prepared for the event, and took advantage of it; some began looting indiscriminately, while others put plans into motion immediately, securing food stores and access to utilities;
 - ii. It is said that while some access was reclaimed by agencies with superior political legitimacy;
 - iii. However, this is not true of all--several served to catapult their owners into positions of power and authority, guaranteeing inclusion to the upper council
 - 1. Most of these individuals have ties to the Collective, which is also how they retained ownership of the property