

The World of Harmonized Evolution

The series of Harmonized Evolution is set in an alternate reality to our own. While the course of history and locations are largely the same, some events have more fantastical explanations than the general population is led to believe. In truth, for the last two millennia, the world has been the battlefield for a shadow war between two splits in the line of humanity's evolutionary chain; the Derivoids and Originates.

Important Terms

The Conflux Gene

Nearly 2000 years ago- when the existence of humanity was rewritten to denote the new era referred to as Anno Domini- a split in human evolution resulted in the appearance of a new gene known as the Conflux Gene. This gene branches off in two directions that have drastically altered the course humanity was meant to take in its evolutionary development. Originally, the Conflux Gene was a mutation that transformed humans born with it into terrifying humanoid creatures known as Derivoids. However, as a natural adaptation to fight itself, the Conflux Gene has also developed in a somewhat unpredictable manner. This branch of the gene results in powerful abilities known as Origins and those born with these powers are referred to as Originates. In some cases, the body reacts poorly to the Conflux gene and the carrier develops symptoms that are often mistaken for a form of cancer.

Much of the gene and the conflicts surrounding it are shrouded from the general public due to a powerful Originate named Matius whose Origin affects the flow of time. Believed to be one of the first ever born with the Conflux Gene, Matius has rallied a collection of Originates- T.E.A.R.- to stand against Derivoids and prevent the exposure of the Conflux Gene to everyday people to save them from the dangers that come along with its existence.

The Grey Company

Founded by the brilliant and conniving Hidelga Grey, The Grey Company is an organization that has its hands in a great number of things. Namely they have a legal firm and stock traders responsible for gathering funds and covering their trail and various research programs. The true desire of Hidelga was to use her company to manufacture a gene that could be introduced to human embryo, resulting in an unstoppable super soldier. There, she would sell samples of the Gene to various nations to create opposing armies that would need more of her Conflux Gene soldiers to combat the others. Before the gene could be fully developed, the Grey Company was dismantled under unknown circumstances.

River Lineage

As the Conflux Gene is split in its effect on people who carry it, those who are aware of its existence refer to its various branches as River Lineages. The lineages are Derivoids, Originates, human carriers, and noncarrying humans.

Derivoid

The first results of the Conflux Gene mutated those who carried it into powerful and monstrous beings known as Derivoids. They were born to human parents who were quickly murdered by their offspring as Derivoids are driven to kill humans, brutally and mercilessly. Over time, Derivoids were born to other human parents but eventually humanity adapted again and those born with the Conflux Gene developed Origins as Originates.

Now, Derivoids are drawn to mate with each other to refine their strength and power. For the most part, Derivoids vaguely resemble each other as their face are featureless and nondescript with large golden eyes, unnaturally massive mouths that split the lower half of their faces with razor-like teeth. They can have wild protrusions and appendages that descend from various parts of their body that all share the uniform darkness. Most notable among the physical features of the Derivoids are the intricate swirls of gold and silver veins that pulse and glow beneath their skin and the undulating heart that all the veins lead to in their chest.

In addition to their great raw strength some Derivoids display powers to manipulate their surroundings similar to an Originates' Origin. These powers can range from mild to extremely dangerous and have been noted to be anything from telekinetic movement of stones or durable flesh or control over wildfires. Despite being similar to Origins, Derivoids that have shown these types of abilities are not able to be refined and are often utilized without skill which can make them even more dangerous than a honed Origin.

Originate

Opposing the Derivoids and often working to defend humanity's survival, Originates are carries on the Conflux Gene that have developed power-like adaptations. These adaptations are known as Origins and can vary drastically in their intensity and overall capabilities. While most work towards the eradication of the destructive forces of the Derivoids, some Originates are known to partner with them and manipulate them to their own diabolic means.

Origin

Origins are the powers of the Originates that are a result of the Conflux Gene's adaptation to the appearance of the Derivoids. Overtime, Origins have developed to be of world-shaping power and range from anything such as sound manipulation to teleportation to time control.

Point of Origin

Originates are all born with a highly detailed birthmark that depicts the Origin in some form or another. The area a Point of Origin appears varies from person to person but are all some sort of stylized representation of the Origin. Some are far more detailed than others but all Points of

Origin are clearly distinct from regular birthmarks to the trained eye. Some examples of Points of Origin are flames or waves or music notes.

Reckoner

Very rarely, Originates develop abilities that are extensions of their Origin that is far more powerful than those of their ilk. These Originates are known as Reckoners and are sought after by other Originates as either weaponized allies or targets. Unlike normal Origins, a Reckoner's power far exceeds an Originate's capabilities and can also be taken by another if they are killed by a carrier of the Conflux Gene. That being said, a Reckoner's power can be taken by another Originate, Reckoner, a Derivoid, or even a carrying human who has not developed an Origin themselves.

Reckoning

Similar to an Originate's Origin, a Reckoner's power is called a Reckoning and is more often than not a supercharged form where they are almost unstoppable. A Reckoner who is in the midst of their Reckoning reaches the utmost of their power levels and can single-handedly turn the tide of not only a battle, but an entire war.

Impelling Event

Unlike Origins that are present at birth but may not be able to be called upon until a certain point, a Reckoning may be dormant for the Originate's entire life and they may never become a Reckoner. A seriously traumatic event can trigger the emergence of an Originate's Reckoning and transforming them into a Reckoner. These events- known as Impelling Events- change the course of an Originate's life and, if they survive, they become increasingly targeted by Derivoids who seek them before humans as their prime targets, as well as other Originates who may want to take on the Reckoning for themselves. Impelling Events also change the appearance of the wielder's Point of Origin, causing it to glow, grow, or take over their body entirely in some extreme cases.

The Unraveling

A sickness that overtakes a carrier of the Conflux Gene and it does not develop into an Origin or Derivoid. The Unraveling affects a body much in the way of cancer and to the untrained eye is often mistaken for it. Cases of the Unraveling are untreatable and aren't receptive to treatments of cancer, almost always resulting in the passing of those suffering from it.

Organizations

Conflux Gene organizations are found across the world with each continent having a headquarters that are in contact with Matius of the TEAR. Each leader is chosen to lead their Originates from the base of operations and subsequent leaders are chosen based on their Origin's similarity to the founder.

Casa Ribeirinha (The House by the River)

In the Amazonian depths of South America, there is a large network of tunnels beneath the rivers feeding into an obscured treetop city. Aquatic caverns and hollow trees are all connected to each other and support thousands within the impossible natural maze. Ruled by a being called Metamorfo, Originates from across South America flock here to train and seek out Derivoids across the continent.

Kane's Consortium

Directly opposing other Originate factions- united against the Derivoid forces- there exists a singular organization composed of both Originate and Derivoids. Working under a singular banner of a man known as Kane, these otherwise diametrically opposed forces work towards a singular ambition for a new world order dominated by their ruler. Kane's Consortium is a deadly and ruthless band whose figurehead will stop at nothing to reach his ultimate design that he refuses to unveil to even his most trusted advisors.

Consorter's Caverns

Located deep within the ice of Antarctica, a winding labyrinth of interwoven tunnels and caves create the base of operations for Kane's Consortium. This remote location and concealed entrances make it near impossible for anyone to discover it unless led there by someone who knows the path. Even beyond this, it is crawling with Derivoids and Originates whose sole purpose in the Consortium is to defend the base and dark dealings for their cruel and vicious leader.

Caisleán na Mighty (Castle of the Mighty)

The oldest of all the Originate Organizations, Caisleán na Mighty is a massive fortress built into an ancient ruin in the side of a ridge in Scottish Highlands. While the generations of leaders for this organization have employed the wards built into the fortress by its founder and constructor by way of their Origin, the current ruler, Siobhan Emeel, uses her control of foliage to build walls and redirecting mazes of grass to keep the denizens safe. They are aligned with T.E.A.R., but some within its walls are believed to want to defect to the growing rumors of the strength of Kane's Consortium.

Star Tower

The Australian base of Originate operations, Star Tower is a long stone in the middle of the outback that glows like a moon when viewed by carriers of the Conflux Gene. This glow signals to Originates that this is a safe place to seek refuge and also draws Derivoids like a magnet so those within can slay them far away from civilization. It is honeycombed with cavernous rooms and tunnels that make a massive expensive home for Originates here who serve their leader Kirra Jannali.

Nakatago Yungib (The Hidden Cave)

Hidden by an illusory curtain of starlight, on a remote island of the Philippines, there is a remarkably beautiful and pristine grotto. The comparatively large island is a part of the island nation but kept safe and separate from the rest of the world by the ruler of the Asian Originate organization; Dalisay Bituin. Her Origin allows her to control the light from the moon and stars to do a great many things. Most notable among her wonders are the generational task that her family line has taken unto himself for well over a thousand years. As it is extremely rare for Origins to be passed down, her family is a marvel among those with the Conflux Gene and are regarded as favorably as beloved nobles by all of the Originate organizations across the world, apart from Kane's Consortium.

Waha al-Asl (واحة الأصل) (The Origin Oasis))

Deep within the Saraha Desert, there is an oasis that is permanently covered in a shrouding mirage. This illusion can only be pierced by those who carry the Conflux Gene and is the African base of Originate operations. It is led by the elderly Khalid Amir who has controlled the moisture within Waha al-Asl for over a century. His Origin has extended his life and provides for the entire continent's worth of Originates whose numbers far exceed that of the other continental organizations.

T.E.A.R.

An organization founded by one of the first Originates, Matius, T.E.A.R.- which stands for Time's Evolved Avengers Reassembled- is located in a shrouded and remote location in the Rocky Mountains of the United States of America. The grounds of T.E.A.R. cover nearly 20 square miles and have homesteads as well as regions to train and hone Origins by the several thousand Originates that call it home. It is concealed by Matius himself and several other Originates in his service who work to keep those within T.E.A.R. safe. It is also the base of operations for North American Originates who are dispatched across the continent to deal with Derivoid threats as well as contact newly discovered Originates to bring them to the grounds to live together and train to face Derivoids themselves.

Community Apartments

Most Originates who've come to T.E.A.R. have felt ostracized from their communities and find solace in their close knit homes. As such, they've built apartment districts to live close together as an extended family. While there are several homes that are built away from the Community Apartments, the majority of T.E.A.R. members live in these homes and thrive in this way.

The Farmstead

The source of food for all of T.E.A.R., the Farmstead grows grains, various fruits and vegetables, and also has a healthy reserve of livestock. Tended to various Originates with a wide spectrum of Origins, it also serves as a respite and sort of therapy for T.E.A.R. as the animals here are kept as companions as well as a food source.

The Gorge

One of the older training grounds, the Gorge is a large quarry nearly a mile long and a half mile deep, in the northeastern corner of T.E.A.R. where Originates used to train by moving large stones or sparring one another. Great grooves are scarred into the earth here and wounds of previous conflicts have shaped the Gorge and dug it deeper into the grounds. Since the implementation of S.I.M., the Gorge hasn't been used as frequently as the need for earth channeling Originates to keep participants safe from collapsing cliff faces is fairly impractical compared to the innate safety features of the mechanical building.

The Herb House

Located towards the center of the grounds of T.E.A.R., the Herb House grows medicinal plants and serves as a hospital for those who grow ill or suffer any wounds during training and missions. Overseen by Helene Altruis, the herb House has several attendants and wards, some of which are off limits for any aside from Helene herself.

The Market

The center of provisioning for all of T.E.A.R., the Market is a collective where people can trade what they create themselves or collect on their missions as well as collect food and goods for their homes. It is a public communal space that is always jovial and attended in good nature.

Matius' Manor

The center of leadership for T.E.A.R., Matius' Manor is the home of T.E.A.R.'s leader and from where Originates are dispatched across the world to see to various missions. It is also where Matius meets with dignitaries from the other Originate Organizations and observes the world. Here, he keeps track of any newly discovered Originates, Derivoid activity, and controls pockets of time to prevent anyone without the Conflux Gene from wandering into dangerous activity.

The Loch

There is a large and deep lake in the center of T.E.A.R.'s grounds that the entire zone was built around. Referred to as the Loch, there are also several rivers that are fed by mountains to connect into the Loch. A great deal of river fish are tended to here to feed the populace of T.E.A.R. but there are also many Originates who live and train along the Loch and its riverways as well. Levitating above the Loch are clusters of floating islands that serve as a training course for flight based Originates and living sculpture for the whole of T.E.A.R.

S.I.M (The Simulating and Interactive Menagerie)

A highly advanced tower of technological marvels, S.I.M.- The Simulating and Interactive Menagerie- was designed by a young Originate named Devin Lane who has control over robotic and computing technology. The entire building is rather large but is capable of remodeling its internal structure with binary codes to recreate almost any environment. While its limitations aren't fully understood, T.E.A.R. uses S.I.M. to recreate battlefields or obstacle courses for training operatives as well as banquet halls and ballrooms for social events for the community at large. S.I.M. also has large reserves to store electricity beneath its foundation that power it and all of T.E.A.R. These reserves are fed by many electrically inclined Originates, none more so than Amperes who has an excess of energy to burn off.

The Three Gates

There are three major gateways that are the only entrances and exits of T.E.A.R. as the entirety of the grounds are enclosed with reinforced and indestructible fences and walls. While the defenses are impregnable and controlled by Originates of T.E.A.R. to grow or burrow further underground to prevent trespassers, the gates are patrolled by watches. These watches take notes on anyone who approaches the Gates and surrounding mountains as only carriers of the Conflux Gene are able to pass within a mile of the walls without being turned around by the defense systems. Additionally, if hikers get lost within the mountains near the grounds of T.E.A.R., the watches will help them find their way back to the trails so they can return home safely.

The Trying Spires

A mountainous wilderness zone, the Trying Spires are a dizzying maze of peaks and are constantly shifting as they are controlled by earth manipulating Originates. While no one is exiled to the Trying Spires- nor without supervision in case danger befalls them- occasionally Originates are sent out to the Spires to explore and find themselves on a sort of spiritual journey. It is believed that occasionally hidden truths will be revealed to those who walk the paths here as they clear their minds of the struggles beyond. Also, beneath the Trying Spires are vast and rich mines that contain precious metals and gems T.E.A.R. trades with the outside world to fund their travel needs and essentials within the grounds.

The Vineyard

Beautiful rows of neatly manicured trees make up a small vineyard just north of the Loch that are used as a means to create wine for T.E.A.R., grow various fruits, and a park to explore and wander. There is also a building just north of the Vineyard to process and house food collected from the vineyard itself as well as the Farmstead.

Yard of Remembrance

Both a graveyard and statuary, the Yard of Remembrance has graves and memorials for all T.E.A.R. members and the various Originates that were unable to be rescued from beyond the Gates. It is presently overseen by Lance who acts as a source of comfort and counselor for those who need it.