

Welcome

to the World of the Omnigenos Chronicles

The world in which the Omnigenos Chronicles are set is very much like our own. But somewhere along the line, a few small changes occurred—deviations from the history of our regular Earth that, over time, rippled out to create a world populated by fantastic differences but still, at its core, familiar.

Earth is filled to the brim with omnigeni—people born with fantastic powers coded into their DNA. This code, called the omnigene, lies dormant in most people for the whole of their lives. Activation of the omnigene can occur naturally through biological maturation, by design through experimentation, or by accidental contact with unusual energies, unlocking super-human powers and changing the course of destiny for that individual.

When an omnigene activates without the need for an inciting event, these naturally occurring omnigeni are known as *psions*. Psions are generally regarded as dangers and menaces, even though most psions have spent their lives defending innocents—or at the very least, minding their own business.

See? It isn't really that different from our world at all. It's still a world where one man's hero is another man's villain, and where the truth of most things lives in a messy, uncomfortable shade of gray. In a world full of super-humans, it is very often indeed that it's the human part of the equation that makes all the trouble.



World War III: The Match that Started the Fire

The first known instance of an omnigene activating in a human occurred during what is now known as World War III. At the time referred to as the Korean War, this conflict between the western nation of the United States and the eastern nation of Korea was more than just an ugly return to global hostilities following the tumult of World War II—it was also the world's first introduction to the existence of aliens.

Aliens from the human-like Breant race had infiltrated several eastern nations and were using their infrastructure to begin the slow work of establishing a Breant military base on Earth. Our world was a critical defensive position in their decades-long interstellar war with the red-skinned Androgar race.

This conflict escalated as additional infiltration by the Breants was uncovered in positions of political power in Vietnam, spawning a twenty-five-year long war that took a savage toll on both hemispheres. As hostilities intensified, the Androgars conducted the first known experiments on humans that resulted in the activation of an omnigene. Scientists insist the potential was always there in our species, but it was the Androgars that first unlocked it for us.

The rise of super-human agents escalated tensions quickly, and an increased military presence from both the Androgars and the Breants threatened to destroy the world. As the war entered its 24th year in 1974, a particularly bright young man, an *alphagen* who was one of the first activated by the Androgar experiments, discovered the depths of the Breants' treachery. They had not seeded agents only into Korea and Vietnam—they had insinuated one of their own into the highest seat of power in the political structure of the United States.

The revelation by this young man that the president of the United States was an alien shook the world and caused many allies on both sides of the war to rethink their associations. This triggered the bloodiest year of World War III, but it was also the final year.

In the end, both the Breants and the Androgars were driven from Earth and warned not to tamper in our affairs again. For the first time, humankind, including its newly-unearthed omnigeni brothers and sisters, stood united against the interference of interstellar powers.



The Post-War Years: A Changing World

It was only natural that, as more and more men and women discovered their latent omnigenetic potential, teams would start to form. In the late seventies, this swiftly became a worldwide arms race as various governments and agencies sought to acquire the best and the brightest of omnigeni for their own task forces.

The unity that had driven the aliens out fell apart almost as quickly as it had formed, but the awakening of super-humans had changed the landscape of war forever. Conventional warfare seemed almost foolhardy in a world where men could fly and women could send beams of fire raining down from the sky. Military funding slowly dwindled—though no nation even to this day has completely dismantled its conventional defenses—and international conflict became more and more the purview of the superhuman.



Structure: The Global Sanctioning Authority

The United Nations, the organization that had made a unified Earth possible in the closing days of World War III, stepped in once more to attempt to dispel, or at least mitigate, this new kind of arms race.

The UN formed a task force, called the Global Sanctioning Authority, or the GSA, that oversaw the formation and regulation of omnigeni teams. The logic behind the agency was simple: by bringing all such gatherings under the umbrella of control of the UN, they were effectively removed from national control. Superhero teams would exist for the betterment of all mankind, not for the personal gain of any one nation.

There existed those with powers that used them for evil, of course—the GSA made it a priority to establish and support teams in hunting down and incarcerating criminal omnigeni. As the 1980s dawned, the GSA conferred its first five charters to teams. In the coming years, numerous omnigeni teams across the globe would maintain GSA charters and serve, first and foremost, the United Nations.

But the GSA was not without its controversies.



The Alliance: The Brightest Star in the Sky

Perhaps the most famous of the original five teams granted charter by the GSA was the Alliance. A photogenic and outspoken team based out of Los Angeles, the Alliance brought together heroes from around the globe, displaying diverse powers and even more diverse membership. They were instant media darlings, and an entire tabloid industry grew up around the reporting of their exploits.

By 1983, the Alliance membership had grown so large that they decided to split the team in two, establishing bases of operations on both coasts of the United States. Alliance West remained in the original headquarters in Los Angeles, while Alliance East purchased an abandoned hotel in Manhattan and converted it into a state-of-the-art crime-fighting base.

For years, the two Alliance teams helped to safeguard the Earth from threats both alien and terrestrial. They stood toe to toe with the numerous teams of supervillains, but none were more persistent in their opposition to both branches of the team than the Champions of Vengeance, a ruthless cadre of villains with a membership that rivaled the rosters of Alliance West and Alliance East combined.

Over time, key members of the Alliance retired or perished, and new blood continued to enter the fold. They remained focused on good deeds even as world affairs made it clear that the two halves of the team were philosophically opposed on many issues. The GSA's Psion Protocol Act of 1988, considered by many to be the first significant misstep in the until-then sterling handling of omnigeni by the agency, triggered the first notable dispute between the teams. Even the dissolution of the Act in 1992 did not mend the rift between the liberal West organization and the more conservative, and—some said—psion-phobic East team.

The differences between the two teams kept the tabloids in business, but it was fifteen years after the formation of Alliance East when everything came crashing down.



Final Sanction: The End of an Era

In 1998, Count Vorn, leader and son of the founder of the Champions of Vengeance, concocted a brilliant scheme to rid the world of his enemies and leave his conquest of the world unopposed.

Working through a vast network of criminal contacts, Vorn manipulated Alliance East into declaring outright war on Alliance West. Thanks to a nefarious mind-altering chemical Vorn's colleagues had designed, minor disputes were fanned into righteous battles, and Vorn and the Champions of Vengeance sat back and watched as the world's most famous super-heroes unleashed the full fury of their prodigious powers on one another. The damage to property was incalculable, but it was the death of founding Ally, Archmagus, that finally brought the two teams to their senses.

They united in time to stop the Champions of Vengeance from seizing control of the United Nations, but the damage was already done. Having seen their heroes turn on one another, the faith of humanity in the two Alliances was shaken, and the GSA considered it impossible to rebuild.

In a very public ceremony, the GSA revoked the sanction for both Alliance West and Alliance East—the first time they had revoked a charter since the controversial revocation of the Psionic Collective’s charter a decade earlier.

Both Alliances were no more.



The Androgar Invasion: A New Beginning

For a little more than a year, the world learned to live without Alliance East and Alliance West. Other teams attempted to fill the vacuum left by the teams’ absence, and several of the members set out on relatively uneventful solo careers. But when the autumn of 1999 arrived, it brought with it more than cooler weather and changing color of the leaves.

It brought the return of the Androgars to Earth. After nearly twenty-five years of keeping to their promise not to directly meddle in the affairs of the Earth, the Androgar war fleet descended on Earth in full force, intent on destroying or conquering everything that opposed it. To this day, the motives behind the invasion remain unknown to the general populace, but what is known is that the Earth, even with all of its omnigenos defenders, stood no chance against the concentrated might of the star-spanning Androgar Empire.

Until the call went out. Citing the failure of the GSA to properly maintain sufficient forces for global defense, the United States withdrew from the agency and restricted their involvement in future United Nations actions. They empowered the FBI, their preeminent law enforcement agency, to issue a charter for a new team—a team that would tip the balance in the Androgar Invasion that was laying waste to so much of the country.

The FBI’s Omnigenos Affairs Division reached out to the disbanded members of both Alliance East and Alliance West, calling those that would come back together as a new team—the United Alliance. While the American media would have you believe that the United Alliance single-handedly turned the tide of the invasion, the fact remains that it was a coordinated and concerted effort by a dozen omnigeni teams, including the United Alliance who had no GSA charter and the Psionic Collective who had no formal charter at all, that liberated the Earth.

In the end, it doesn’t matter who hit which alien hardest, or who blew up the most space ships. The United Alliance was here to stay, and a new tension existed on the world stage. If the US could withdraw from the GSA and build their own superhuman team, what was stopping the other nations?

The political landscape had changed once more, and as always, the omnigeni were at the center of the firestorm.



SPOTLIGHT ON THE NEXT ALLIANCE

The Story of a Moment in the Omnigenos Chronicles



In the year 2000, major population centers of the world are recovering from the scars of the invasion... some faster than others. But the United Alliance concocts a vision of a better tomorrow. No longer content to labor under the false assumption that only psions gain their powers in their youth, the Alliance set about to create a program for training and educating young omnigeni in hopes of creating a brighter future and identifying who will be the next Alliance.

Theirs would be a school that served all types of omnigeni, unlike similar programs such as the School for the Exceptional maintained by the Psionic Collective or the Zare Academy in totalitarian Moldova de Fier. While those existing programs restricted enrollment to only those of a certain origin (psions in the Collective) or omnigenetic sequence (*alphagens* in Zare), the Next Alliance project was open to the whole of the next generation of heroes.

The United Alliance placed the responsibility of shepherding the initiative in the hands of the hero called Victory, former leader of the GSA-sanctioned, youth-driven New Rebellion team and himself a hero whose coming of age was fraught with struggle, both physical and emotional. The Next Alliance program would last for years, but it was its inaugural class that would have the largest impact on the world stage over the years to come.



The Speed of Progress

In the aftermath of the invasion and the attendant shift in global dynamics following the United States' spurning of UN authority, events around the globe continued to escalate. As more and more omnigeni began to activate, more and more rogue factions came into being. The first two decades of the twenty-first century were characterized by a series of events that each had their own world-shaking impacts on the people of Earth. Referred to below by their more sensationalized tabloid names, these events paint a picture of a world in the throes of constant transformation and strife.

2001: Mytharc – Following the defeat of a powerful and presumably immortal sorceress, the mythic realms that had long been observed and patrolled by the heroic Northern Coven collided with the mortal world. As mysterious mystical phenomena swept the globe, the Northern Coven was forced to enact a dangerous form of protection, severing the connection between Earth and the mythic realms and fundamentally altering the powers of *omicrongen* and *demigen* individuals for years.

2002: Project Pandora – In perhaps its boldest move since its original formation, the Global Sanctioning Authority, in partnership with the FBI and governing agencies of a dozen other nations, staged a worldwide strike on PROMETHEUS, an *alphagen*-run science consortium specializing in equipping supercriminals. For weeks, forces of conventional agents and omnigeni raided every known PROMETHEUS safehouse, bringing the vast majority of their

administrative council to justice and ending a threat that had plagued the world from the shadows for decades.

2003: Antipodes Falling – Earth had always been a tempting target for outside aggressors. When the major warlords of the Antipodes Continuum found common cause in a decisive strike against Earth through a dimensional portal inadvertently left open by the League of Light, Earth’s defenders were nearly vanquished. Only when the GSA extended amnesty to a group of incarcerated rogue omnigeni, forming a new charter for the team that would be known as Earthguard, did the tide begin to turn... and when a small team of heroes from some of the many worlds that Earth’s omnigeni had helped to save over the years arrived to help seal Earth’s victory, the Starlight Coalition was granted a special charter and permission to operate out of an asteroid base in high Earth orbit.

2004: Oblivion’s Blade – The underworld could not long endure the vacuum of power created by the loss of PROMETHEUS. When an ancient order of quasi-mystic nihilists arose in the trappings of eastern hemisphere folklore, they stepped into that role and began to make trouble for heroes all over the world. More individualistic than PROMETHEUS, Oblivion’s Blade repelled every coordinated effort by the GSA-chartered heroes of the world, always slipping off in the shadows. 2004 marked the beginning of a more dangerous and shadowy presence in the landscape of omnigenos crime, but it also provided the first hints that Earth’s so-called separation from the mythic realms might be mending itself, as many of the O-Blades possessed subtle omnigenes with mystical expressions.

2005: Psion Scion – The darkest days in the already troubled history of Earth’s psions came in 2005, when the granddaughter of the Red Blight, one of the world’s most feared psion villains and the long-time nemesis of the Psionic Collective, experienced her thirteenth birthday. Like her father and her grandfather before her, she was a psion, and without warning her omnigene activated, bringing only the second *omegagen* ever recorded onto the world stage. A class 8C omnigenos, the girl used her stupendous abilities to protect her fellow psions from the years of persecution and torment they had suffered... by inadvertently erasing hundreds of psions from existence and nullifying the ability of all latent omnigenes on Earth to activate without catalysts. The tragic events of the girl’s activation and subsequent erasure of herself from existence in a fit of debilitating grief mobilized the world to change the way it looked at psions... but there were many who could not look past their terror at the sheer scope of the powers the girl had unleashed.

2006: Unity War ***DATA NOT YET AVAILABLE***

2007: Reclamation ***DATA NOT YET AVAILABLE***

2008: Age of Madness ***DATA NOT YET AVAILABLE***

2009: Age of Reason ***DATA NOT YET AVAILABLE***

2010: Domsday Decision ***DATA NOT YET AVAILABLE***

2011: Millennials ***DATA NOT YET AVAILABLE***

2012: Prophecies ***DATA NOT YET AVAILABLE***

2013: Sacrifice ***DATA NOT YET AVAILABLE***

2014: Alternaverse ***DATA NOT YET AVAILABLE***

2015: Cataclysm Wars ***DATA NOT YET AVAILABLE***

2016: Disunity ***DATA NOT YET AVAILABLE***

2017: Avalanche ***DATA NOT YET AVAILABLE***



SPOTLIGHT ON TEAM-UP TALES

The Story of a Moment in the Omnigenos Chronicles

In the year 2017, following the history-bending events of the Avalanche, Earth entered into a relatively calm period in comparison to the tumultuous events of the previous seventeen years. As the omnigenos teams worked in careful tandem to keep the people of Earth safe, it became easy to imagine that the worst dangers of the Omnigenos Era might be behind us.

But just because things are quiet doesn't mean that trouble isn't still out there, and the tight control the heroes exerted over the major cities drove many villains to seek profit and power in smaller, more secluded places. One place such as this, Pine Grove, Colorado, seemed ripe for the pickings by a number of dangerous villains... and small towns like Pine Grove didn't have sanctioned teams to protect them. In cases like these, it fell upon independent heroes, often young and inexperienced, to rise up and defend their homes. Against the most dangerous foes, these individual heroes found themselves with no choice but to team up... and sometimes, something amazing was born from those informal alliances.

**TEAM-UP
TALES**



2018: The Golden Hours ***DATA NOT YET AVAILABLE***

2019: Cosmic Contest ***DATA NOT YET AVAILABLE***

2020: Titanstorm ***DATA NOT YET AVAILABLE***

What Happens Next?

A powerful Breant time traveler that once faced down the Alliance West in the mid-80s had proclaimed that the Omnigenos Era would not last forever—that just as there was a time before the Earth had omnigeni to protect it, there would also be a time after. When interrogated by Archmagus before he fled, this figure—known even today only as The Omen—confessed that 2044 would be the final year of the era... and the end of the Omnigenos Chronicles.

Between now and then, many things can happen. Many things WILL happen. But what those things will be remains to be seen.