

The Awful Truth

Character Information Sheet

Character Name: Terra

Classification: greater

Summary:

You are the personification of Earth. You represent the land and the physical element of Earth. You are the Oldest Greater power known, having existed since the first microbe bumped into the seafloor.

Details:

Bump. Awake. The seas covered a large portion of you, keeping you cool. The sun beat upon the portions of you that were not covered by the sea, heating your flesh to nearly uncomfortable. The dreams of millions of tiny creatures pulled your thoughts together and gave your substance. One cell, ten, ten thousand. You grew with the life that was pulling together your essence. You began to be shaped by the elements around you as well as the thoughts of those who were living on your surface.

You became aware of others like you, and together you made a place for the dreams and thoughts of the creatures to be made manifest and real. The Other was created through your collective efforts, and you are all responsible for keeping it stable and safe. Its destruction would also destroy many of the creatures and places in The Real.

At some point, a being had appeared that was strong enough and had enough will to be able to manipulate the Other without the assistance of you or your brethren. You and your siblings discussed what should be done about this, for the direct manipulation of the Other could undo all of creation as you know it. It was decided that you would create pockets in the Other called Domains, where beings with enough will and power could build to their heart's content and not damage the fabric of the Other.

Many Domains have come and gone under your watch. The precedent of the way a domain works is that a spirit of some sort is drawn to a place and then is able to draw enough power to it to carve out a space for it in the space beyond the Real. In the event of the death of the founding spirit, the domain typically fades and its energies becomes part of the Other Space, taking all that is contained within and connected to it.

While you do judge beings for their ability to hold a realm together, you typically do not make Moral Judgments, as you are beyond Morality as most beings know it. You have been asked in the past to judge cases of Morality and you tend to be cold and dispassionate, using hard evidence and applying a sentence that fits the crime. This is infrequent and usually only undertaken when there are other Greaters involved.

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Recent Events

You have been informed of the death of the Rose Queen by your brethren. Normally this would not warrant a visit to her domain; however the subjects wish to preserve their world by the coronation of a new Queen. You are here to determine whether or not to proceed with the coronation or let the Dominion die.

If the Dominion is to die, you can offer a quick death over a long and lingering one, at the unanimous request of the Denizens.

The other option is to coronate a new monarch of the Dominion. There is a process to do so which has the following steps.

Forming the Jury: Selection of the Jury from Greater Powers present or those who are denizens of the realm.

Have the candidates presented for nomination.

The compulsion: This is the process by which you extract a secret that has been hidden or unknown by the subject.

The Vote: The Jury votes upon the candidates, eliminating all but one.

The coronation: This ties the new Monarch to the Dominion forever, severing their ties to the Real.

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Astrianna- A self-styled muse, friendly and outgoing, a potential power in this realm, but ineligible for Ascension higher than a Lesser Power.

Ataxia- Your sibling. She is also part of the group of Greater's here to determine if this Dominion should live. She is very unpredictable, and usually plays the wildcard in votes.

Blaze- The left hand of the Former Monarch of this realm, she is nurturing and caring, though there is a darkness in there as well. She is ineligible to ascend to control this Dominion.

Epoch - Your sibling. He is also part of the group of Greater's here to determine if this Dominion should live. He plays the role of speaker for the group and he organizes the process.

Gerid- A courtier of the Rose Queen

Guram- A strange being that seems to be neither male or female.

Queen Jasmine- One of the spiritual siblings of The Rose Queen. She is regal and exotic.

Malkin- A feline being who is one of the creatures living here

Meerie- A young woman who has a strong affinity for this Domain.

Rime- The Right hand of the Rose Queen.. he has obvious and not so obvious connections to Blaze.

Silversleeves- A flamboyant addition to the Garden.

King SnapDragon- One of the spiritual siblings of The Rose Queen. He tends to be loud, but fair and regal.

Tempest- - Your sibling. He is also part of the group of Greater's here to determine if this Dominion should live. He is unrelenting but fair.

Vacuity- Your sibling. He is also part of the group of Greater's here to determine if this Dominion should live. He seems very distant at times, but is known for his judgment..

Queen Tigerlilly- One of the spiritual siblings of The Rose Queen. She tends to be a bit more feral than her siblings.

Whutzyt- This being could almost be called mechanical, yet it lives. A curiosity.