



Future Perfect

A Roleplaying Game Setting at the Earth's End

The End is Near...

Noble Houses generations old fight upon landscapes we would no longer recognize.

Battles for Resources, Blood Feuds, and Religious Beliefs keep the machines of war churning from production lines. Massive towers built with technologies long forgotten stand like mountains against scarlet skies. The land is dry. The oceans dead.



Creatures once human roam the landscape in wild bands or serve as the foot soldiers for those willing to associate with the genetically manipulated.

Strange creatures are rumored to rise over the plains of ancient battles. Angels or ghosts, no one can say. Some believe the tales; others deny them. But rumors of the End of the World are whispered as supernatural occurrences and prophecies become manifest.

Martial pride and religious servitude are what people have left to find a place in the world. Honor is all. Fealty to family, gods and flag serve as food for the day. People are driven by the passions and their pride, struggling to save their children, their lovers, their honor, their faith.

These passions have driven the people of Earth to master an art known as *psionics*. Handed down from generation to generation of the noble houses (and sometimes found among members of the enslaved classes), *psionics* allows a few inhabitants of the Earth to master great powers.

Psionics & Sorcery

Psionics is the mastery of selfishness – that is, using selfishness to unleash great power, violence, and wisdom upon the world.



The masters of psionics are called *Sorcerers*. The focus of their magic are armored power suits that keep them safe but cut them off from others. Each suit is constructed to match the genetic structure of its "master." Not all people can wear such a suit, and many have gone mad upon trying their suit on for the first time.

The suit forges a symbiotic relationship with its master, heightening the Sorcerer's latent psychic powers. But to tap these powers, the Sorcerer must take actions that limit his empathy for others and focus only on himself or those he loves most.

These psychic powers can manifest as physical abilities that make a Sorcerer equal to a host of soldiers; or capable of fighting with the strength and firepower of the fantastical war machine.

Psionics also allow Sorcerers to discover the secrets of their enemies; invent new methods of science to scratch out foodstuffs from the dying lands; design more efficient weapons of war; foresee enemy actions and tactics; protect those they love from the effects of wounds or aging; travel quickly and many other functions.



"If you could save the one you loved, but had to burn the world – would you burn the world?"

Player Characters in *Future Perfect* are people with the ability to tap psionics. What the character wishes to do with this power is up to the character's Player.

Sorcerers can both bind new psionic operating systems into power armor – and *banish* operating systems from power armor. Note that the Sorcerer can banish systems from his own armor – or the armor of another Sorcerer.

The character might be from a noble house. Or from fallen house. Or from the *bonhai* slave caste. The character might be a warrior using sorcery to protect those he loves. Or be a *raptor* – a renegade Sorcerer bent on banishing psionic systems and killing sorcerers who summon them.

- LORE then, is Selfishness.
- DEMONS are the powered armored suits.
- HUMANITY is Compassion – the ability to see the greater good of humanity, act on the needs of others not connected to you, forswearing or sacrificing your own needs or the needs of those closest to you for someone else.
- RITUALS are acts that rob others of life, love, security and dignity in the name of serving one's own interests or the interests of those one loves
- At a HUMANITY OF 0 the Player Character can care only for his own needs, losing all connections with those he once fought for or loved. He becomes a *gabbish*, wandering the land slaughtering all and taking all he finds for himself.

