



"What Lies In The Furthest Reaches Of The Sky?"

The story is set on the world of Prester, a man-made colony, where its inhabitants use aerial vehicles known as vanships as a means of transportation. Although Prester itself is not a representation of Earth, it features technology reminiscent of nineteenth century Europe at the dawn of the Industrial Revolution. Many of its designs were also inspired by Germany's technological advances during the interwar period.

Prester's two nations of Anatoray and Disith are separated by a turbulent region of the sky known as the Grand Stream, an air current, a continually rushing 120-knot (140 mph) storm that circles the centre of the hourglass-shaped planet of Prester. Disith which currently experiencing a continuing rapid fall in temperature resulting in water accumulating and solidifying into ice. Anatoray on the other hand began to lose water, slowly becoming a desert. Being faced with the possibility of being frozen over and annihilated, Disith had broken through the Grand Stream in order to take over land from Anatoray and rebuild Disith.

The two nations are currently engaged in eternal conflict according to the code of chivalric warfare, enforced by a third superior faction known as the Guild. The Guild was originally an organization entrusted to oversee both the Exile program and terraforming of Earth, while also sending Subsidiarity to Prester Colonies to oversee the colonists. Over the centuries however, they've turned into a secretive order more interested in maintaining their power and manipulating the rest of mankind than fulfilling their original objective. It also provides the two nations with technology to preserve the status quo and enforce its dominance of both sides.

You start a week before the beginning of the series and here's 1000 CP for spending.

May the Wind be strong beneath your wings. And may good tailwinds bless your flight.

Location:

Roll 1d8, or chose your location for 100 CP:

1-2. Anatoray, Prester

The nation of Anatoray is a country as well as the binary half of Prester, with Disith as its opposition. The land controlled by the Anatoray is slowly dying; it is a desert wasteland, where water is hard to come by and towns are few and far between. Anatoray's lands are filled with rocky terrain and often rely on vanships as a means of travel and messaging. The Vanship Union is used in Anatoray not only as a messenger and courier service, but also as entertainment in races.

You start either in Norkia, Horizon Cave, or The Imperial Capital itself.

3-4. Disith, Prester

The nation of Disith is one of the two major countries in the world of Prester. Disith is a cold and wintry land. The temperature is continuing to fall at such a rate that the country is rapidly becoming uninhabitable. In order to survive, it has launched ships to cross the Grand Stream and invade Anatoray, where the Disith people hope to make a new nation for themselves.

You may start anywhere within the border of Disith or the Migration Capsule launch area.

5-6. Earth

Earth, specifically, the region in which the action is set seems to be the Mediterranean basin turned upside down, with the North African region being the north coast of the Grand Lake and the European region the southern coast of the Grand Lake. Western Europe is now in the east and Eastern Europe and the Middle East are now in the west due to the change of magnetic poles over the 600 year period of restoration.

While modern borders and famous landmarks have all disappeared, a trace of the pre-catastrophic Earth can still be seen within the new geographic arrangement. The Grand Lake is apparently of what is left of the former Mediterranean Sea, which is now closed off from the Atlantic, with the Black Sea also widening out and becoming part of the Grand Lake. The Suez and Gulf of Aqaba region can still be recognized in the current geography of the region.

A fair bit of warning. Earth is home to several countries of which one, The Ades Federation, are the remains of those who stayed on Earth during the Earth Regeneration Plan and did not flee the Earth in an Exile. They will or have already started The Ades Unification War against other nations on Earth.

You start either in Kartoffel, Fort Zwiebel or the Capital City of your chosen nations.

The Ades Federation, The Kingdom of Turan, or Glacies.

7-8. Free Choice

Congratulation, it seem Lady Luck is on your side. You may start anywhere within the series of your choice, including other Prester not included in the series.

Background:

1d8+16 to determine your age, Gender is as before, may change both for 100 CP or 50 CP for one of them.

Drop-In (Free)

You just show up at the location of choice, with no new memories of this world to either help you, or hold you back.

Vanship Pilot (100 CP)

You are a Vanship Pilot, either part of the Vanship Union or independent, your choice. You were born to a poor but happy family. As a young child you have always looked up to your father. He was a Vanship Pilot, one of the best. Now years after his death, you start on your journey. You strongly believe and follow the vanship pilot code as your father had before you.

"Once he accepts a mission he must see it through to the very end"

Military (100 CP)

You are part of the military of whatever country you choose or rolled for. At the age of seventeen, you left your home to join the military over the protest of your parent for the promise of a job, sending the extra money you made back to help your ailing family. There is another reason as well, whether it is be patriotism, wanderlust or for power, only you know.

Sky Pirate (100 CP)

Raised and taught in the culture of the Sky Pirates, you develop an over-confident and daring personality when it comes all forms of danger. Often fearless and always seeking new ways to out-do yourself, you enjoys the challenges. Always on the move and never based in one place for too long, your primary means of income is capturing skyfish (airships), scrapping them and then seiling the parts and any salvage inside. *May start on Earth

Guild Member (200 CP)

The Main Guild is in charge of Earth Terraforming, while a number of Subsidiary Guild on the Prester Colonies take cares of the functionality of the Prester and its inhabitants. However as the years went by, the Guild became corrupted and lost their original purpose. You are of the Guild, a genetically enhanced human being. Your journey starts with you either forgetting your origins and neglecting your duties, or having you gone native and mingled with the people of the colonies. Perhaps you are one of the few that continues to live in the shadows, to do this ungrateful task for it is your duty. It is your decision and yours alone. *May start at Guild Fortress

Abilities and Skills:

Basic Piloting (Free All)

Being capable piloting a vanship is vital considering it is the main way of transport. You are capable of the most basic of piloting a vanship or any airships at that. Though unless you spend time to learn properly, don't expect any more than the very basics.

100 CP

Salvager (Free Drop-In)

You are capable of finding things that others consider trash or worthless... or you stole it. Either way you are capable of taking it apart, stripping out the usable parts for later uses or selling them off. You are also capable of jury rigging equipment or tech you have, though this requires basic knowledge about the tech.

The Navigator (Free Vanship Pilot)

You are really good at locating places and objects. You know your way around maps and are good at giving directions.

Officer and a Gentleman (Free Military)

An officer and gentleman is personified by his behaviour: No matter how savage the fighting, no matter how pitiless the combat, the officer almost never lets his base nature take over. You are that, smoking a pipe, sipping your tea, and doing the Times Crossword Puzzle while everything has gone to hell and back.

Cheerful (Free Sky Pirate)

Nothing seems to keep you down for long. Even when something managed to bring you down, with time you will recover and come back all the better.

Basic Genetic Enhancement (Free Guild Member)

Your movements are a bit more graceful, with your dexterity and balance improved. You are at the very peak of both physical and mental human ability, even hitting the lower end of superhuman.

Flight of Fancy

You are capable of building something with an aesthetic of your choosing, be it Anatoray, Disith or even heck, the Aztec if you want a flying airship full of skull decorations. This even works on other tech that you have. This is just dressing, nothing more.

I Gave My Word (Discount Drop-In)

Once you decide on something, outside powers will have a hard time trying to influence you if you do not wish it. Your will is strong, nothing will deter you from the course you have taken.

I Think I Can (Discount Vanship Pilot)

People actually listen to you, if you think you can do or your plan is capable of it then people will at least listen to it, though they may not agree to it.

Crouching Moron, Hidden Badass (Discount Military)

You tend to act in a way that people tend to dismiss you outright. This doesn't mean that you are weak but you tend to be capable of hiding your true strength from people. Does not work well if your true capability is known.

Hyper Awareness (Discount Sky Pirate)

No details escapes your notice, you are aware of your surroundings to an unnatural degree. You are capable of knowing how many people are in the area, what are they doing and what is the best exit without attracting attention. Includes photographic memory/eidetic memory.

Dance Battler (Discount Guild Member)

You fight with enough grace that its looks like you are dancing. This may seem strange but it really isn't all that farfetched. Being a good dancer requires agility, flexibility, coordination, and good reflexes, which you have. Plus, it looks cool.

Promotion (200 CP)

By purchasing this you gain an officer's position within the chosen or rolled country's military if you decided to join. Military background instead gains a boost to rank of General or Commander based on the country. This will put you in command of a quite significant portion of your countries military and you will be constantly sent to the war front, whether in defences or attacking. As for Guild Member, congratulations: if you purchase this you are a Guild Principal, second only to Maestro, the Maestro being the overall leader of the entire Guild. You are also a part of the council means to choose who should be the next Maestro, or if you are on the Anatoray and Disith Prester, a part of a Royal Battle to the death where the winner becomes the next Maestro upon the death of the current one. Ain't that grand! Post jump, this will act as a boost increasing how quickly you, and with less effort, gain rank within an organization.

Lady Killer (Discount Drop-In)

You just seem to attract your preferred (opposite or same or both) gender. You just seems to attract competent people to your side, not necessarily sexually. Even enemies may find themselves starting to get attracted to you.

Flight Engineers (Discount Vanship Pilot)

You are the best, being capable of building any and all technology found in Last Exile, unfortunately this only extends to the human side, not the Guild. Though if you study hard enough or uncover past history, you may just reach pre-Exile tech. Your creations will also last the test of time and with heavy usage, unless specifically targeted or sabotaged.

Inspiration (Discount Military)

You are an inspiration to your crew. Those under your command tend to more competent, will work harder, faster and rarely make mistakes. Even if they do make a mistake, it will through no fault of their own, but of enemy action or unavoidable situation. Their loyalty can only be earned but once earned, they will follow you to the end of hell itself.

Luck (Discount Sky Pirate)

Luck is success or failure apparently brought by chance rather than through one's own actions. Your balance is more in the success than failure, and boy do you have a good amount of luck on your side, though try not to rely on it too often. After all, there is only so much luck can do.

Professional Killer (Discount Guild Member)

Capable of being able to maintain a strong situational awareness and putting your formidable martial arts talents to use, you are good at killing. In fact you are so good at it, it doesn't matter whether it is against a single person or a whole group of them. You are also able to discern a weakness or a weak spot or even how to make a weakness in the opponent's defence with the least effort. All the more better for you to exploit it mercilessly.

Last Charge (Discount Drop-In)

In any moment where there is a battle, should you die, there is a chance that you aren't truly dead. This allows you to change what normally could be a fatal situation into something more survivable in the sense of 'the enemy missed your vitals and didn't bother to check' kind of thing. You are going to be found by an ally that is able to bring you to safety but will be bedridden or incapable for a long time. Don't do this often though cause the more you use it, the less effective this is going to be. Return to full power at beginning of every new jump. This doesn't work if you are guaranteed to die in that situation such as a falling into a black hole or a nuke going off in your face without the necessary perks or skills to survive that.

Immelman (Discount Vanship Pilot)

You are an excellent pilot, have enough flight and combat experience to take on a Guild Starfish and any battleship of the Anatoray-Disith armada. Capable of staying calm and collected while dodging and deflecting enemy attacks. Thanks to all that time piloting, your body handles G-forces pretty well. Another thing, it doesn't matter what sort of machine it is, as long it is capable of flying, with a bit of training you can fly it too, and thus retain all of your previous piloting skills. This also applies when your aircraft receives its mid-series upgrade.

Tactical Mastermind (Discount Military)

Capable of facing overwhelming odds, again and again, you are capable of coming out on top, or at least alive. You can think up intricate and ingenious ways to defeat your enemies, making a reversal to an already, quite frankly fuck up situation. Though whether it be a complete reversal or a tactical withdrawal depends on whether or not you are willing to work for that reversal.

Grand Theft Airship (Discount Sky Pirate)

As long you know to pilot it, you can steal it. With a bit of knowledge about the target, you can steal about anything, even when somebody is using it, especially when someone is using it while at same having a brilliantly absurd plan for escape, when you finally have the prize in hand. For vehicle that requires a crew to function, you will at least the minimum (by your standard anyway) crew.

Archive (Discount Guild Member)

You are the archivist of the Guild, you hold within your grasp the entire history archive of the Guild. You are not just confined to the Guild history but of mankind. Your intensive study has led to you understanding some of the science behind mankind achievement, making you capable of innovating known technology into something better or combining it with others to make something new and perhaps better. This also includes the Main Guild intensive research on cloning and genetic.

Companions:

Companion (100 CP/400 CP)

You get new 2 companions for 100 CP, 4 for 200 CP, 6 for 300 CP and 8 for 400 CP. They get a free background and 600 CP to spend with. They are friendly and loyal companions. Their appearance and gender are up to you. You can also import your old companions from previous jump or mix and match your companions as you wish. They may not take drawbacks.

Canon Companion (100 CP)

You can choose to recruit any canon companion of your choice but you must convince them to follow you willingly.

Gears and Item:

Sword Cane (100 CP, Free Drop-In)

A cane that harbours a sword, a Sword Cane! Look the part, while still have option for a weapon for your protection! You may import an existing weapon and may freely change forms.

Cape (100 CP, Free Drop-In)

Your very own specialize cape, with your own personal symbol on it. Quite resistant to elements, and a fair amount of damage. Completely restored and cleaned at dawn each new day.

First Water (Filter Water) (100 CP, Free Vanship Pilot)

Also known as filter water, in a place with limited supplies, this is invaluable. Gain a bottle of it, which restores within the hour in your inventory or warehouse.

Claudia (100 CP, Free Vanship Pilot)

Claudia is a fluorescent blue ore mined on the floating world of Prester, the foundation of Prester's technology, fuelling steam engines and is a key element of the Claudia Units that allow vanships to fly. Claudia is also the primary currency of Prester, and is constantly generated by Prester and is impossible to counterfeit. You get 100 Claudia a week, which isn't much as less than 80 Claudia is enough for room and board for a week. Now if you were able to refine it...

Military Uniform (100 CP, Free Military)

You own a military uniform of your chosen or rolled nation. Not much to be said but you look quite dashing in it. Completely restored and cleaned at dawn each new day in your inventory or warehouse including the changes made to it (for example, medals and honour decorations).

‘Battleship Coffee’ (100 CP, Free Military)

“I’m Commander Vincent Alzey and this is my favourite coffee on the Prester”

Certified by Vincent Alzey, Captain of the Anatoray battleship Urbanus (Future Supreme Commander of the Armed Forces of the United Kingdom of Anatoray-Disith). The best coffee for the captain of the ship. Come with a lifetime supplies.

News Sky-pirates Today (100 CP, Free Sky Pirate)

It is a periodical published by Sky Pirates in Kartoffel. It keeps the people informed on any changes that are happening around Earth. With this purchase, you also get one each day at dawn or when you wake up. Also works outside this jump, information based on the setting at the time and what is publicly known.

Memento (100 CP, Free Sky Pirate)

The embodiment or representation of the solid, happy relationship between two people, or of an important memory or period in someone's life. This comes in many flavour be it a medal embossed with your personal symbol, a locket containing the picture of a loved one, or pocket watch with that of an important data scratch behind it. Either way, wearing this on your person will give you a minor boost of willpower and focus.

Guild Uniform (100 CP, Free Guild Member)

You own a Guild Member uniform, colour based on what rank you have. In order of highest to low, Lorcias wears black, Scutum wears grey, Aspis wears white. Completely restore and clean at dawn each new day. You can choose white or grey. If you purchased promotion as a Guild Member, you may take black.

A Retracted Lightsaber (200 CP, Free Guild Member)

Not really a lightsaber but a convincing look alike. Capable cutting down a man, lightweight or almost weightless and easy to carry whether as a keychain or an accessory. The item of choice for a Guild Member for self-defence or getting it up close and personal. You may import a previous weapon and can freely change forms between it.

A Small Farm (200 CP)

A small farm which include a modest house, a barn and five fields to plant in. The location near your starting location. At the end of the jump, this will be attached to your warehouse, and can be deployed at the location of your choosing in the next jump.

A Cosy House (200 CP)

A cosy house the size of a mansion, near your starting location. At the end of the jump, this will be attached to your warehouse, and can be deployed at the location of your choosing next jump.

Ships:

Migration Capsules (100 CP or Free)

Is a large, cylindrical Claudia-powered rockets constructed by the Disith. The migration capsules were constructed in response to dropping temperatures, which rendered the country of Disith increasingly uninhabitable. Don't know why you want it, considering none of the civilians attempting the journey across the Grand Stream to Anatoray survived, but ok. If you purchase with CP, you gain a working capsules and the flaw one for free.

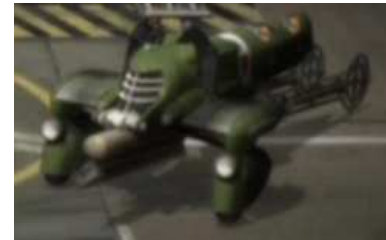


Basic Vanship (100 CP, Free Vanship Pilot and Discount for further purchase)

Vanships in general were couriers prior to the start of the series, traveling long distances to deliver small cargoes (usually messages). Some Vanships thus include tools for towing solid objects. Any Vanship intended to dock with a capital ship has a set of cables to act as anchors.

Military Vanship (100 CP, Free Military and Discount for further purchase, Discount Vanship Pilot)

Military vanships were developed by Anatoray as a type of vanship developed for use in combat. They equipped with a pair of 600 rpm machine guns with 200-round ammunition boxes, underside racks for carrying bombs, drop-pods, and



external tanks to compensate for the lower fuel efficiency of the overpowered thrusters.

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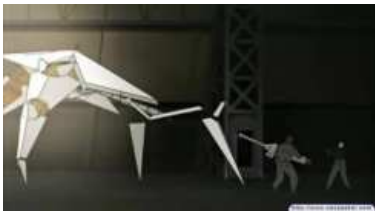
Vespa (100 CP, Free Sky Pirate and Discount for further purchase)

Vespas are smaller than any other types of vanships, but are still typically crewed by two, a pilot and a navigator. Vespas are usually armed with two harpoons, to help the Sky Pirates

disable larger ships so they can steal them.

Starfish Ship (200 CP, Free Guild Member and Discount for further purchase)

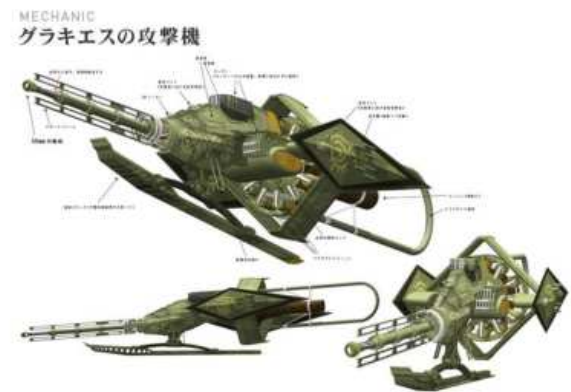
A one person fighter employed by the Guild. Capable of air, ground and underwater operation. The wings can extend into arm-like appendages, allowing it to walk along the ground, they can also extend manipulator arms for grabbing things. Armed with a nose-mounted gun and a shockwave



weapon located on the frontal section. Starfish are highly durable, fastest and most manoeuvrable on Prester. Unfortunately they suffers from a limited flight range, and can only engage for a short period of time before recall. Comes with an additional system, a sonar type of system for engine, allowing the Starfish to track down vanships from long distance.

Rocket Fighter (200 CP, Discounted Drop-In)

Rocket Fighters, also known as Interceptor Sokol adean, are employed by the Glacies nation, and are launched with the assistance of four disposable rocket boosters. Compared to other vanship, the Rocket Fighters have a completely enclosed cockpit, are equipped with a flight computers as well as wireless communication. They use a single engine for propulsion, are also fast and flexible, able to conduct flight in strong winds and harsh climates, and are armed with a nose-mounted single-barrelled gun that can fire anti-ship/armour-piercing shots capable of inflicting heavy damage.

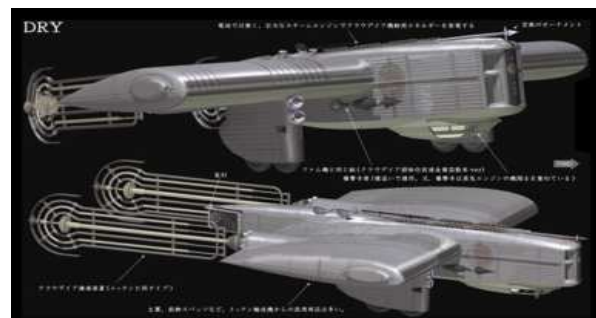


Cargo Vanship (200 CP, Discounted Vanship Pilot)

The size of a bus, Cargo Vanship are intended for efficiency instead of speed. As the name suggested they are primarily used for transport of goods and supplies.

Medium Vanships (200 CP, Discount Sky Pirate)

A special type of large vanship. Sometimes armed with up to six harpoons the size of a Vespa, thanks to their large wing or capable of equipping racks of normal size harpoons. Has a big cargo bay and an observer's spot under the ship equipped with periscope/binoculars for long range scouting.



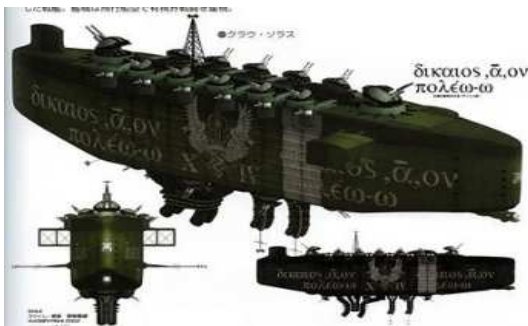


Floating Docks (200 CP, Discounted Sky Pirate)

A large ship with a rectangular shape, which serves as a mobile docks for vanships, with an open roof to allow take-off and landings.

Starfish Booster (300 CP, Discount Guild Member)

It is designed to attach to a vanship providing additional thrust. Capable of independent flight, allowing its pilot to leave it hovering in the air while they detach their vanship, and later return to it. They also have unfolding arms and is equipped with machine guns each.



Claimh Solais class (400 CP, Discount Military, Anatoray Discount)

An Anatoray main battleship, the majority of the battleship's guns are located on the topside. This is in expectancy for that they would be firing on Disith battleships descending from the Grand Stream. Most of the ship's vital systems are in the bottom of the ship, protected by armor on top.

Reparation class (400 CP, Discount Military, Disith Discount)

Disith main battleship, the guns on Disith battleships are primarily located on the bottom, in expectancy that Disith would be invading Anatoray from above via the Grand Stream. Compared to their Anatoray counterpart, the Disith Battleships have very little in armour but favour speed and manoeuvrability.





Ades Battleship(400 CP, Discount Military, Earth Discount)

Ades main battleship, there have been a number of different classes, you may choose which class you wish. These ships are heavily armoured, slow, and have poor manoeuvrability. The Ades battleship are armed with cannons, guns, and anti-air auto cannons which can target battleships, vanships and forces that are clad in armour respectively. Lastly they are also capable of launching torpedoes and

depth charges as well as bombs for ground and air bombardment.

Urbanus (400 CP)

The state-of-the-art Anatoray battleship, with a combination of short and long range weaponry. The ship is fast and manoeuvrable, able to outflank enemy ships, softening them with long range weapons and eventually moving in with close range, if necessary point blank range. Their primary weapons consist of two anti-ship torpedo launchers, a single torpedo is capable of sinking a line ship. The

short-range weaponry is two trios of small turrets, intended to soften the enemy ships for close combat. For close combat the ship is equipped with three weapons, the first the ramming horn which dominates the prow of the vessel. The second are the wings of the ship are essentially over-sized chainsaws means to cut through hulls. The third are the musketeers compliment on board, as the cutters digs in a ship cutting through on a slow past, the musket group are to fire directly into the enemy ship.





Guild Battleship (800 CP, Discounted Guild Member)

Rarely deployed by the Guild, technologically far superior to any warships under the sun, capable of withstanding direct hits from shells of any ship with no visible damage. They are capable of firing plasma projectiles and seems to have no blind spots as the weapon batteries are capable of rotating. Unfortunately they are vulnerable to vanships that penetrate their hull to target the Claudia Unit.

Grand Exile (800 CP)

The Exiles are a series of colony ships that were constructed as part of the Earth Regeneration Plan. At least eight were built as a means to carry millions of immigrants to a number of Prester Colony while Earth's damaged environment was restored. Only those from certain bloodlines are capable of controlling Exile: the oldest female in the bloodline who carries the gene is the Key to Exile. Speaking the proper Mysteria to a Key activates the Exile; doing so causes the Key to enter a trance-like state, allowing the speaker to control the Exile. While the Exiles were created for a peaceful purpose, their advanced technology and formidable tentacle-like defensive systems are capable of destroying a whole fleet. **With this purchased, you are such key regardless of gender and without the whole enter trance-like state, making you capable of controlling it by your lonesome self. Or if you want, you could have an Exile Key as a companion with the proper Mysteria, must be female, appearance is your preference and with 600 CP to spend. Can choose canon Exile, with its canon Key though they received no CP.**



Drawbacks:
Limit +800 CP

+100 CP

Sleepwalking

You have a minor case of sleepwalking. Expect to wake at the most unlikely of places. Fortunately for you, you are rarely in any sort of danger though expect to be in some embarrassing situation.

Arrogance

Pride, you have a quite a bit of it. Constantly boasting and bragging of your feats whether true or exaggerated, will quickly leave those near you quite frustrated. Do be careful as the saying say 'Pride comes before the fall' and try not to overstate your limit.

Suspicious

Everywhere you go people are suspicious of you, whether because they never meet you, you are an outsider, or anything really. It will take time to break the ice, so to speak.

Brutal Honesty

You seems to be utterly incapable of lying and is completely devoid of tact. You say exactly what's on your mind. Especially in an important situation where tact is needed, only for you blurt out the first thing that come to mind. Here is advice: 'Silence is golden.'

+200 CP

Good Hearted

You are too good for your own good. You just can't resist helping those in need when you see them. You will charge in regardless of heed of the danger at the first sign of trouble whether the victim is friends or foes, you will help them regardless.

Under Scrutiny

Apparently people don't trust. You will put under observation by those in power as if you are threat to them. While people will have a hard time trusting you or even outright hate you for some unknown reason. Expect your time to be under constant watch.

Emotionless

Thankfully it doesn't mean that you are completely emotionless, merely that you emotions are muted. Oh you still feel emotions but less intense than before: your enjoyment of life is going to be quite lacking.

+300 CP

Acrophobia

You have an irrational fear of heights. Anything higher than ten meters will trigger it, making you unable to think and be assaulted by unexplained fear. You may try to overcome this, but it is a long journey and even then you never completely remove your fear. Since nearly everything takes place in flight... you will be crippled! Yay!

Guild

The Guild have found you guilty of some crime, and have sentenced you to death. You can hide but they *will* find you, you can run, but where will you run that is outside of the Guild's influence? Expect escalation if you fight them off, until the full might of the Guild is on you.

Lost Memories

What this? Ok, your memories of your past jump are sealed off, leaving you with just the memories of your background, unless you are a Drop-In which in this case you suffer from total amnesia. In jump, you can only regain fragments of your old memory, never the entirety.

Sealed Powers

You're out of jump powers are sealed for the duration of this jump, including your warehouse. As a consolation prize, your knowledge and non-supernatural skills are intact.

Last Exile Version 1.21

Made By Slavia

25/06/2016

Notes

History:

The distant future. The economic priorities of certain superpowers based on consumption came to a halt as global warming advanced. The melting of the glaciers caused sea levels to rise and catastrophic weather events. It was predicted that Earth would no longer be able to support life in 100 years. The Earth Regeneration Plan was put into operation: to evacuate Earth and allow the planet to heal itself. To speed up the process, Earth was covered in nanomachines built to assist the planet's recovery. After the Earth Regeneration Plan finished over a period of 600 years or so, the signal for humans to return was sent out. Earth's geology had changed with natural borders and famous landmarks and formations no longer visible. The Earth's magnetic poles have also shifted.

Carefully selected for migration on a global scale based on region, several hourglass-type space colonies (called Prester Colonies or Presters) were constructed. In their placement, it was necessary to find locations with fixed stars where there were little gravitational disturbances and cosmic dust so the colonies could last for perhaps a millennium. Because the resources required in building Presters were so vast, locations had to be found with materials that could be utilized. In some instances, more than one colony was being built in the same place.

The artificial planets were able to harvest solar rays to power the circulation of air and water, allowing them to simulate Earth's environment indefinitely. If human civilization and culture were able to exist in a Prester's closed system, it was the expectation that humans would return to their mother star after the Earth's regeneration.

Example of Pre-Exile Tech

Intensive genetic and cloning capability, making of the Guild that is borderline low-end superhuman terms in physical capability.

Capable of extreme Material Science, capable of making structure last for a millennium with little to no maintenance, may not function correctly but will work to some extent.

Another example of Material Science, the creation of Claudia, Claudia is form naturally on the Prester Colonies, meaning that they were intended that way. This is only possible if they already know how to make it.

Efficient Energy Technology, capable making a lite lightsaber with a penance of high quality battery or more efficient energy capture and storage devices, as evident by the Prester were able to harvest solar rays to power the circulation of air and water allowing them to simulate Earth's environment **indefinitely**.

Capable of limited Nanotech, using nanite to terraform a planet.

Limited Terraforming capability, just enough to get the job done.

There could be more but unfortunately by the time the series start, humanity have lost almost all of their tech, though the Guild manage to retain some, they too suffer a number of losses. Doesn't help with the whole purge thing going on.

Changelog:

Version 1.1

- Grammatical error fix, cleaning a bit.
- Cheerful perk rewording, making it easy to understand.
- Adding quantify to Basic Genetic.
- Reword buff Professional Killer.
- Last Charge, remove limit but added in diminishing return on power. Added limit.
- Tactical Mastermind reword.
- Archive change it so that it doesn't include pre-Exile tech. Combining both Flight Engineer and Archive, you can get instant pre-Exile tech.
- Making Canon Companion cheaper.
- Migration Capsule, making it part of the ship section, free for the flaw version and 100 CP for the working ones.
- Added Picture to the ship Section.
- Starfish ship reword better.
- Grand Exile added that you are the key or that you gain an exile key as a companion (must be female, appearance you choice) with 600 CP with no discount. Can chose canon Exile and Key but no CP.
- Changed Fear of Height to Acrophobia. Added more height.
- Added Notes, added History to Notes, added Pre-Exile Tech Example to Notes.
- Redo the Intro.
- Added in places in the location section.
- Moved Promotion to 200 CP section and added post jump function.
- Added more stuff to Grand Theft Airships.
- Remove word Obligatory from the drawback, apparently people having a hard time understand joke on the internet while reading a PDF.

Version 1.2

- Fixed typo
- Added appropriate discount for starter ships for further purchase
- Added nation discount to 400 CP military ship except Urbanus, yes it stack with Military Background.
- Added 800 CP limit to the drawback
- Added missing Sky Pirate item, Memento (100 CP, free for Sky Pirate) give a minor boost to willpower and focus.

Version 1.21 - Grammatical and spelling error fixed