

GEM

COMPLEXITY: ★ ★ ★

Mythora was once a paradise before the malicious influence of Astasia rotted away its various societies, leading to wars that lasted for generations. Secretly, Astasia longed for the destruction of Mythora so she could get to its core—the Parity. The entire world of Mythora was crafted by a celestial entity to protect the Parity, which is the source of all balance in the infinite cosmos. Unfortunately, Astasia learned the secrets when the Astrallacy opened its gates, and she orchestrated the fall of Mythora. The only survivor of Mythora was GEM—the Galactic Emissary of Mythora—the last protector of the Trinikey, which were the last three parity shards GEM was able to escape with. In a panic, GEM escaped into the Astrallacy to protect the last legacy of her homeworld, and the only thing protecting life from Astasia’s tyranny. However, Mythorans were ethereal forms, and GEM knew she needed physical form to fight the final war that was coming. Enter Roy Burton.

Roy and Adrian Burton were twin brothers that were separated at birth, stolen from Earth by malicious creatures of the Astrallacy. It was on the planet Exen that their paths diverged. A weakened GEM chose Roy as the protector of the Trinikey, while his brother Adrian was taken by the Interstellar Command Legion of Exen to be trained as a soldier in their frozen wastes. The twins were destined to be reunited, but the prophets of Exen said it would lead to bloody conflict. GEM whisked Roy back to into the Astrallacy to train the young boy in the ways of the Trinikey—a balance of power between compassion in heart and strength in fists. GEM would eventually wither away until her spirit was nothing but a vestige that followed Roy into adulthood, guiding his consciousness. Now, Roy has adopted the persona of Gem, defender of the Trinikey, keeper of Mythora’s legacy, and sworn enemy of Astasia and her vile shard hunters.

