

Chapter 02: FS Basics

The Basics of the FS Universe

The Basics

Future Shadows takes place within the Milky Way Galaxy in the 35th century. In this fictional future universe the Empire rules the majority of the explored galaxy, uniting the majority of known races. The core of the Empire is densely populated, and is spread ever thinner to the colonies and fringe worlds of farthest reached of explored space. The Empire is filled with competing races and mega corporations that spar with politics, violence, and philosophy. These spars have left many scattered through out the Empire, unemployed and destitute. They are called the dispossessed and live very meagerly sustaining themselves on the Empires charity.

Beyond the Empire are several races that have chosen not to be part of the Empire. Nearer the center of the galaxy the Koranda have invaded from another Galaxy. From beyond our dimension there is ancient threat that seeps through the rifts.

Living in the shadows of this mixture of events, trying to survive and thrive is the core of the adventures you will find in Future Shadows.

The Core of the Empire

Early space exploration by the humans led to the discovery and friendship of the Drakens and the Acroyans. They form the most powerful and largest populations within the Empire. The densest part of the Empire is located around the core worlds, and this is the heart of their technology and manufacturing capabilities.

The Empire is a philosophical movement that promotes individual rights, honor, and justice. Only when these are being threatened, will the Empire intervene. Their role is that of peacekeepers, communication between the races spread through out the galaxy, and to promote the advancement of all races. Within this vast Empire are dozens upon dozens of races besides its founders, the humans.

The Empire is fighting three wars. One with horrifying headlines as the alien Koranda slowly but persistently invades our galaxy. Another from within the Empire itself, as the troublesome Mega-Corporations vie for power, and fight to suppress growingly restless mobs of dispossessed. Yet another that has been fought covertly with a corruption from another dimension.

Races

The races of the empire are numerous, diverse, and from the far reaches of the galaxy. Some have retained their cultural identity, and many others exist as simply part of the every day empire. Many families from the different races have grown into loosely knitted clans. Beneath the Mega-Corporations, the Clans are the next most powerful social-political entity.

The allegiances they have formed with the Mega-Corps can span generations, or last for a single deal. The Clans value loyalty, leadership, prowess, and success amongst their members, and reward their members with increased reputation, clan responsibilities and positions of power. Clans seek to build their reputations against one another more than anything, and great bitter rivalries exist.

Mega Corporations

With the human expansion into space, Mega-Corporations have taken control of all business, commerce, and have indoctrinated themselves into the pure fabric of society. They have perhaps forged their importance as the countries of the old non-unified Earth, with their own history, identities, populations, alliances, and cultures. The Mega-Corporations trade deals were as successful in recruiting new races into the Empire, as the protection the Empire itself.

The Mega-Corporations though unified in one empire, are not always in good relations with each other, they are well known to spy, steal and war with one another. Some of the Mega-Corporations are selfless in this time of need, and act to keep the Empire together. Others see this as a time to increase their position in any treacherous way available, to the point of the destruction of the Empire. The Mega-Corporations are both a blessing and a scourge to the Empire.

The Koranda War

In addition to the disruptive actions of the Mega-Corporations, the Empire is also at war with a race from beyond the Milky Way called the Koranda. No one knows why the Koranda have come, or why they attacked instead of coming in peace. All that is known of the Koranda is that they are mercilessly bent on the conquering of our galaxy, often destroying whole populations of citizens in the process. The forces of the Koranda include the gigantic genetically created warrior race of the Zitsu-Kar, and the infesting insect-like Xanthranians, and on occasion even human agents. The ancient and mysterious Dragoon race, are rumored to have once been their slaves as well, adding to the mystery of the invading Koranda.

Dark Age of Technology

With the expansion into the stars and the spread of the Empire, communication can take months from one side of the Empire to the other. With the lack of instant communication, the expansion rate of the Empire has slowed both in territory and in the development of new technology. The Koranda War has had a similar effect. It is feared that the Golden Age of the Empire, is now slipping into its Darkest Moments yet. The past several decades have seen the weakening of the Empire and the alliances it has forged, and the fragmentation of power. The year is 3407, welcome to a new Dark Age.

The Race Worlds of the Empire

Many other races have joined the Empire over time. Each of the races controls its own region of space, complete with their own technology and homogenous populations. Although part of the Empire, each of these regions or provinces has their own government, histories, and customs. The Empire is represented in these areas by imperial embassies, monasteries, bases and fleets. The Mega-Corporations may also have the occasional colony world, trading centers, and production facilities.

These races usually are friendly towards one another, however many still bear all grudges, and the scars of wars from before the Empire united them. The politicking of the various Mega Corporations and the Races can form a tangled web of alliances and betrayals.

The Mega Corporations of the Empire

The Mega Corporations hold an amazing amount of power both in business and politics. Often in regions where their influence is the densest they rival the power and influence of the Empire itself. The Mega Corporations compete very rigorously, and occasionally have direct conflicts and wars with one another.

The entire Empire fleet has been heavily strained by the war with the invading Koranda. This has allowed the MCs the autonomy to govern their own privately funded colonies. The MCs quickly grew in size and power with the vast need for resources during the war. As the Empire Fleet was drawn from its expansive patrols to the front lines of the battle, the Mega-Corporations begin to forge their own little regions of space. They grew to have absolute power in their regions.

Soon they themselves became their own minor governments within the Empire. Complete with several generations of completely loyal populations, the ideologies of the Empire are replaced with the directives of the local MCs. After time this will be all that they know. Some MCs clung to the ways of the Empire, and others, have drawn away and became corrupt. Living on some worlds is extremely oppressed almost to the point of slavery, and other a peaceful collective.

The Mega-Corporations grew vastly in both size and influence. In time they eventually began to fight between themselves. They fought for the rights to planets, trade secrets, and even simply pure rivalry and disdain. From time to time this has broken out into full-fledged war, a practice that has unfortunately continued to this day. This further fractured the former glory of the Empire.

The Colonies & Fringe Worlds of the Empire

Beyond the Core Worlds and the Race Worlds of the Empire lie the latest of colonies and fringe worlds. These worlds are always located on the outside edge of the expanding empire. The main distinction between a colony and a fringe world is simply how populated the surrounding systems are. A colony that is in a densely populated region of space with other colonies is called a colony. While a colony that is separated by a large amount of space with its closest neighbor is called a fringe world.

Vast areas of space separate the worlds of the Empire. Messages from the colonies and front lines take months to reach the Empire's core worlds, using conventional communication methods. The news from the front lines detailed the fall of civilization after civilization, and nothing was heard from the destroyed worlds. The distance of the communication lines and trade routes, frequent oppression, war between the MCs, losses of vast numbers of civilizations to the Koranda and the disappearance of the Empire's ideologies have slowly brought the Empire into a new dark age in the farthest of Empire worlds.

The Dispossessed & Clans of the Empire

In these far reaching colonies and fringe worlds that are often separated for years from contact with the distant race worlds and even more remote core worlds, the inhabitants have reinvented an old custom with humanoids, the organization of clans. A clan is an extended family or group of families that has bonded together for common protection, mutual growth, and as a sense of identity. It is not uncommon for these clans to skirmish, however most are bound by strict sense of clan honor.

After enjoying many centuries of prosperity, the population of the Empire has been forced into a much more difficult time. In the colonies, fringe worlds, and even the more distant worlds on the inner Empire, the quality of life has been significantly reduced. Between the enormous drain of resources for the war, and the fickle Mega-Corporations they have been left stranded across the galaxy, in poverty, hunger, and jobless. They are called the dispossessed. Whether they have been abandoned by their MC benefactors or simply had their trade lines cut off, many suffer.

The dispossessed have helped fuel the fires for the growth of the clans. Colonists of all races bind their families together to create these clans, sometimes due to their common history or even simply as survival from another clan. Clan disputes are usually settled via street wars, personal duels, or the paying of wergild, the worth of a dead man to his kin. It is indeed a dark time.

Locations within the Galaxy

The Galaxy is divided into 10 sectors. The disc of the galaxy is divided into 4 pie sections around the 5th circular core. The disc is then sliced edgewise for an up down sectional resulting in 10 sectors. The four pie sectors are named by with greek names (Alpha, Beta, Gamma, Delta) and the circular tube core is name the Galactic Core. The tops and bottoms are called ascension and descension.

The naming convention of the Humans, and became the standard for the Empire. This only made sense since they were all in Alpha Ascension. As a result the edgewise division of the galaxy placed them in ascension, and being the first quadrant, the name alpha.

The quadrants are then named clockwise from Alpha Ascension while facing the Galactic Core.. To the left of the first quadrant is Beta. Straight Across, is the Gamma quadrant, and to the right, the Delta Quadrant.

Facing the Galactic Core, while standing atop and perpendicular to the edgewise division those on top became ascension, and those below became the descension.