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In 2012, the world was in shock as scientists at the CERN super collider announced the discovery of the Higgs Boson particle, the particle responsible for the existence of gravity. As the world applauded their discovery scientists began to scratch their heads, when follow up research in 2013 found another particle in the same mass range. No one could explain this result, until 2018, when Dr. John DeBruyn came forward with an earth shattering discovery, the particle found in 2013 was the Higgs Boson, and the one found in 2012, was responsible for a previously unobserved fundamental force, now known as the Mesh Force, which gives rise to the structure of spacetime (for his discovery, the particle was named a DeBruyn Boson, and Dr. DeBruyn was awarded a Nobel Prize in Physics in 2025).

Scientists and engineers took quickly to this result, allowing them a previously unthought of level of control over the notion of distance, leading researchers at the Massachusetts Institute of Technology to develop a warp drive, a device capable of bending space. In another startling upset, it wasn't governments to first implement this technology to space exploration, but rather a company, or perhaps more appropriately described as a technological empire, Google. The launch of the Exploration-One on its mission to solar system CMOS, was met with worldwide fascination, as people followed the blogs posted by the explorers (at the time, video couldn't be sent across the vastness of space, an issue since solved). While people watched everyday for new updates on the voyage, the world changed when the lead explorer, Dr. Andrew Mitchell, posted an image with a ship of alien design, with the caption WE ARE NOT ALONE.

As the world held it breath for news regarding the ship, no new responses came, and some began to think of the post as a hoax, until three months later when without warning the Exploration One returned, devoid of its crew. Follow-up expeditions were launched in search of the adventurers, searching all across CMOS, with no success, however the crews did manage to find the alien vessel, along with other signs of intelligent life spread throughout CMOS, without finding any alien specimens, alive or dead.

Growing fearful of the risk of space exploration, the United Nations passed Resolution 66 which banned the exploration of any other solar systems. Now, brave travellers are frequently sent out to CMOS by both companies and governments, seeking to stake their claim, on undiscovered resources, alongside with a number of specialists who have created a degree of infrastructure in the region, ranging from space stations, to even young cities, quickly built through Mesh technology.

Themes and Threats

Threat: We Are Not Alone

Following the loss of the Exploration-One, dozens of expeditions have been launched in search of alien life. While no such life has been discovered, ancient ruins, dating back thousands of years, have been discovered. Made of clear alien design, filled with unknowable technology -not to mention, lethal traps- these ruins are the only signs of the claims made by Dr. Mitchell. At least, for now...

Theme: The Unknown Is Scary

The vastness of the milky way galaxy and the universe are hard for individuals to comprehend, even with the advent of technology that allowed humanity to become a class 2 civilization, they are only partially able to master the galaxy, and create infrastructure capable of making it seem smaller. During this process accidents and mistakes lead to the loss of life of many would-be space adventurers.

Theme: Hell Breaks Loose

In light of new explorations of the galaxy, the infernal powers wish to expand their influence. Or find a way to weaken the divide between their realm and the mortal realm. One demon in particular--by accident--has crossed by means of this alien technology/methods and the infernal world wishes to determine how.

Threat: Chimera Ant

The pollution that the humans have dumped onto this world has had consequences that most do not know of. Yes there is the death and extinction of many of the species however there are other that have adapted. Chimera Ants are extremely dangerous animals that come are ranked first among insects that should be quarantined. Also known as the "Gourmet Ant," they have voracious appetites and can consume several times their own weight within a single day. In every nest, one Queen Chimera Ant exists to produce more Ants in order to ensure the success of the species. Chimera Ant Queens possess an entirely unique method of reproduction known as Phagogenesis a term meaning reproduction through devouring. By eating other creatures, a Chimera Ant queen can impart the characteristics of ingested creatures onto the next generation of Chimera Ants it gives birth to. To take advantage of the genes of a particular species, Chimera Ants have been known to feed until the fodder species is driven to extinction in its ecosystem. (Their size can range from a millimeter to 6 feet).

Hannibal Goldblum (Face)

High Concept: Obsessive Warlock Bioengineer

Motivation: "How can I steal magic using Chimera Ants' phagogenesis?"

A High Level View

Warlocks: With the vastness of a whole solar system, the White Council, finds it overwhelming to patrol the CMOS system for those who violate the laws of magic, making CMOS a perfect hiding place for those mages on the run. Being attuned to the forces of magic, warlocks tend to be in the know, and finally (at least relatively) free from the White Council, warlocks are quite happy to let the CMOS system develop naturally. That being said, rumors abound of an order of warlocks calling themselves the Banishers; what they desire is unknown, but given the instability of the average warlock, if they exist, they must be up to no good.

Jauntee Lockhardt (Face)

High Concept: Queen of the Warlocks

Motivation: "Screw the council, it's time to make our supernatural world visible to the human race. It's time to take over the universe"

The Venatori Umbrorum: Following the last transmission from the Exploration-One, the Venatori were suddenly very interested in establishing themselves in the CMOS system, leveraging resources that few knew were at their disposal to make their way to CMOS, where they quickly established a number of outposts. Now the Venatori have established themselves as primary agents of order in the CMOS system, serving as defacto sheriffs of the supernatural community, in an otherwise chaotic climate.

The Order of the Blackened Denarius: The Fallen too have taken a great interest in the CMOS system, though none know what they desire, they serve as strong antagonists to the Venatori, spreading discord wherever they go. Those who have been paying attention have noticed that the Denari always seem to be travelling to one of the planets right before an alien ruin is discovered.

The Red Court: The Red Court has not been seen in over a hundred years.

Order of the Silver Shadows: Evil is seductive, and nobody knows this more than the Order of the Silver Shadows. This cult sprung up relatively recently, after Myhenstarra crossed into the mortal world and drew their souls into darkness. They serve her will, often infiltrating other organizations and institutions. Each member has a silver rune somewhere on their body that allows them to commune in nightmares and symbolizes their servitude.

The Lunar Fathers: Where there's evil, there's good. The Lunar Fathers, simply put, are demon hunters devoted to sending infernal beings right back where they came from. They inherently distrust anything arcane, believing it to have evil origins. They seek to discover or create technology sophisticated enough to replace the need for magic altogether.

The Enlightened: Early explorations into the galaxy revealed a planet where dwell entities who call themselves The Enlightened, mortals whose minds have been twisted by the energies of that world in such a way that they can glimpse the future or be granted insight into questions. However, physically they are blind and the knowledge in their minds makes their answers cryptic, madness mixed with true insight. They are seen by many as sages, fortune tellers, or—by the skeptical—charlatans.

White Council: The White Council is struggling to keep up with the rate of mortal advancement as hexing used to make it impossible for most wizards to interact with modern technology, however, as the years passed hexing changed. Now the White council has clawed its way off the blue planet, having settled most of the supernatural disturbances on Earth (fighting with vampires, helping to maintain the balance between Winter and Summer) it is a relatively stable environment compared to the ever expanding universe. The White council now focuses their vision to the stars as it attempts to rein in some of the chaos and deal with the abundance of warlocks who've managed to take root in vastness of space.

The White Court: Now the most prominent court of vampires. They have always been quiet and followed the accords. The white court seeks not conflict and destruction, as some adventurers and outcast members take to space, most remain on Earth and slowly grow more powerful. It is not known whether they will remain amicable forever. If they manage to gain enough power to take on the white council for example, as the council remains pre-occupied with the advent of space travel, the vampires could have the potential for war.

The Nevernever: It has never been truly known by anyone just how far the Nevernever extends through the boundaries of the universe. Most believed that it only encompassed the earth,

because no one has ever reported using the Nevernever to travel between worlds before. However, with the exploration of space it has become known that the Nevernever can expand. In some metaphysical way, the Nevernever is inextricably linked to the mortal realm. As humanity's grasp over the universe expands so too does the Nevernever. One need only find a portal to the other plane anywhere in space in order to enter the Nevernever, just as it always has been and always will be.

The UN: With the governments of Earth coming to an agreement with regards to the future of space travel - that is that they will not war with one another in the face of mutual destruction at the hands of the most advanced forms of weaponry. A more robust form of the UN has emerged, ofcourse containing representatives from every country on Earth, it's main goal is to enforce the most important laws that almost all of humanity agrees upon.

Places

CMOS-3 Juno

A lush, verdant planet, CMOS-3, or as it's more colloquially referred to as Juno, is covered in forests. Bearing little interest to the non-supernatural community (lacking in most resources outside of its massive amounts of forestry, and the cost of transporting the results of any logging greatly outweigh the potential profits), Juno has made a name for itself among the supernatural, as a number of spirits on the run from bigger threats have made Juno their home, the difficulty of crossing into CMOS through the Nevernever offering wayward spirits some degree of protection from any who would seek them out. With the change in its spiritual presence, Juno has begun to change, the forests grow darker, and more dangerous, and the few who travel there often meet unfortunate ends, who knows what could happen should these changes continue to develop.

Threat: A Changing Landscape

As the spiritual energy of Juno begins to change in the presence of dark, fearful, wayward spirits, those who make their way to Juno are finding the forests becoming dark, and dangerous.

Willy Wikerson (Face)

High concept: A Price to High to Pay

Motivation: When in dept in the District of Secrets, one can pay this dept off by poaching the vary rare natural resource of CMOS-3, be it animal parts or plant parts.

The Brokerage District

On CMOS-2, Vesta, the brokerage district is the center for all trade in the CMOS system. It is here that the various governments, and companies who work in the system coordinate their activities, and broker their deals. Any who wish to operate in CMOS will eventually have to find themselves in the brokerage district, if not for supplies, then at least in seeking the licenses necessary to (legally) operate in the region.

Theme: If You Got The Money, Honey, We Got Your Disease

Though not always in the open, anything can be bought or sold on Vesta. From weapons of mass destruction, to thousands of slaves, if you have the cash, someone can be found with what you want.

Captin Marrion (Face)

High concept: The End is Near!

Motivation: There have been more and more sightings in the trading center of Danarian people. Some worry this planet will be destroyed.

Elysium

In this apparent paradise, violence of any sort is forbidden. Refuge is granted to all who come here, and it remains strictly neutral in any political scuffle, and its cities are filled with various pleasure districts, each with their unique form of currency. However, despite this edenic illusion, something wicked lurks in the shadows—and it is being fed the energy generated by the tourists and their various transactions.

Threat: Feed Me. Seymour!

The District of Secrets

On Elysium, there is a city (Styx) that is home to the District of Secrets. Instead of cash, this district deals in secrets, clandestine information, and promises. If there are rumours to be had throughout the galaxy, someone here will know it. Some, they claim, buy memories and even emotions. It's also the district of illegal pleasures, in particular supernatural-brewed drugs and exotic thrills. Some people enter such debt that they emerge from the District with completely different personalities, or other times shadows of their former selves. There's also a peculiar aura here that prevents lies from being uttered, by mortal and supernatural beings alike, and it's shrouded in perpetual dusk.

Theme: Secret Secret. I've got a Secret

Hemridge Obrimus (Face)

High Concept: Lord of Secrets

Motivation: I will collect all the secrets in the universe.

Neo-Green Life (NGL)

An autonomous state and part of the Mitene Union, inhabited by a neo-luddite culture. It is bordered by the Rokario Republic. The people of NGL reject any form of modern technology and prevent anything created from synthetic materials from entering their country. Any smuggling of technological goods, modern medicine, or weapons is dealt with through imprisonment or death sentence. Their main form of correspondence is through use of letters while the primary mode of transport is by horse. In order to enter the country, one must go through an extensive full-body examination, x-ray scan, and ultrasound. The country has a population of 2.17 million.

Heavens Arena

The fourth-tallest building in the world, the Heavens Arena stands 3,250 feet tall and has 251 floors. Inside, thousands of martial artists compete daily in order to advance to higher floors. Competitors are allowed to fight and defeat their opponent using any means, but weapons are not allowed on the first 199 floors. One is given prize money for advancing on each of the 199 floors; after reaching the 100th floor, competitors get their own private room. On the 1st floor, a competitor will get enough money for a drink no matter the outcome of the battle. On the 50th floor, a competitor gets 50,000 \$ for one victory. On the 100th floor the prize money is 1 million \$ and on the 150th one, the reward is over 10 million \$. The 190th floor receives 200 million \$

Jessica "Deadeye" Price (Face)

High Concept: Gunslinging Drug Addict

Motivation: "Every fuckin' person in the galaxy's gonna learn my name... Now fuckin' shoot me up!"

The 200th Floor

The floors above the 200th offer no prize money, but glory. Weapons are allowed to be used after reaching the 200th floor. One has 90 days to prepare for any fight, though it's possible to fight everyday if wanted. The 21 highest ranked competitors are called Floor Masters because they're given their own floor between the 230th and 250th floors. Losing four matches results in disqualification, while winning ten matches results in being awarded the right to challenge a Floor Master. The 251st floor of Heavens Arena holds a biennial tournament called the Battle Olympia; the victor is allowed to live on the 251st floor in an exclusive penthouse.

The Gorge

A span of space in the galaxy where strange things happen. Much like the bermuda triangle of Earth. There are many tales of ships gone missing in the gorge only to reemerge floating through space absent of crew or any sign of foul play.

Heaven's Star

Heaven's star is a highly advanced space station/city orbiting around a resource rich planet that unfortunately lacks enough of an atmosphere to sustain life, but allows for the support of the station. The station itself is a beacon of the human race's justice system, operating under the UN's laws after creating a universal code (dealing mostly with major crimes such as murder, theft, rape etc.), as they attempt to police the galaxy.