

The Cybersphere - All Basics



AU co-owned by Vela the Tanager and Lil Mis Smiles. All artwork by Lil Mis Smiles unless otherwise specified.

Overview

Premise

The Cybersphere is an alternate universe of the Sonic the Hedgehog franchise, taking place roughly seven years after the events of the games. Its primary story centers around the five-year conflict between Ailton, the last free civilization, and Cybernet, a technologically-advanced collective consciousness that spans galaxies, but the events leading up to and subsequent to those five years are of further note and add further detail to the universe and the character dynamics. The universe is closed off to the majority of the rest of the multiverse due to Cybernet not being particularly interested in the goings-on of other anomalies or exes outside of being worth watching for entertainment's sake or knowledge seeking, but at times some things or people slip through, and interactions from there depend entirely on the visiting party's behavior.

Inspirations

- Sonic.exe: Inspired the general "Sonic horror/thriller" basis of the AU, the technology-based method of connection to potential targets, and the color scheme Cybernet is most known for.
- The Borg: Inspired the concept of a cybernetic hive that can assimilate people in the first place and by the concept of such vast technological advancement that even gods consider provoking them to be far more trouble than it's worth/a hassle that, in the long run, could wind up not working out for them.
- Gaia (Foundation's Edge): Inspired the idea of said hive still allowing personal autonomy/individuality, instead just being a system of interconnected minds.

- Abraxas: Inspired the concept of duality in power, life and death being used by the same entity. That said, since Abraxas is a supernatural entity and Amy Rose, the entity in question, is not, the concept is heavily deconstructed during the story.

Themes

- The Nature of Autonomy - One question is whether autonomy can really be preserved in such a network, and if so, to what extent? How much have people changed thanks to being like this, even if their personalities have been preserved?
- Collective Good vs Individual Desires - Where does one end and the other begin?
- Technology and Nature - It's unclear how well they coexist, but Cybernet tries to let them. They don't do any of that "endlessly consuming resources" thing because they see no reason to, and they even work to help improve ecosystems. Is this sustainable? Can technology and nature truly coexist?
- Public Opinion - It's everything if you want the kind of influence Cybernet wants, and they primarily get people by presenting themselves as a benevolent entity that offers beneficial, user-friendly technologies, and you wouldn't even have to fully give up your body, mind, or freedom like you would to someone like, say, Eggman. It works wonders, and that kind of imagery gets them farther in much less time than using force on everyone ever would. Their manipulation of information also impacts Amy and Blaze, who are going against Cybernet, and it makes the actual conflict that much more insidious because what happens next happens with the whole world's blessing.
- Power - What's it worth? Amy Rose grapples with this question when she becomes the bearer of two vast, but opposing, powers. They push her in different directions and constantly exert pressure on her mind, body, and soul, and she lets it happen because she feels she has to do so in order to be strong enough to protect Ailton. Essentially, she pushes herself towards her own destruction for the sake of others, and this doesn't end well for anyone involved.
- The Benefits of Thinking Things Through - The biggest part of the conflict happens because of two people, namely Sonic and Blaze, making a series of consecutive decisions out of impulse or emotion without taking the time to think it through. If those decisions had never happened, there's a good chance it wouldn't

have escalated to a war. Acting without thinking often hurts yourself and others in the long run, and if you have people you can talk to about a course of action you want to take, you should do it every time.

Cybernet

Overview

Cybernet is the primary entity in the Cybersphere and the main antagonist of Vigilance (a collection of short stories in development depicting the important parts of the story), a sprawling collective consciousness that spans galaxies and seeks to assimilate all sentient beings into itself. Originally composed of individuals who escaped Robotnik's roboticization, Cybernet evolved into an egalimind, a network of minds that maintains individuality and autonomy while sharing thoughts, knowledge, and power. The core of Cybernet's philosophy is its belief in technological progress and the collective good, but it operates under the principle that it is better to assimilate others willingly, rather than by force. That said, they have no issue whatsoever with forcing people to join should the need arise.

Formation and Expansion

Cybernet started out as about 50 people, partially roboticized by Eggman as the prototypes for a roboticized population that could still resemble Mobians enough to do stealth operations, intel gathering, and infiltration, who managed to break free from his control due to a malfunction in the drone network. These survivors developed a psychic connection between their minds through modifications in the network, enabling them to communicate and act as a collective without sacrificing their individuality. Fleeing into space in stolen spacecrafts, they encountered various species who were eventually assimilated into the growing hive; the first time they were outright asked after some time. As they expanded, Cybernet made more technological advancements and spread to other planets, absorbing knowledge and power from each new species it encountered.

At some point in their expansion, the hive was put under cyberattack by the Zeyqun Empire, a galactic superpower that sought to enslave them after seeing their power. What happened afterwards is unclear thanks to most records having been destroyed, but the general consensus is that after Cybernet was through with them, the Empire no longer existed, and the planets they'd liberated joined them.

Not long after this, the collective had grown so vast and advanced that the universe, unable to fully adapt in time, collapsed upon itself in an attempt to wipe them out. Understandably not wanting to die, they used experimental technology to cut themselves off from reality so they would survive the collapse. This separation and subsequent

wandering got them into a mysterious realm called the Grayscale (there is an upcoming document on this location), where they were given permission to research ways to restore their own universe in exchange for allowing the core of what they were to take up residence there as one of the entities residing there. It took a long time, but eventually, they succeeded and somewhat repaired their universe, leaving that core in the Grayscale and returning home, where they thrived and expanded until they reached Mobius, at which point the main story of the AU took place.

As a brief note, they did not do a perfect job repairing their universe, so instead it came back as a small, self-contained multiverse. When they returned to their home, they were split into different variants of themselves, one for each new universe. The version depicted in this document resides in the main universe.

Behavior and Nature

Cybernet's growth is driven by its ability to offer tangible benefits to those who join. By introducing advanced technology that can rapidly improve economies, restore ecosystems, and provide superior living conditions, Cybernet makes itself irreplaceable and alluring. Wherever Cybernet establishes a presence, they restore forests, revitalize wastelands, and provide advanced infrastructure, drawing interest through the promise of a utopian society, one that at least outwardly is growing as their presence spreads, making it seem like they can actually deliver the things they promise. The idea of preserved individuality also appeals to many—especially on the planet Mobius, which has a general global trauma over the loss of it to Eggman via roboticization or Legionization. Over time, many willingly choose to join Cybernet, drawn by the allure of a better life and the promise of unity, though there are multiple people out there who don't trust that allure, and they fear Cybernet as a result.

While Cybernet prefers peaceful assimilation, they will not hesitate to use force when they deem it necessary. Those who try to fight them are met with overwhelming technological power, and their leaders are often captured and assimilated into the collective first so they don't pose a threat anymore.

Though a collective, Cybernet is not devoid of hierarchy. The central consciousness, known as Psyche X, represents the united will of the hive, though all major decisions are influenced by the consensus of its members. This shared will ensures that Cybernet acts in the interest of the whole, with no single individual dominating the collective mind. There are also Departments in the hive, led by people called Guardians, that each handle one aspect of hive life. More on them will be in a future section.

Assimilation Process

Cybernet offers two forms of assimilation. Which one they use depends on the circumstances of the relevant individual's assimilation.

- Voluntary: The most common method, where individuals willingly join Cybernet to access its benefits. These individuals are placed in sleeping pods and given simulated pleasant dreams while nanotechnology floods the chamber that connects them to the network, allowing them to retain their individuality while contributing to the collective mind. Generally this process takes two weeks to recover from, and there's a three-day period where the subject has to have their emotions essentially "deactivated" so they're at least not bothered by the pain until it can be alleviated safely.
- Unassisted: Used when force is necessary or the individual is proving too difficult to capture outright, this method involves forced injection or ingestion of specialized nanotechnology that spreads through the body and mind, making changes from the inside out and eventually converting the individual into enough of a cyborg that they can be located and put through treatments to handle the rest in less unpleasant ways. This process, though more invasive, still allows for autonomy within the hive once the subject is fully integrated. This version of the process generally takes a month to recover from, and participants are also given psychiatric treatment in order to help them cope. Attached is a [link](#) to the full description of the process.

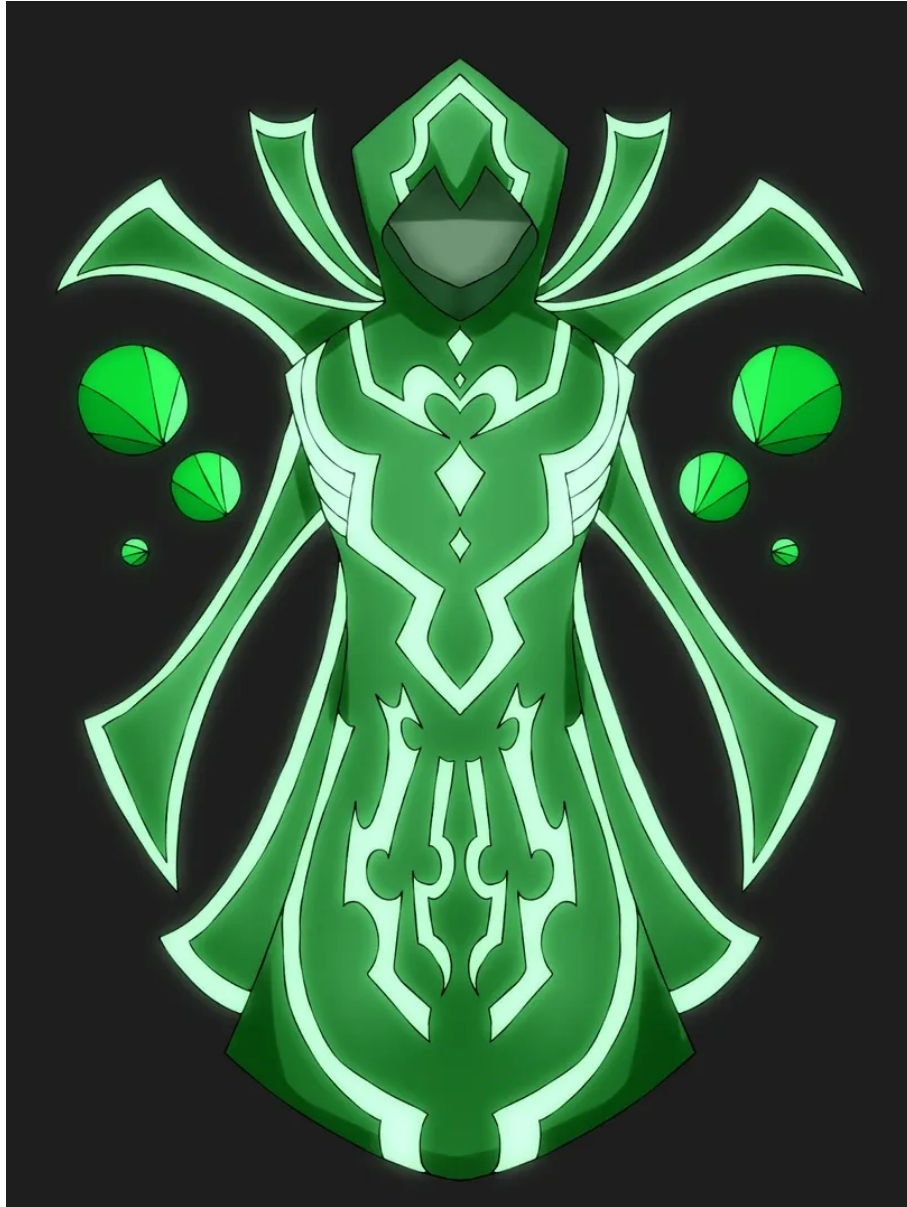
The Seven Guardians

The Seven Guardians of Cybernet are the leaders of the hive's seven key Departments. These Guardians were among the original hive members and have each taken responsibility for guiding their respective departments. Though they typically remain within the network, offering guidance and ensuring everything runs smoothly, they have the power to act directly when necessary, necessity being defined by the need and a call to them by the others. In such cases, their entire department goes dormant, and the Guardian takes on the full power of their division, which is equivalent to the collective strength of trillions of hive members.

Each Guardian listed below represents a different facet of Cybernet's operations and has thematic connections to specific desires or needs that draw people to join the hive. Their designs need to be changed, so the murals depicting them (drawn by johntdex on Fiverr) will be shown instead.

- Akharsan – Guardian of the Recruitment Department
 - Role: Akharsan is the master persuader and dealmaker of Cybernet. His department focuses on encouraging people to join the hive willingly by offering them things they desire, whether that be material wealth, solutions to problems, or help for loved ones; they also help to guide public opinion. He is known to be able to read and manipulate emotions through his presence alone. He represents the desire for something you don't have.

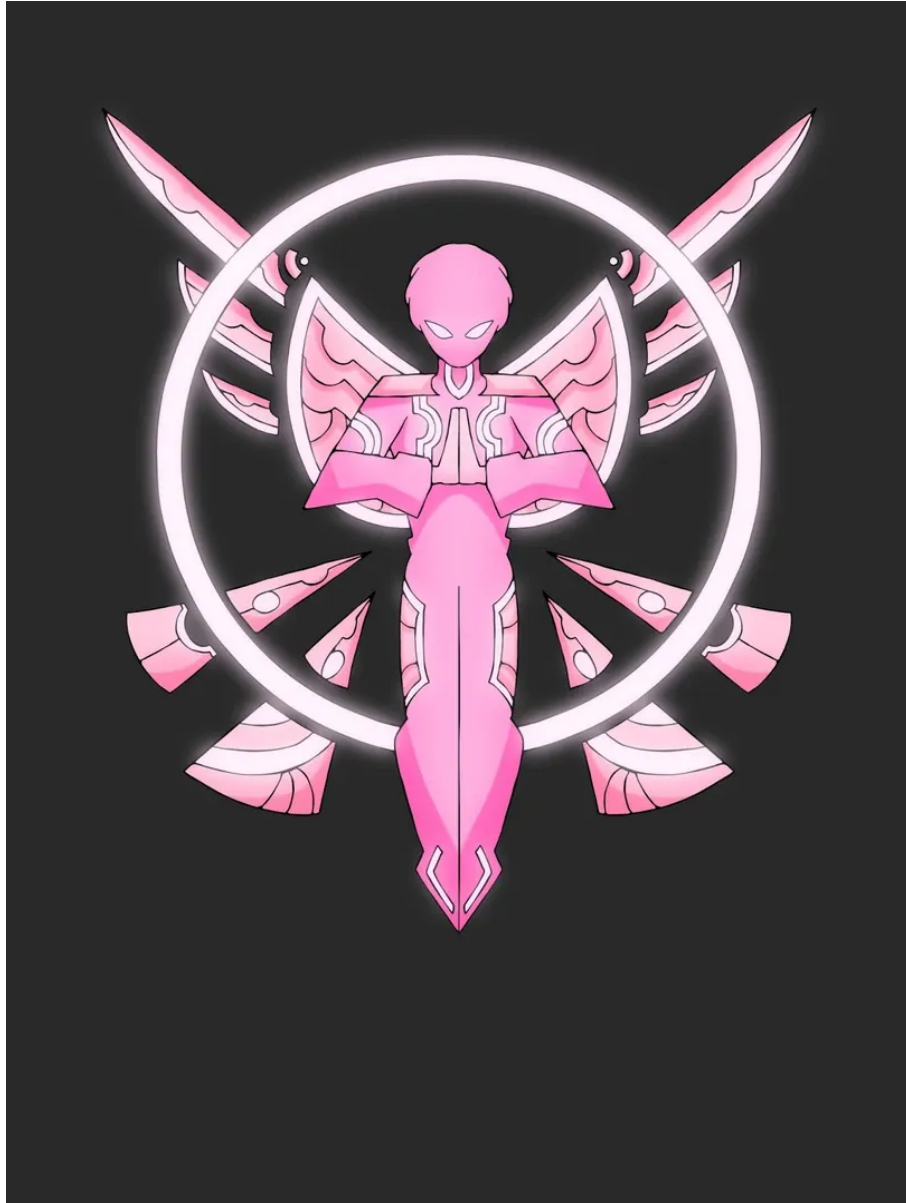
- Relevant Quote: "What is it you want, friend? What could you possibly desire that we could not give you?"



- Aragam – Guardian of the Care Department
 - Role: Aragam's function, as is his Department's, is to guide new members through the assimilation process and to ensure that all medical and psychological care within Cybernet meets high standards. His presence brings peace and comfort, dulling any sense of wrongness or danger in others, and his department is focused on creating a calm, welcoming

atmosphere for new recruits. He represents the desire for peace and security.

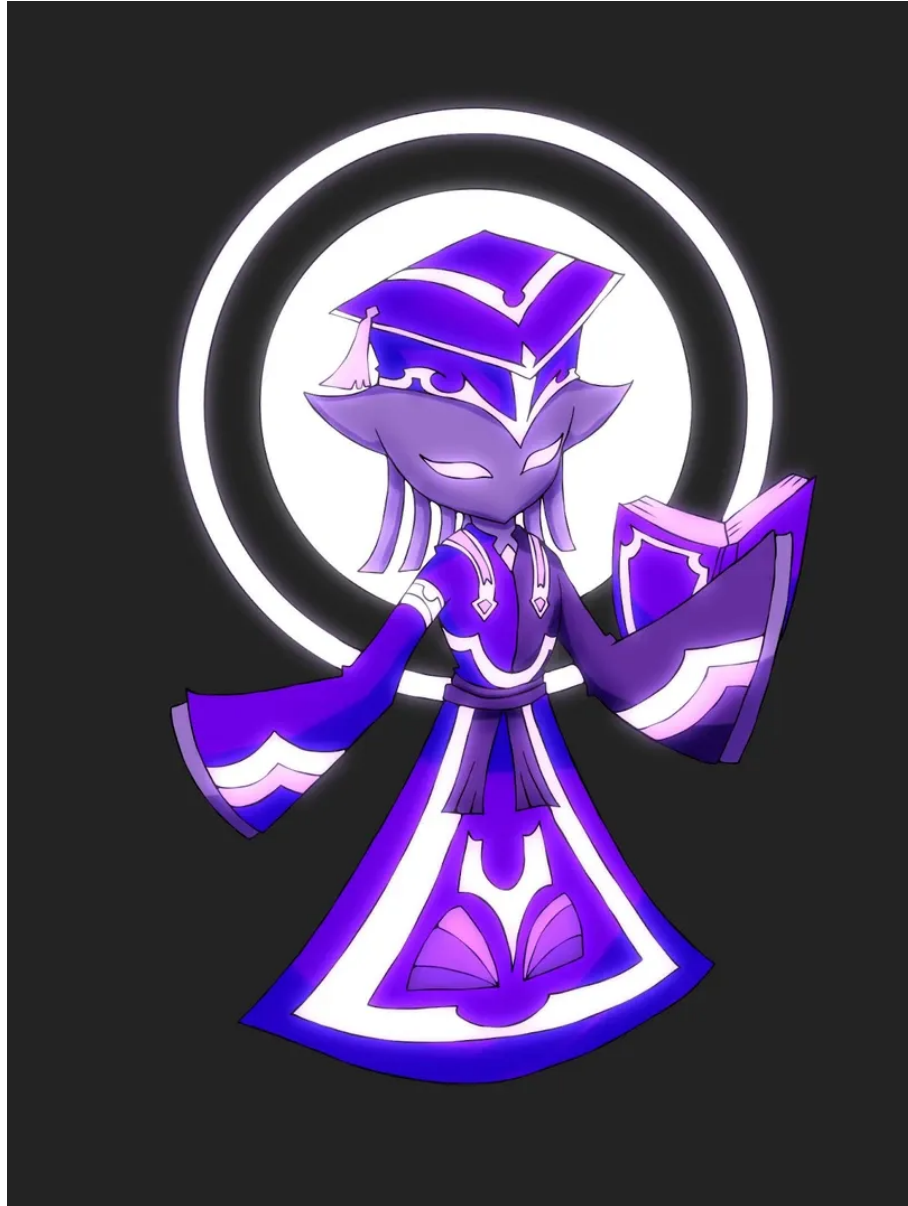
- Relevant Quote: "Don't be afraid, my dear. I will guide you. Just take a breath."



- Berina – Guardian of the Advancement Department
 - Role: Berina oversees Cybernet's ongoing technological and societal improvements. Her department is responsible for upgrading the hive's

capabilities, infrastructure, and even its culture. They are also known to control and guide the hive's education system, writing curriculums, setting up classrooms, and comprising the school staff. She represents the desire for self-improvement and perfection, and she helps members enhance their own abilities or acquire new ones.

- Motto: "Every day we will get better, stronger, ever more impressive. I will see to that myself."



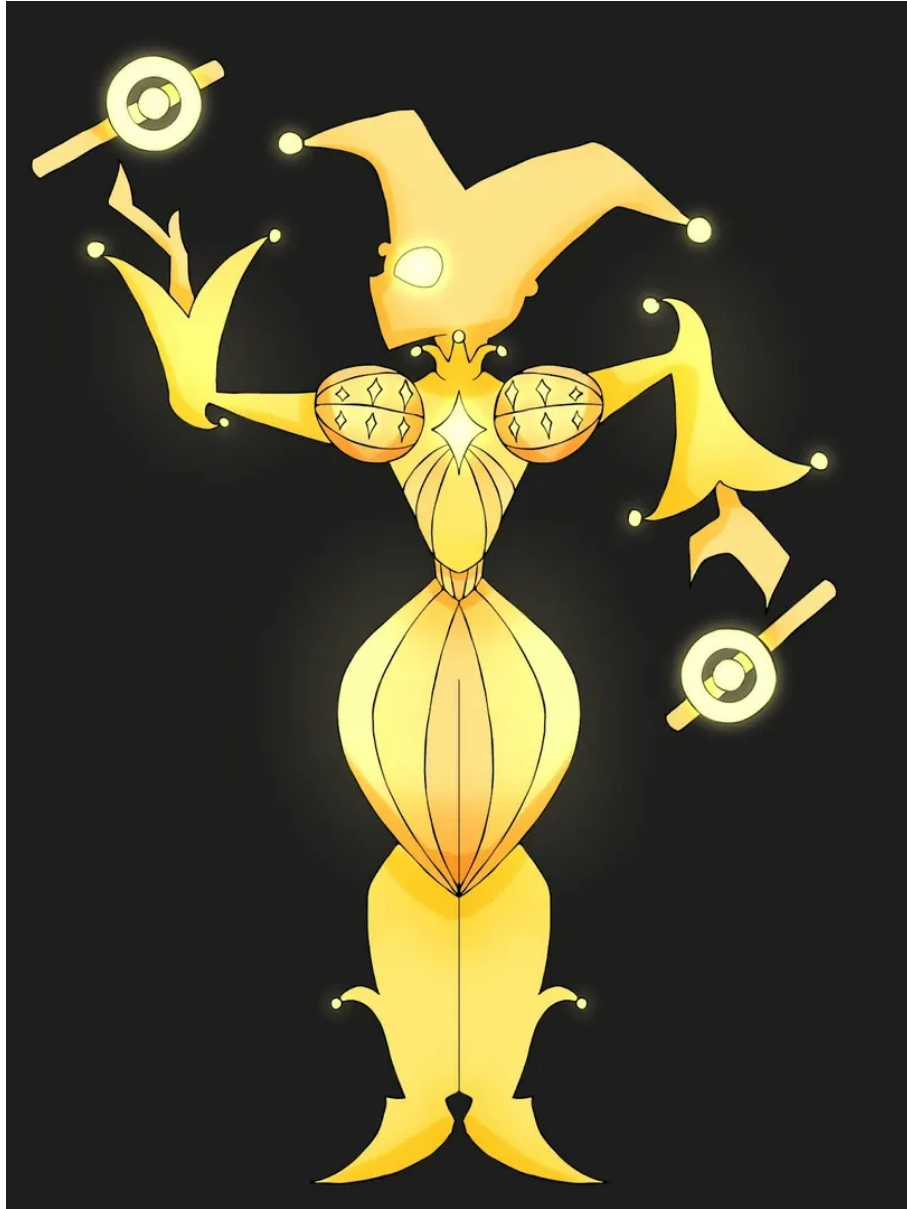
- Chimana – Guardian of the Research Department

- Role: Chimana is obsessed with knowledge and the pursuit of understanding. Their department conducts research on everything from creating superspecies to alternate dimensions, constantly seeking to expand Cybernet's knowledge. Among many other things, they are known to be responsible for the creation of the [Ophanim](#). They represent the desire for knowledge and curiosity.
- Motto: "What we know is a drop. I will not be satisfied until we have the ocean."



- Jashan – Guardian of the Morale Department
 - Role: Jashan is responsible for keeping the hive happy and in high spirits. The Morale Department focuses on entertainment, recreation, and wish fulfillment. They are known to put on parties, raves, ice cream socials, musicals, movies, and other such events and their department is a paradise for artists and writers who'd like to get their creations out there; they even have specialized social media sites for such creations. Jashan represents the desire for happiness and joy, providing anything from amusement parks to shows to keep the hive content.

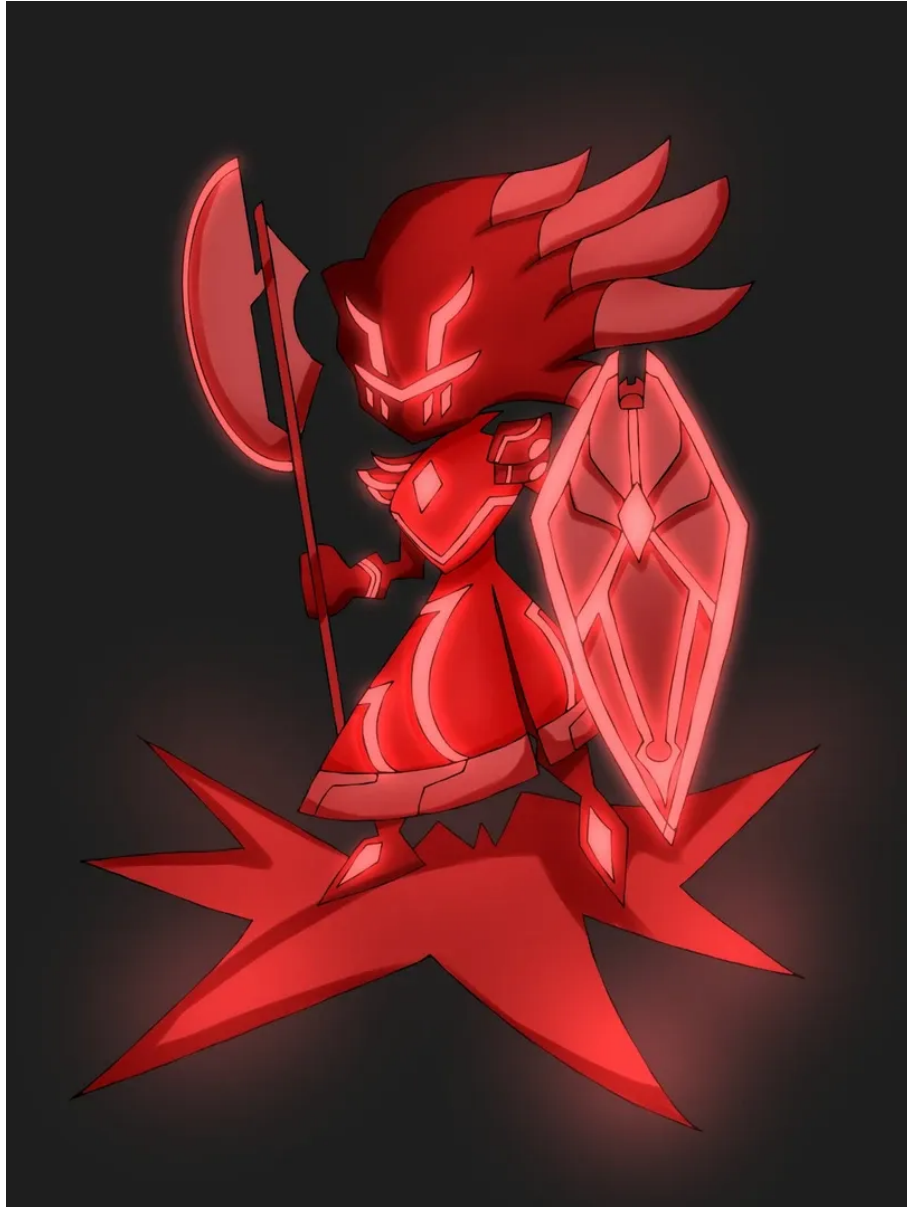
- Motto: "C'mon, now, buddy, what do I have to do to see a smile on your face?"



- Nemesis – Guardian of the Defense Department
 - Role: Nemesis commands Cybernet's forces in combat and is responsible for defending the hive from any threats. She is ruthless and efficient, ensuring that anything threatening Cybernet is destroyed. The Defense Department is known for being violent, destructive, and at times combat-hungry, the cause of countless nightmares for those in enemy

factions marked for either capture or death. She represents the desire for safety and protection.

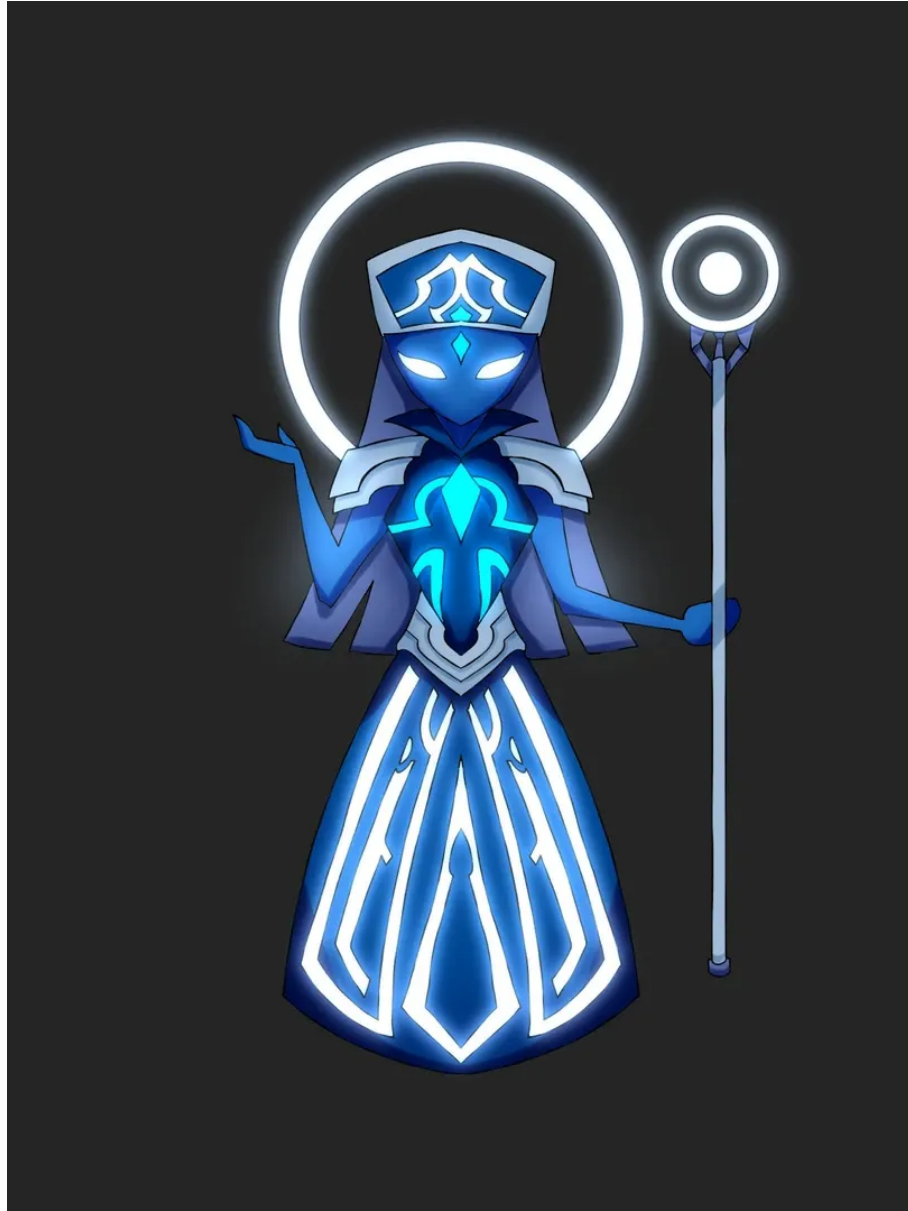
- Motto: "If it makes you feel any better, I'm not gonna enjoy this all that much either."



- Prama – Guardian of the Management Department
 - Role: Prama keeps the entire network running smoothly, managing the coordination of Cybernet's members and ensuring everyone is in the right

place at the right time. Her leadership ensures that everything is organized and efficient, and she represents the desire for stability and structure.

- Motto: "We're leaders. Managers. Our job is to solve problems or to find someone who can."



Other Members and Associated Characters of Note

As a note, some members have old designs that need to be changed or don't have designs. These members will not have images until these designs have been finalized.

- **Psyche X:** The central consciousness of Cybernet, representing the collective will of all its members. Psyche X is a genderless entity that acts as the voice of the hive. It's not that much more than a glorified puppet/avatar, but it's developed its own personality based on its components for interactive purposes. It is unable to take any action that is not agreed upon by the entire hive. Three of its forms are pictured here (drawn by johntdex and Violet Maiden on Fiverr). Generally, Psyche X will appear to other people as them, but with the red and black coding and the red eye somewhere on them. The hooded and cloaked form is for when they don't even bother doing that.





- Sonic the Hedgehog (Call Sign: Evangelus): Sonic was one of the first major figures to be assimilated by Cybernet. Though he continues his adventurous lifestyle and generally does not get involved in politics or other tasks, he will aid Cybernet when necessary, particularly in battle, and is, by his own demand to the others, leading the charge to locate Amy Rose. He is married to Shadow. Below, he is pictured in his battle outfit, with and without his visor.



- Shadow the Hedgehog (Call Sign: Ambrose): A much more active hive member, Shadow takes on a more active role in Cybernet's expansion. He is responsible for protecting key assets and capturing individuals with vital intelligence on Ailton, with a focus on ending the war as quickly as possible. He resents that it happened

in the first place, but sees no need to talk about what is past. He is married to Sonic.



- Tails (Call Sign: Hephaestus): Tails uses his technical expertise to aid Cybernet's operations as a weapons developer, inventor, and engineer. His loyalty to Sonic remains strong (strong enough that he will violently attack/attempt to maul anything he sees harming him, which is how Blaze was stopped from initially burning him), and he plays a crucial role in supporting Cybernet's technological advancements. He is known for building a small-scale version of something Cybernet has never had used on them before, then getting someone like Sonic (an adrenaline junkie) or Knuckles (bullheaded, stubborn, and would probably do it just because) to let him shoot them with it a couple times so the hive can adapt to it (at times taking advantage of their ability to revive members) before giving the blueprints and notes to the rest of the Research Department so they can build

large-scale versions of it. Depicted below by @britishengine7.



- Knuckles (Call Sign: Adad): One of Shadow's coworkers, Knuckles serves as one of Cybernet's primary defenders. His role is to maintain order and protect some of Cybernet's most important infrastructure. Thanks to a deal struck between him and them, that important infrastructure has the Master Emerald at the center and takes the form of a heavily secured fortress so that he can rest easier regarding its safety.
- Cream the Rabbit (Call Sign: Rei): Known as Rei, Cream assists in reconnaissance and stealth operations. She uses her ability to become invisible to gather intelligence and support Cybernet's efforts behind the scenes. She misses Amy the

most. She is depicted in her combat outfit (cheese is the pilot of the small craft).



- Silver the Hedgehog (Call Sign: Othni): As Othni, Silver focuses on studying and strengthening his psychokinetic abilities, unleashing them to devastating levels when in combat (though he currently works as an interrogator). He spends his free time trying to find Blaze and calm Sonic down before he does anything out of anger over what happened.
- Sonia (Call Sign: Bia): A fighter at heart and Sonic's sister. Often winds up working with Knuckles at his station, resulting in them spending their days

talking, fighting alongside each other, and generally getting closer.



- Manic (Call Sign: Laverna): Sonic's younger brother, also separated from him at birth. Having been raised in the underworld by thieves, he was found again by his family a good long while ago, and they've been trying to help him with his kleptomania with varying levels of success. Nowadays he works in Research and Development doing coding work, cybersecurity work, and gadget building; as a

result, he's surprisingly close with Tails.



- Charlotte: An emu child adopted by Evangelus and Ambrose. Currently just being raised by them in Ambrose's house (where he had to basically drag Evangelus to

make it his home).



- C.A.R.R.I.E.: C.A.R.R.I.E. (acronym for Cybernet Adaptive Response & Resource Integration Entity) is a friendly AI assistant within the Cybernet network designed to help recently assimilated members adapt to their new abilities and cybernetic forms. Everyone gets a copy once they join, and it sometimes superimposes its image and voice over the senses of its "master" in order to communicate with them. With a cutesy, customizable appearance and personality, C.A.R.R.I.E. serves as both a guide and a resource hub, providing real-time support and information to ensure a smooth transition and make each new member feel at ease and connected within the hive.
- Whisper (Call Sign: Skade): Whisper is a sniper and formerly an anti-Eggman mercenary, along with the rest of the original Diamond Cutters, until Mimic the Octopus betrayed them, getting most of them (except her) killed, after which point she went off on her own for a while, then joined the Restoration, where she met Tangle and Lanolin. Before she could be recruited by Ailton, she was drawn into Cybernet. Her role in the hive is more military support than anything else, but after she proved herself able to do it with Tangle, she also will be sent to capture specific targets.

- Tangle (Call Sign: Menhit): Whisper's girlfriend. Formerly a Restoration fighter, she went with Crownie initially when Cybernet's influence reached Mobius. However, Whisper tracked her down and got her alone, then talked her into switching sides so they could resume their relationship. She serves as a companion for Whisper, keeping combatants away from her so she can focus on sharpshooting.
- Zelda Frost (Call Sign: Adriel), depicted by Abby Roseflame: Zelda Frost was a kingpin turned GUN agent whose assignments crossed her path with Sonic's so often that they became friends and, eventually, developed a mother and son relationship. When the fracture happened and factions formed, Evangelus went to recruit her as a priority, eventually winning her over with the argument that despite most of the Mobians seeing her as a surrogate mother and vice versa, he and Tails were the only ones she actually adopted, meaning they technically needed to take priority. Currently she works in the Defense Department with Ambrose and Adad.



- Aleena: Evangelus and his siblings' disappeared biological mother. After fate and the universe in general kept them apart for so long, during which time she had to settle for helping and protecting them from the shadows, Evangelus killing Eggman rendered the prophecies and threads of fate that required them to be separate moot, and she was finally able to come out of hiding. She joined Cybernet so she could reconnect with her children, and the Management Department

poached her thanks to her ability to run nations.



Ailton

Overview

Ailton is the final stronghold of survivors actively opposing Cybernet's rule, a city-state founded and ruled by Amy Rose with help from Metal Sonic, (call sign: Scrapper), who along with Sage gained control over all of Eggman's resources and technology following the mad doctor's death at Sonic's hands. With this technology, they revitalized an abandoned underwater city located in the deepest, most treacherous parts of the ocean, called the Dark Isles, to use without alerting anyone of note. They have formed a miniature civilization, complete with slang, holidays, government, imagery, currency, and uniforms, to retain a sense of normalcy now that all this has happened.

Hierarchy

- Her Imperial Majesty Amy Rose, High Queen of Ailton and Empress of the Dark Isles: Amy Rose herself, having found herself shouldering the burden of an entire civilization that trusts her to keep them away from such an uncompromising force of unnature as Cybernet. She deeply loves Sonic and Shadow, and would have been the third person in that relationship, but she has too many people depending on her to go through with that until she finds a way to keep them away from Cybernet permanently. Having stolen and drank some Source of All initially and later taken the Phantom Ruby, which fixed itself into her head and essentially fused with her, she has gained immense power over life and death, which she wields through the use of magic. Her command over these magics has made her the best possible protector, but it also isolates her because no one else in Ailton shares her level of power. Subsequent to the incident with the Ruby fixing itself into her head, Cybernet started calling Amy "Crown Jewel," and she liked the alias

so much that she began going by it or the nickname variation, “Crownie.”



- The Board of Trustees: a group of five people tasked with helping Amy run Ailton in different ways since much of her time is spent locating survivors, doing rituals to strengthen the shroud over the Dark Isles, and coming into direct conflict with Cybernet.
 - Big the Cat: Helps handle food supply-related things. People who need to relax go to him for help with employment, and he helps teach them to garden or fish, giving them a less stressful way to help.
 - Blaze the Cat: Helps do administrative and judicial work for Ailton. Essentially, she keeps things running in Amy’s absence. She deeply regrets the mistakes she made that led to the war in the first place and becomes

upset if they're brought up.



- Rouge the Bat: Controls the spy and intelligence network Ailton has; this allows Amy to go into a situation more prepared than she would otherwise be.
- Scrapper: Previously Metal Sonic. He and Sage, whose AI currently inhabits his body and only projects her image when needed, control the military of Ailton, providing them with weapons, shuttles, and support technology. He would rather not be in Ailton, but it's a good way to spite Sonic, so he's all for it.
- Honey the Cat: Helps handle culture, fashion, craftsmanship, and other things designed to keep the people happy. She is known to have designed every outfit Amy is seen in during royal events.
- Overseers: People working under the Board of Trustees to support the goings-on of the country.
 - Eclipse the Darkling: Found by Amy Rose, he agreed to help run the military in exchange for protection for his hatchlings in Ailton. During this,

he met Scrapper, and the two are now in a relationship.



- Admiral Lanolin: The vice-head of the military. She had to get really good at fighting really quickly because she's currently the primary target for Tangle and Whisper and she knows it. As tumultuous as their relationship could be sometimes, the three really were friends, and going against them in particular is hard, so she tries to do assignments that don't bring her into contact with them. She's begun focusing more on her work and becoming a recluse.
- Jewel the Beetle: Serves as Blaze's assistant and fills her role when she is either away or unable to do so at the time. She really misses Tangle and Whisper, and she's concerned about Lanolin starting to withdraw from everyone else and focusing too much on military endeavors.

Culture

Ailton is a close-knit community, and the citizens like to live simple lives. They normally wear things like robes, dresses, jumpsuits, or other simply-made clothing, and they add bracelets, rings, and other types of jewelry made from coral, pearl, and other gemstones

originating from the sea. If a loved one is captured by Cybernet, they create patches with that loved one's initials on it and put them on their clothes in their memory. Ailtoners are also always armed with some kind of handheld or small weapon, just in case they have to defend themselves.

Religion

Over time, a religion has formed around Amy, particularly after she reached her Abraxas form (depicted below). In this state, she commands immense power over life and death, allowing the magics to run wild with only vague guidance from her, and her abilities are often seen as divine by her people. The religion focuses on the balance she represents between life and death, with adherents worshiping her as a goddess of both creation and destruction. Amy herself, however, is strongly opposed to this religion. While she understands that her power is awe-inspiring, she remains grounded in her sense of duty and responsibility, and these powers whisper to her and endlessly pull her mind, body, and soul in opposing directions, never giving her any kind of rest. This, to her, isn't something worth worship; in fact, it actually makes her feel worse and puts more pressure on her than there already is. Due to this, she actively tries to dissuade her people from worshiping her, though not with very much luck.



Festivals and Holidays

- The Month of Renewal: December, usually shared with Christmas, Hanukkah, or any other winter holiday being celebrated. Usually it's a time the citizens try to make amends with anyone they've wronged that they haven't talked to about it yet, and it culminates on New Year's Eve, where it's tradition to write down any regrets, fears, or resentments and put them on paper, then release them into a fire, lit by Blaze, once midnight hits in an event called the Ceremony of the Tides.
- Solace: At the end of the summer, everyone observes a day of memorials for those who they've lost in the war, sharing stories and engaging in activities their loved ones had enjoyed. Unlike most of the year, people dress in all black during the Solace out of respect.
- The Festival of Lumina: During the spring, the sun doesn't reach Ailton as much, so they find or create through magic sources of light. The magic for this is easy, written and taught by a young dove and his girlfriend, and the Festival was created as a way to celebrate this example of Ailton's resilience while they make them. It usually ends with a parade in Ailton's streets, with people singing and dancing.
- Sovereign's Day: The anniversary of Amy's coronation. She opens the palace for a party where she can actually spend a good amount of time socializing and interacting with her subjects without endless work. There's a Ritual of Oaths where magic users, military personnel, and governing officials swear fealty to her and Ailton, which makes her uncomfortable thanks to the previously-mentioned religion, but she lets it happen because she knows it's more for their sake than hers. Finally, this is probably the day when the Source and the Ruby are doing the most damage to Amy's mental state, and this can be seen through oddly beautiful red, blue, and golden light surrounding the palace, so Ailtoners gather around the palace to sing and play the nation's anthem, anchoring Amy in reality and soothing her.

Flag

Ailton has a flag because Honey thought it would make them look like a real nation and Amy didn't fight her on it. The white and blue are the colors Amy has donned since this started, and the Penrose Triangle symbolizes the impossibility of the task set before Amy

that she intends to carry out anyway.

