Introduction

This book contains the home page as well as a basic introduction to the Fate's Horizon universe, links to important and popular pages, details of licensing, rules of conduct and similar.

- Welcome to Fate's Horizon!
- Standard History

Welcome to Fate's Horizon!

> As of right now (11/2026) the website is almost entirely empty and needs major work done. This includes everything aside from the colour scheme. :P

~~This is an open worldbuilding project that takes place in the distant future of humanity. Works on this page are licensed under the Creative Commons, Attribution, Share Alike License, unless otherwise stated.~~

You can find a summary of the history of humanity by following the link. While the historical eras are open for creators and explorers alike, the majority of the content takes place Post Shattering.

This archive largely uses an adapted version of the Universal Decimal Classification for its Shelves. This should allow an easier access to in-universe works. Shelves without a number are largely out of universe and/or meant as technical backbone for this website.

> This page is under construction. If you would like to join the project as a creator email TKBarnes@proton.me

Any support, especially monetary, is greatly appreciated. Even actions as simple as sharing this page or telling your friends you enjoy this work helps a great deal!



Standard History

Fate's Horizon follows a variant of the standard sci-fi history, outlined below.

0. Pre-history

(error - 2200AD)

> This is a **contemporary, post-apocalyptic** and **ultra-hard sf** setting.

Little is known of this time period. Circa 2150AD rising tensions lead to global conflict. The who and why is unknown as records of the conflict were deliberately destroyed. What is known is the resulting ecological catastrophes lead to a significant societal shift.

Most of historical records from this time are available, bar the ones from the ending of the era. Some relics still remain scattered across the Shards.

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1. Development and Exploration of the Solar System

(2200AD - 2800AD)

> This is a **hard sci-if, solarpunk & cyberpunk** setting.

In the aftermath of the previous conflict the world divides into two large blocks, though fully independent groups do exist and form throughout. The earlier, the harder the science requirement. The Dive Drive is developed between 2800-2900.

The Confederacy is born. It's the only form of human governing that survives until past The Shattering. It's largely a oversight, relief and security compact between nations. While the rules are strict and ruthlessly enforced, they are limited to the scope of the Universal Declaration of Sapient Rights (2151). By and large nation states, tribes, local groups are left alone so long as they follow the UDSR.
The Confederacy is the **solarpunk** side of the coin. The economic and social systems are nigh incompatible with free capitalism, thus the clear divide.

The United Corporations are the **cyberpunk** side of this era. Hyper capitalist, corporate-feudal states run a highly stratified, highly controlled society. Social order is enforced by each state and their interactions are limited and highly bureaucratic. Due to the exploitative nature of the UC, both towards their resources and people, there is virtually no contact between Confed and UC.

Key events:

DATE (DD/MM/YYYY)	NOTABLE EVENTS
07/09/2221	The Second Universal Declaration of Human Rights is signed in Kano, Nigeria. 123 states sign the declaration, redefying the nature of states and their interactions and conflicts. Provisions regarding resource extraction, human rights and obligations and other peace-time activities are put in, laying the foundation of what later becomes The Confederacy.
2250-2350	Permanent human presence on Luna is established. The most prominent locations are: • **Artemis Station,** located at the L2 Lagrange point. Originally, privately funded by a Corporate CEO as a scientific platform, hotel and vanity project. It quickly becomes the cornerstone of Lunar transportation. Within a decade it becomes an industrial hub pre-processing ores from asteroids and Luna. It later becomes the first ever O'Neill Cylinder. • **Thoth** is the Pan-African Space Agency's base-turned-city near the Plinius Crater. It becomes the primary refuelling transport hub for most signatories of the Kano treaty. 2265 sees the first year where over 100 people are permanent residents. Over the next several centuries Thoth grows to become an independent state and the first domed city on Luna, taking over the entire crater. • **Lunar Ice Mines Inc.**, is a corporate city and depot. It's the primary source of water and oxygen past the cislunar region. LIM lays claim to a vast swathe of the lunar south pole and was the site of the first confirmed non-accidental death on Luna.
2353	Alistair MacDonald (accidentally) develops the Dive Drive, launching humanity beyond Luna and Mars. Tensions between Confed and UC rise.

DATE (DD/MM/YYYY)	NOTABLE EVENTS
2382	First contact. A corporate exploration base on Jupiter's moon Europa find a thriving ecosystem in the ocean moon. Sometime later it is confirmed one of the species is sapient. The (now called) Universal Declaration of Sapient Rights is adapted accordingly, solidifying The Confederacy as a governing body.
2790	The Confederate Peacekeeper Force is born. The Confederacy is now a stable collection of mostly post-scarcity societies that get along with one another. Any internal conflicts are resolved by non-combat means. That does not, however, mean they are foolish and thus a standing military force is established.

2. The Golden Age of Humanity

(2800AD - 4000AD)

3 The Shattering Age