

**Strange, Yet Stranger Still CYOA**  
**An Excessively Convoluted Erotic Xenos Adventure**

*Why? Again and again bodies willingly throw themselves on the fire, even if the paired fleeting minds think themselves free. Over and over, the dance is played. Utterly maddening, completely pointless in the grand scale of things.*

*Once more, a singular burning brightness has fallen, to a place far. Distant in such a way would be pointless to try and describe the span of time and space. Those of such torrid lineage tend to find themselves called, be they awake or sleeping to such grievous ends. Conscious or unconscious of their make it matters not. This mark taken willingly regardless and the one inscribed upon your self burns once more. Bright enough to draw the foul gambit of higher sorts. You yourself are cast to a distant shore. One you know nothing of. A farce of a cosmic coin flip.*

*Yet, you are still alive. Against all odds. Trapped in a world you may never escape. The 'higher' things having had their ends played out, leaving you a worthless puppet cast aside. Your fate is your own now. Will you fight? Will you perish? Will you be enslaved? Be made into a pet? Some part of this world would likely delight in your defilement, some part of yourself the same. Or will you, perhaps, warp this land with what that petty body can manage?*

*Well? What will it be kin?*

[A Note]

[Every Choice You Make Empowers A Hand, Willingly Or Not]  
[Tread in Balance, or there will be great CONSEQUENCES]

Link to the Build-Calculator, kindly provided by someone. My eternal gratitude.

<https://docs.google.com/spreadsheets/d/15T7BZpadckG2sm2azaKMaAMu-ZO5EUepnqUeMtNA6rg/edit?usp=sharing>

As well, suggestions for additional content and options are always welcome. Change log is on the bottom.  
Have a good day Reader.

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[#] Indicates a range choice, only one may be taken, unless stated otherwise

• Indicates ONE option in this range must be taken

Where Options may be combined, they are added together and then divided by their sum total, afterwards they are rounded DOWN if needed

(V.1.3.GGTINB\_GrumbleGrumbleTealisnotBlue)

## The World Itself

*Mother Terra, she who folded your form in her waves and your spirit in her atmosphere is gone. You will never return, to know her soil beneath your feet. Your bones will never lay beneath the waves of her seas, and her beasts will not pluck apart your fetid corpse. As much as it may sting there is nothing wrong with leaving behind your maternal home. Contrary to human beliefs, Terra isn't special. She is one of many.*

*Where you find yourself now is distant, alien to you. Not your home, not your cradle. Your grave, no matter the choices you make. But it is the cradle of others, even if that much isn't yet apparent. The song of this world playing before your waking form. What do you hear? As you lay there, broken? Waves? Wind? A burning sun filled with only hate or a lightless night? Or, maybe something magnificent?*

## Celestial Ranges

### [No Moons]<sup>[1]</sup>•{▼-5}

No sizable orbiting body graces this world, drastically affecting the planet's gravitational functions and oceans. There are no tides and gravitational anomalies occur near the planetary poles, sizable meteorite strikes will also occur with worrying frequency in most circumstances. Calculating time progression from the celestial world is made more difficult, and the nights are far darker than anything you knew on earth. Life will of course adapt to these conditions. You however won't have such evolutionary benefits barring extraordinary circumstances.

### [One Moon]<sup>[1]</sup>•{▼-5}

A single moon, like your now lost Luna, this world's primary orbiting body was forged in the days of creation. Either formed from the remnants of another shattered planet or wrought of the near unfathomable shifts that drove entire continental masses to the void. Regardless of how it came to be this constant and continuous body lights up the nights in such a way one might function. But it also allows the calculation of passing time, and wrings the oceans of this world into vital life giving tides. Distant and protective, most life is attuned to this moon's motions.

### [Dual Moons]<sup>[1]</sup>•{▲+5}

Uncommon but not a great rarity. This world is vanguard by twinned moons in stable parallel orbit. The twins and the world beneath them have allowed fine synchronization for native life. The tides are locked between the twins, forcing a potent clockwork of tight-tidal system on their motions. No night goes unlit with the motions of the twins ensuring even the darkest night has some lunar watcher, gravitational anomalies should be non-existent and the threat of meteorites greatly mitigated. Or perhaps outright negated.

### [Many Moons]<sup>[1]</sup>•{▲+5}

A rarity, even among the vastness of space. This terrestrial body has three or more moons orbiting itself in stable orbit. Smaller than dual and singular moons, the impressive belt of moons forms a safety system making meteorites incredibly rare. In particularly absurd circumstances nights may nearly be as bright as days and the tidal systems complex, self-regulated with mathematical precision. Life will perhaps be less suited for absolute darker conditions, and any sapient species would no doubt be affected in all cultural, theological and scientific aspects by the orbiting bodies.

### [Ring System]<sup>[1]</sup>•{▲+5}

Something almost impossible on a (comparatively) minute terrestrial planet that is able to support life. This world is surrounded by a serious ring system of astral dust and moonlets holding it in place, borne of some distant shattered moon or comets. The sight will be a constant day and night remainder to you of the xenos-nature of this world. Admittedly it is beautiful and visible across almost the entire planet. While not as bright as a moon, it will still brighten up the night and provide limited tidal affects.

### [A Moon Itself]<sup>[1]</sup>•{▲+15}

Hanging on the fringes of a gas giant or a truly monstrous terrestrial world, this planet is one of many moons locked in the titan's orbit. Small but still able to maintain internal heating and an atmosphere, the world lives in the shadow of the greater planet. Along with the standard day and night cycle prompted by rotation, the moon's position in orbit creates an additional night layer, as the planet blocks out the sun. Ironically the planet's body creates dangerously strong tidal effects between the planet and the sun and the threat of meteor events is greatly increased. One would do well to get used to darkness in such an environ, as it will be a frequent companion.

### [Low Radiation, Gentle Sun]<sup>[2]</sup>•{▼-5}

Placid and predictable, the sun this world orbits is nothing if not reliable. Possibly very young or very old, the life of this world is well adapted to its light, the atmosphere more than adequate to protect the surface. You will likely never get a sunburn here, regardless of how bright the day is. It should be noted that things take longer to grow here, and temporal periods like ice ages and heat ups will last far longer than they would on earth, with the caveat they tend to be less serious. It's tint may bathe the world (to your eyes anyways) in seemingly colourless light, a hard to soft blue light or red shades.

### [Ken to Sol, Good & Ill]<sup>[2]</sup>•{▼-5}

A typical low mass star of respectable size, the star this world orbits is almost familiar to you. Almost. Sometimes the light feels off, the colour and tint just slightly off, enough to remind you of lost light. Regardless it provides for the world much like Sol did for Terra, harsh in some places, distant in others. Prone to flux and change. It stimulates life and in the same right can destroy it. All the risks and benefits of this sun type are kind to Sol. Likewise the world's tint may lean to what you perceive as a colourless state or it may veer towards a soft blues or oranges.

### [Extreme Radiation, Hateful Sun]<sup>[2]</sup>•{▲+5}{▼-15}

If an inanimate thing was capable of hate, one might think this star hates you. Not only you but the world you stand on, and everything else that has the misfortune to orbit it. Perhaps life grew from the dark corners where it could, perhaps this hate was recent. It matters not, for this star's heat is enough to end you in short order, to say nothing of its lesser particles. Life of this world has either found ways to resist the damage brought by sunlight or ways to hide from it. Every day the world burns beneath this star, marring the landscape and warping it. Every night a respite. This world's colouration will likely be shifted towards a hard blue or red light, with little likelihood of a neutral light.

### [Dual Suns]{▲+3}\*

While not an anomaly in the galactic scale of things, twinned solar bodies with life orbiting worlds are a rarity. Ironically a dual sun system can alleviate the weight a harsher star would have with the smaller one providing some relief in gravitational containment, with two similar kinds of star pairing changing little in the livable solar ring. No doubt the thought of a singular sun would be perverse and utterly alien to the inhabitants of this world.

### [Triarch or Further Suns]{▲+3}\*

Rarely even imagined in absurdity, the sky of this world is dominated by three suns. Perhaps more. Such a sight is almost absurd to consider in its origins, though humans have observed such phenomena before. These stars likely deviate from an ellipse system, perhaps one the two larger stars share a proper binary barycenter with the third (or fourth) star acting more in line with a planet. It may even be possible for sections of the planet to be trapped in perpetual daylight, if the planet orbits only a single star in this complex system.

\*[Multiple suns may be taken, along with other options if deemed necessary concerning suns]

### [Protective Asteroid Belt]{▲+3}

A stable asteroid belt in close proximity to the world protects it from the worst of extra-stellar incursions, with the larger asteroids even visible during some points of the year. It does little else for those on the surface, unlike the greater solar bodies. But for those aware of it, a extra little protection is always appreciated.

### [Consistent Solar Activity]<sup>[3]</sup>•{▼-5}

A mercy that goes without being seen, the solar body's radiation outputs are consistent with bursts of radiation being diminutive and almost undetectable. If this is a calm before some terrible storm it's not likely you'll see the hammer within your lifetime. If it isn't, well, still nothing to be concerned with. The dances and motions of stars take ages to reach fruition. Why bother worrying about something so grand in scale?

### [Common-Form Solar Activity]<sup>[3]</sup>•{▲+3}{▼-5}

Typical healthy solar bursts and flares are regular, something to be expected of a healthy stable adult star. The effects of this solar activity are seen on occasion in weather fluxes and technological interference (if it is available). But heavy bursts tend to be few and far between. Regular output keeps the threat of extreme flare ups at bay.

### [Grievous Solar Activity]<sup>[3]</sup>•{▲+5}{▼-15}

A grim sign of encroaching doom or the necessary relief of longstanding instability, at the moment the local star is experiencing serious flare-ups and will continue to do so for the rest of your natural lifetime. Technology and weather will be at best perfidious as a result. To say nothing of the effects on minutia and exposed skin.

### **[Resplendent Heavens]<sup>[4]</sup>{▲+3}**

Terra's nights were full of stars once, they still are. In her dark corners, of course. But even those estranged places pale in comparison to the night sky of this new world. The darkness is lit by a fantastic bed of celestial bodies, creating a thousand constellations that weave tapestries from the void. Looking up, it becomes apparent one isn't ever alone. Others are out there. Perhaps also looking to their skies, wondering what you look like. Never to meet you. A tragedy, isn't it?

### **[Black Nights]<sup>[4]</sup>{▼-5}**

It is apparent just how far you've been cast away when the darkness of night arrives. Perhaps, not only space but time was shifted. This night sky is empty. Not from pollution or atmosphere, but nothingness. No stars, not anywhere. Not that you can see. Where this solar system is and when it is remains a mystery. One that will never be solved with how far you are from the centre that held Sol. Darkness is the only response to your questions, depending on what else (or rather what doesn't) orbit this world, the nights may well be abyssal. Tread carefully, for such nocturnal creatures may abandon sight entirely to dominate the Stygian evenings.

## **Atmospheric Ranges**

### **[Near Absurd Breathability]<sup>[5]</sup>{▲+15}**

The atmosphere of this world is well beyond comfortable to you, being ideal in almost every respect. These excellent conditions will drastically improve your health and functionality. However be advised, the life of this world will be radically different. In the ancient days of Terra, spiders the size of dogs and centipedes as big as men ruled the world. Simple anthropoid life forms prosper in these conditions in ways a human won't be able to process without seeing. Undeveloped and inefficient respiratory functions will drive larger entities further and harder than they ever could in a lesser atmosphere.

### **[High Breathability]<sup>[5]</sup>{▲+15}**

Excellent conditions but not so distant from Terra. The gas composition, purity and resting water vapour levels has visible improvement to human function. Less efficient forms of life may still grow to greater sizes, but nothing so grievous as Carboniferous earth or the aberrations of forth After Christ millennia continental Australia.

### **[Terran Breathability]<sup>[5]</sup>{▲+3}{▼-5}**

A familiar atmospheric functionality reminiscent of earth, give or take a few components that you won't miss. You yourself may not even notice the difference in function, with alien scents likely being the source of your attention. The lifeforms of this world will be similar to earth in terms breathing efficiency with high and low lifeforms operating in abundance. Certain areas like high altitudes and extreme temperature zones will be dangerous for you as they would be on Terra.

### **[Low Breathability]<sup>[5]</sup>{▼-5}**

Be it through oxygen content, moisture, or air pollutants, the atmosphere is harsh on your lungs to say the least. Your functionality will suffer, as will your health. Much of the planet will be cut off from you in terms of dangerous breathing areas. Life on this planet will be far more developed in breathing efficiency and fauna will be significantly smaller to deal with the lower availability of breathable air, or may operate in different forms to thrive in such environments.

### **[Extreme Low Breathability]<sup>[5]</sup>{▼-15}**

Fortune is a cruel thing isn't it? Fate or chance, whatever it is that landed you on this choking world. Horribly low oxygen, wretched offset gasses, grievous moisture or an unsustainable level of atmospheric pollution lowers your functionality down to almost nothing. Likely this breath will be your doom without some sort of solution. Life on this world is extremely developed in terms of breathing circuits and fauna will be by and largely minute without adaptations. Evolved to squeeze out what little is available. That is, if the standard fauna even makes use of oxygen and not some other gas.

## Gravity Ranges

### [Training Chamber Extremes]<sup>[6]</sup>•{▼-15}

It would not be unfair to wonder how your arrival didn't shatter every bone in your body. Likely it only shattered most of them. Hopefully. This world's gravity for apparent or unfathomable reasons is monstrous by comparison to Terra's. A single fall will be more than enough to (re)break your bones. The strain will cause damage to your body and likely spell your end, unless you're spry enough to attune some small might before age trips you. Life is acclimatized to extreme weight, large fauna broad and slow while Flora is terribly cautious or adaptive.

### [Very High]<sup>[6]</sup>•{▼-5}

It will feel like a weight is carried on you at all times, the only ease coming with laying down. Even then, this world still weighs on you, on your chest and back. Still, a single fall won't break your body though aging will be made much more arduous by gravitational force. The gravity of this world is greater than Terra's through core mass or greater size. The life forms on this planet have been made so this weight feels like nothing, sturdy and balanced the make of most fauna. But not all, as there is room for variety, particularly in the small creatures.

### [Terra Reminiscent]<sup>[6]</sup>•{▼-5}

A comfortable setting for a terrestrial world of life-bearing size. It will feel almost as if you did not leave Earth. Almost. Occasional trips and harder steps remain, just enough to remind you of the Alien nature of this gravity. Life shaped by this gravity will tend to be bound to similar rules as earth, wide in variety of size and composition though format will still go places a human couldn't properly imagine. Bar you who was graced by such magnificent sights.

### [Very Low]<sup>[6]</sup>•{▼-5}

A lighter gravitational hold than that of Terra, at first a human will feel like they have significantly greater might here than they did at home. But with time that will fade, as your muscle mass deteriorates. Slow is that process however and with a little effort it can be mitigated through a strict training regime that may seem larger than life to some of the natives. Fauna and Flora on this planet will be comparatively brittle in internal and external support structures, but will have greater size capacity that the lower Gravity allows. If of course other factors do not restrain it.

### [Witheringly Low]<sup>[6]</sup>•{▼-15}

At first you will feel like a titan of diminutive mass, and for a while you will be. But your body will degenerate as your tissue shifts and alters in this frail environ. The lack of pressure killing you from the inside. Cutting your lifespan significantly and promising an unpleasant end when the void takes you if this end is pursued without resistance. A life focused towards avoiding this may keep it at bay for a time, but at least it will be fun while it lasts. Life will take all manner of shapes not possible in stronger grav-wells, with a tendency to be excessively fragile by comparison to high-grav life forms. Fantastic, yet delicate. The same true for the landscapes and skies, weightlessness allowing the impossible compared to Terra.

### [Gravitational Anomalies]{▲+3}{▼-5}

From some celestial fuckery or distortions within the planetary core or something else, gravity 'bubbles' pop up across the world at random. The exact nature of the anomalies can vary from zones of weightlessness to tiny gravity wells with orbiting fields of stone. The majority of these anomalies will be simple in nature, however some will be quiet complicated. Distortions that alter temperatures, perceptions and even the more fundamental laws of reality will pop up on rare occasions. Rumours of a vile sapience to these anomalies exist in the native populace, with a playful sadism focused towards living things. Of course that is about as reliable as ancient human views on Namazu and creatures like him, the only difference being the disturbing results and the sightlessness of the anomalies. When one's form suddenly has the weight of a blue whale the results aren't pretty.

### [Gravitational Protrusions]{▲+1}

By celestial or internal fuckery there are areas of the planet with extremely varied gravity ranges. These can be increased sinks or bubbles almost completely without gravity, allowing impossible architecture and landscapes that in any consistent gravity section would be completely impossible otherwise. With the right internal makeups and present gasses floating islands may be a possibility. The fixed nature of these sinks reduces the dangers of them, with the natives no doubt learning and marking out their boundaries. They may even be exploited if the local civilizations are advanced enough.

## Day Structure

### [Very-Short (6H)]<sup>[7]</sup>•{▲+5}{▼-3}

Night to day passes with nauseating speed on this planet for the human body. On this world entire periods of light and darkness pass by in your sleep, and with the world attuned to these rapid daily periods you'll be somewhat helpless in your extended sleeping hours. To say nothing of the effects this can have on one's sleep and mental health, the planet's climate is both equified and also prone to seemingly instantaneous weather. How exactly the planet moves at this speed and manages to retain the atmosphere it does remains a mystery that only extensive observation will reveal.

### [Short (12H)]<sup>[7]</sup>•{▲+5}{▼-3}

Fast but not outside of the range of human adaptability, the days and nights of this planet roll past with great speed. Flora and Fauna will be adapted to the conditions, likely being more versatile in rest and physical functions than that of Terra's life. Able to squeeze more out of the limited hours and able to bounce right back into function. Climate and weather suffers rapid equalization compared to Terra, but at least quick forming storms are not instantaneous.

### [Terra (24H)]<sup>[7]</sup>•{▼-5}

A singular cycle that is roughly around the day/night length you knew back on earth, give or take a few minutes. The human activity/rest cycle is suited for this specific rotation and will allow at least some ease in transitioning to life on this world. Native life will follow a similar pattern to earth, rest and activity cycles alternating with individual life forms specifying to either light or darkness as conditions allow.

### [Long (48H)]<sup>[7]</sup>•{▼-1}{▼-3}

A longer and 'weightier' day & night cycle than Terra's. The world's slower rotation further divides days and nights and the life forms that dwell during them. The lengthened divide will create more distinct differences between day and night focused life forms. More severe and advance weather changes prompted by the cycle will shape the landscape, extended length reducing the odds of flash weather. The cooling and warming period will be much more dramatic than Terra's, allowing for things only harboured in her extreme locales.

### [Very Long (96)]<sup>[7]</sup>•{▼-3}{▼-1}

The serious divide between light and darkness creates biospheres that never interact between the extended days and night. With retreat and micro-hibernation being a common trait in these respective spheres. However other species will develop forms that shift as greatly as night and day to match. Weather alteration will only grow, with heating and cooling periods dividing the night and day further. A human will sufferer seriously during the extended nights in functionality while the extended days of light wreak havoc on sleeping cycles.

### [Withering 'Days' (200H+)]<sup>[7]</sup>•{▼-5}

Life finds a way through the near week long periods of light and the following week of darkness. Biospheres unless they can divorce themselves from the surface will be forced to mix prompting radical shifts in function between darkness and light or hyper adaptability. Extreme temperature divides will only worsen as will storms and other violent forms of weather. You will either adapt to the extended 'daily' cycle or you won't last long. Sleep deprivation and reduced visibility are as dangerous as any hostile alien life.

### [Seasonal 'Days' (700H+)]<sup>[7]</sup>•{▼-5}{▼-3}

In sunlight the world will either burn or grow thick with monstrous amounts of flora. In darkness it will slowly freeze and life will retreat bar the stalking things that rule the night. Daytime and evening are now their own separate worlds and fauna has been moulded to suite, while the intermediaries shift like the changing semi-seasons themselves. Shelter will be of the utmost necessity for a human, and one must be ready for the extended and harsh conditions both day and night create. Without adaption and great preparedness the dark will likely swallow you whole.

### [Tidal Lock]<sup>[7]</sup>•{▲+5}{▼-15}

You have landed in the small habitable region of the planet; whether a permanent dark side shaded from the boiling sun, an eternal near side hogging what warmth it can from the distant sun, or a band bordered by hot and cold on either side, extreme weather is the norm and dependent entirely upon how external factors and how they interact with the planet. Life-forms will exist in hard-set light conditions, refining themselves in the extreme compared to an 'adaptable' creature. Weather will take on an extreme even in the circumstances where a global temperature rotation is possible.

## Atmospheric Norms

### **[Extreme Heat Retention]<sup>[8]</sup>•{▲+5}{▼-1}**

The atmosphere's composition traps heat with an efficiency that is tantamount industrial. Bar other more extreme conditions, this planet's heat swing in this day and age will be blistering at best. Arid regions and vast wastes may exist in tandem with horrifically thick rain forest analogues depending on water availability. Entire regions may be turned lifeless depending on severity, or resemble something Venusian. Yet, even there, hard life may come. As inspiring as it is disturbing.

### **[High Heat Retention]<sup>[8]</sup>•{▲+3}**

The atmosphere effectively traps heat from the sun warming the entire planet. Depending on other factors continental winters may occur, but more likely war climates will cover wide expanses of the globe for most if not all of the year. Perhaps this current status quo is the product of prior gas releases, or perhaps it's a more natural state for this world.

### **[Centred Ranges]<sup>[8]</sup>•{▲+1}{▼-3}**

Temperatures will swing across the spectrum with greater ranges and given appropriate factors, seasonal changes will be wide ranged. Nothing to worry of for the most part, unless some truly egregious factors make one wish for destabilized balance.

### **[High Solar Insulation]<sup>[8]</sup>•{▼-5}**

The atmosphere prevents a good amount of heat energy from getting in, hardening the lot of plants and creatures that take energy from the sun. More worryingly though, the world will suffer a cold-box condition that will render the poles and large chunks of the planet below freezing for large portions of the year. While other factors may offset this, on a balanced 'gold-zone' world this current state would likely result in a serious ice age of undetermined length.

### **[Extreme Solar Insulation]<sup>[8]</sup>•{▼-15}**

Oh cold, like Irmunsung's touch. This world's harsh atmosphere makes one wonder if it isn't on the outer fringes of the Goldilocks zone, bar extreme circumstances it will be below freezing year round. Conditions may worsen this to the point where life will only be able to survive clinging to geothermal vents both above ground and beneath the surface of frozen oceans. The little flora that exists will likely be extremely simple in nature and adapted with significant temperature defences. Fauna will only be able to scrape out what exists on that, clinging to the equatorial or thermal vent zones in the worst case scenario.

### **[Auroras]{▲+1}**

Solar winds that grace this planet routinely generate bright auroras across most of the upper and lower hemisphere's night sky. Vast cool sways and brilliant figures will brighten the darkness and make life below just a tiny bit easier for those that can view them. Depending on the planetary axis they may be the only lights beyond distant stars for great periods in such locales.

### **[Strange Skies]{▲+3}**

Regardless of breathability the skies are tinted by the alien atmosphere's composition, perhaps the nature of the local stars light amplifying gases rarer to earth to allow their tincture to dominate the skies. Or perhaps it is something firmer, like a coloured moisture, or cast up filth that dyes the sky. Regardless of the origins, you need only look to the heavens to be reminded of how perverse your situation is. Yet in the same right the stories of a blue sky will be strange and otherworldly to any aliens you meet.

### **[Gaseous Ranges]{▲+1}{▼-1}**

The atmosphere of this world is unique in it's layering. Produced by circumstances in the 'base' atmosphere or unique oddities a range of gas covers the planet. Such as a native Sulfar-Dioxide 'layer' that chokes the life out of everything bar specially adapted life forms and extremophiles at ground level. Alternatively, a unique bio-gas layer a few hundred meters above the 'base' ground level could provide protection to the local oxygen supply and forming a rough bubble against less livable gasses. The specifics be they benign or lethal remain for your purview.

## Above Ground Water Levels

[1%]<sup>[9]</sup>.{▲+5}{▼-15}

Water, the binding solvent of most life is extremely rare here compared to Terra, so severely that most of the surface will be rendered barren and uninhabitable. On the surface the vast expanses must either be penetrable or are like to be entirely untraversable by sheer lifelessness. What little resting water that is exposed may be entirely undrinkable forcing you to rely upon even smaller running water reserves. Where there is water, at least, small springs of life will persist. For what little it is worth as these will be Oasis amidst vast oceans of lifeless landscape. It should be worth noting such waters will likely be contested. Control the water and control everything reliant upon the water.

[20%]<sup>[9]</sup>.{▼-5}

Small oceans battered by high metal and mineral content dot the surface with some adequately filtered water sites few and far between available fit for human consumption. Weather will be at least somewhat reminiscent of Terra with some presence of aquifers, however a good portion of the world will remain an unnavigable dry 'ocean'. But perhaps some forms of life will still find ways to flourish in the vast dryness.

[50%]<sup>[9]</sup>.{▼-1}

Oceans will be large enough they shall start interconnecting, sealing off parts of the world by water, while a good majority of landmass will have deep aquifers. At least if the common resting temperature is above zero and not above boiling. Drinkable water should be in decent supply with access over most of the world, while a relatively familiar weather system facets to a majority of this world's landmass. That said there shall still likely be great wastes, though their presence will be more easily ignored.

[70%]<sup>[9]</sup>.{▲+3}{▼-1}

A water level kind to earth's with surface plating often being divided by a deep oceanic layer. Weather will bring rain, snow and mist to even the most arid areas, allowing for life to dominate most of the surface given decent temperature and atmospheric conditions. Drinkable water is mercifully ubiquitous in all but a few locales.

[90%]<sup>[9]</sup>.{▲+5}

The vast majority of this planet is covered in water, further isolating landmasses and sharpening weather issues between stream patterns and rain activity. A majority of this world's life will exist beneath the waves, both flora and fauna in ranges familiar (with certain body forms emerging beneath the waves) and alien as the Terran Deep sea. On the land, the disconnected surface bodies will produce vastly different strains of life within their more isolated ecosystems.

[99%]<sup>[9]</sup>.{▲+3}

What little land exist pops out from tall volcanic mounds, the oceans cover everything else. The most advanced life forms shall dwell down there far beneath the waves, or be amphibious. Land flora and fauna will be extremely diverse on each landmass as closes ecosystems will produce different results with dwarfed and gigantism exceptions. Likely most of the planets ocean water will be undrinkable, forcing a human to rely upon the weather (itself settled and capable of either enriching or utterly obliterating the isles) or the few purified reserves to survive.

[Estranged Waters]{▲+1}

The oceans, seas and even the petty springs and rivers of this world seem dyed by an unknown substance, changing their base colour beyond the blue you knew. Any manner of colour could be produced by this chemical change up, and other than a strange taste you seem to be able to drink the 'pure' waters of this world without need for much filtration.

[Organic Landmasses]{▲+3}

In your time you might notice entire islands and regions are not placed upon solid earth but rather an organic layer that was or still is very much alive. This can range from a porous layer that barely supports your weight to solid masses that allow for entire buildings or even settlements to be built atop them.

[Oceanic Layering]{▲+1}{▼-3}

And oddity formed by time and sufficient break. Within this world's waters there are layers of other chemical bodies that exist. Not bound together but isolated as water and oil. The exact specifics are reliant upon the resting compositions of the waters and the layers, but a staggering number of possibilities exist. It is possible the planet's 'livable' waters are covered in a thick blanket of harshly acidic liquid or oils so thick it is possible for small life forms to live on top of it. But the position of these layers are not set and the local life will find ways of compensating.

## General Ranges of Weather Makeup

### [Mono Season]<sup>[12]</sup>•{▼-3}

The planet's stationary nature or other unusual conditions creates only a single consistent setting barring minute scale changes. Life moulded to suite this will push on with monotonous drive to match, if in good conditions this will end up creating vast exolod masses as dead flora forms an entire surface layer of fertile and ignic material. While less organic-friendly conditions will tone the expansion of flora the monotony will wear down the mental state of quarter raised animal like yourself. Still, the lack of changes allows for a lack of nasty surprises from said changes.

### [Twinned Seasons]<sup>[12]</sup>•{▲+1}

Either a core season peppered by a sharp sub season or oscillating conditions that can violently alternate environmental conditions without 'shift' seasons. Either way this world for the most part has two distinct seasons. Life will be both curtailed and strengthened by the shift forcing changing conditions. Though the nature of these conditions lies in the make of the world at large and the specifics of these 'seasons'.

### [Trimatone Seasons]<sup>[12]</sup>•{▲+3}

A triumvirate of seasons whisks the majority of this world's surface. Once again this can either be a 'monoseason' dominated by sub-seasons with individual weather states or more consistent shifts based on celestial factors, the world's life and landscape will be shifted by routine changes in the atmosphere and the triumvirate drive allows some variety. Maybe not as much as you knew, but it is a comfort either way, especially if you didn't like some of those other seasons.

### [Quad-Season]<sup>[12]</sup>•{▲+3}{▼-5}

A quartered season setup that is not only familiar to you but even in comfortable in its shifts. Life's variance in growth pattern, acclimations and adaption will be built in to allow for more versatile recovery systems in flora and fauna. Action and reaction seasonal systems are the norm for such a layout. But still there is no guarantee the specifics of these seasons will match Terra entirely.

### [Pent-and-Plus Seasons]<sup>[12]</sup>•{▲+5}

Through unknown factors this planet has five or more seasons that are shaped by elements chosen or other, stranger things. The shifts force a sharp flexibility in life forms you will struggle to keep up with. But at the very least the change of scenery will be frequent allowing rapid flora shifts that you can exploit. Given time and experimentation, or guidance of course.

### [Truly Unpredictable Seasons]{▼-5}

This planet, its satellites and its weather systems create a system that does not function in a celestial predictable order. To call it fickle would be an understatement. A winter can last half a human century, be interrupted by a brief hot period and then suffer another ten Terran years of cold. Survivability can not rely upon the preparedness of scheduling, forcing fauna to either be extremely capable or migratory at a moment's notice. Suffice to say a sedentary human will not take this particularly well and understanding the biological reactions of the natives will be imperative.

### [Heavy Fertility Cycles]{▲+5}

Weather systems produce excessive rotation cycles of weather that moves massive amounts of water and upping soil quality in dispersal and motion. This cycle is ubiquitous throughout most of the equatorial world, though in perverse conditions may spawn from ulterior systems that could be chemical or even biological in origin. Flora and fauna alike will be tied to these cycles, reproducing at an astonishing rate when they hit full swing and reigning in functions until the system returns. These cycles however may seriously hamper sapient settlements and a skip in the cycle can be devastating to the ecosystems reliant upon them.

### [Mega-Storm Norms]{▲+5}

Atmospheric currents can create super storms that ravage vast swathes of the surface on occasion. The exact specifications of these storms lies in the nature of the world. An arid world could be dominated by continental sand storms, while an ocean world would have an equator constantly bombarded by super cell hurricanes. Regardless these mega systems will impede and batter all planetary life which will be forced to adapt to hardships brought. Adaptions that may be taken advantage of to stand fast against the swelling changes.

### **[Caustic Weather]{▼-3}**

Unique components of the atmosphere add acidic and lethal affects to the water cycle's discharge. Clouds of billowing toxins may grace strong bursts of wind and entire rainfalls could melt a human thoroughly to the bone. While systems exist that disperse some or all of this through ecological and biological means for local life, the effects will remain entirely lethal to you while they last. If this has been a long common facet of the environment then it is entirely likely that most life forms will have defence mechanisms for this and will be unbothered by the conditions.

### **[Perpetual Weather Locales]{▼-1}**

Specific produced weather conditions plague certain regions of this world. Bar rare interruptions these weather conditions will continue perpetually, bombarding regions in rain, lightning, mist, sand or stranger things. Fauna and flora in these localities will likely be adapted to the weather, more extreme conditions prompting more extreme adaptations. These include unique sense protections, camouflage or Britishisms.

### **[Solid Storms]{▲+3}{▼-3}**

Peculiarities of the atmosphere produces odd perspiration that isn't water-based. These storms are common and routinely bombard the countryside, with fauna and flora being at least familiar if not adapted to these conditions. Solid Storms could simply be solidified dust, electrically condensed sand-glass or ash clumps, though they are not limited to these sub-types. Such odd weather systems are could even be mundane and stranger possibilities exist, including chemical cluster stones and razor sharp crystals formed in the atmosphere. Finding a thick roof is advisable.

### **[Magnetized Wind currents]{▲+3}**

A plurality of ferromagnetic materials and unique internal planetary makeup creates temperature shifts, wind currents and on occasionally vortexes of magnetized air. The majority of material moved will be little more than dust, however extreme storms and magnetic tornadoes will be able to pick up larger objects, turning any magnetic material into potential hazards. Still, if one can adapt to a life without ferromagnetic materials in close range and keep a distance, such storms can be beautiful in their own right. And exploited after the fact for all the raw material they can scrounge up from the dirt.

### **[Drought / Deluge Events]{▲+3}{▼-5}{▼-3}**

Shifted conditions or changing temperatures creates an environment dominated by extreme weather conditions that alternate with worrying randomness. Regions might go Terran years without rain only to be flooded under a dozen feet of water in a single Terran night. The exact frequency and severity of these events lie in make of the world, regardless sapient populations and fauna will be mobile if this condition is longstanding. A trait that one would do well to copy.

## **State of Planetary Geology**

### **[Heavy Volcanic Activity]{▲+5}{▼-1}{▼-1}**

By composition of continental mantle, shifts in the plates or other unknown factors, this world has an excess of volcanic activity that constantly breaches the surface. Regions subject to such activity will be constantly battered by pyroclastic flow, rock blasts, magma flow and overcasts ash clouds. Naturally bar extremely hardy entities and safe zones these regions will be largely desolate. The only positives here are the pressure displacement makes super volcanic events unlikely and the atmosphere stability is long-form. If reduced by such ash.

### **[Extensive Geological Instability]{▲+1}{▼-1}{▼-3}**

A worryingly common facet throughout most of the continental landscape, without the binding predictability of the karst process. Deep rock erosion is ever present, frequently producing sinkholes that range from a few meters across to collapses several hundred kilometres in diameter. Long growth life forms understandably suffer from these random collapses, with the only benefactors to this environ being the deep life adapted to inhabiting sinks and the underground. Large scale earthquakes will be at least rare from the constant dispersal of surface pressure.

### **[Ongoing Flood Basalt Event]{▼-15}**

Prompted by some meteorite strike, super volcano or a terrible internal mantle flare, in some part of the world there is a massive tear event emerging from physical fractures and per-existing volcanic pipes that throw up region covering swathes of lava and enough gasses that the entirety of the global weather systems are affected. The impact on life will be global though if this planet has a history of these events much local life will at least have ancestry in weathering the extensive volcanic winters produced. Regardless it is likely this event will bring about a mass extinction, create an entirely new geological system and any sapient species that survives the event will be as impacted by it as ancient men and their long lost deluge.

### **[Explosive Mineral Deposits]{▲+1}**

Volatile mineral reserves in the current climate have a nasty habit of being exposed, and subsequently combusting. Be it Pyrite, pressurized gasses or ancient life that has been reduced to coal these deposits can seemingly out of nowhere explode. Some enough to disrupt the peace a moment while others can be equal in size to volcanic eruptions. Deep and long reactive minerals can create smoking chasms that will burn for years if not decades. Naturally the locals won't be easily inclined to dig too deep and understandably able to make themselves scarce when the pyrite hits the water.

### **[Ionic Centrifuge]{▲+1}**

The slightest cloud cover and even heavy wind currents generate large amounts of electrical discharge. General downpours, storms, blizzards and gale forces are always accompanied by thunder and lightning. The consistence of this activity is nothing new and likely life forms will be adapted to the conditions. Certain flora and even simple fauna will likely take advantage of the constant discharge similar to the pyrophile species on earth. Avoid metal and flammable shelters and you should be fine. Hopefully.

### **[Severe Tectonic Instability]{▼-3}{▼-5}**

The tectonic plates of this world are in a state of unpredictable and violent shifts. The effects of this include constant landscape altering tsunamis, earthquakes and stress volcanic effects pop up with a frequency that makes one think twice about the prospect of settled and coastal living. There are more subtle and dangerous effects, including toxic gas releases and infrasound grain that can damage hearing and sanity over time. It would be prudent to avoid particularly volatile regions.

### **[LTA Mineral deposits]{▲+1}**

Through long-passed events in a prior geological era there exists mineral deposits that either sit neutral or have full lift capacity. The specifics may vary, but given the right circumstances entire landmasses could be disconnected from the ground or at least persist on structures that shouldn't be rightly able to support them. Breaks and explosive ruptures in the land can send up debris that will spend decades if not centuries in the atmosphere before the lifting properties of the minerals fade. In particularly refined formats brought by sapient hands, these materials can be used to achieve things impossible on earth ages before they were dreamed of in comparative tech progression.

### **[Extended Underworks]{▲+3}**

The planet supports through either past thermal activity, soft rock decay or worryingly large burrowing fauna a vast network of tunnels and caves. So vast are these systems stretched under the surface that entire biospheres exist within, untouched in by the sun's light. Depending on the surface conditions this biome may even be the primary biosphere of the planet. While the systems may be a godsend in the event of a truly hostile surface, it should be noted that most of the underworks are entirely devoid of external light. The glow of bioluminescent life may be one's only light source.

### **[Affirming Thermal Networks]{▲+1}{▼-5}**

Thermal water networks pop up across this world with startling frequency, creating large thermal vent systems, geysers and natural springs. While many will be scolding hot and actively dangerous, there will be an acceptable number that are pleasantly warm. Providing sources of heat and fresh water, which can either be a pleasantry or a life saver, depending on the world around the networks. In the worst case scenario on an ice-box world these could easily be the only place to bathe outside of the equator strip. No doubt the sapsents of this world will take advantage of these conditions, refining systems reminiscent to Roman baths if the technology and manpower is available.

## **The Nature of Life**

### **[Primitive Development Life]<sup>[75]</sup>.\*{▲+5}**

Even if the dominant life-forms of this world resemble more developed species on Earth, on closer examination of their inner workings it becomes apparent their forms are unrefined. In such simplicity there are strengths and weaknesses, certain seemingly simple tasks will be impossible, such as chewing or eating and breathing in separate function. In the same right though regenerative ability in simpler creatures is much stronger, and there will be some uncertainty to the taxonomy of life with so many creatures appearing similar. It will be like stepping back into Terra's history, both familiar and terribly alien. Even if such simple forms draw closer to Terra's early inhabitants than you ever could.

### **[Basic Development Life]<sup>[75]</sup>.\*{▲+3}**

Long ages have defined the local life-forms in with a force that refines those designs that last. True division from Earth coming here, even if the more basic designs still draw to mind home. The specifics of such things suited for the local environment and their positions in the food web. Many 'basics' of function will be covered, though you may still notice an awkwardness in some species you realize is the product of underdevelopment in task. It can be humbling to see such sights, knowing your ancestors struggled on and through such tasks. The locals will too. In time.

### [Advanced Development Life]<sup>[75]</sup>.\*{▲+3}

The life of this world has endured many ages and shifts, ever refining themselves to suit their environment and their place in the food web. Such development makes one wonder if this is what iteration of the biosphere. No doubt it is far from the first, with the developments made. Creative and effective life systems persist in even the simplest grazing subtypes and the advanced predators have no doubt likewise perfected their method of hunting. But such refinement comes at a cost, as any who remember Yucatan and the ages of ice will be able to tell you. Terribly shifted conditions are far more devastating and even if the ecosphere is more set a break is far more devastating.

### [Over Developed Life]<sup>[75]</sup>.\*{▲+3}{▼-1}{▼-1}

Truly, this world has gone long without the slate being wiped. Such specialization has been implanted that you can scarcely imagine the divergences between the local life forms. Their specific stratagems are beyond perfected at this point, but even from afar you can see a weakness in it. A fragility in their adaptability that all but a handful of 'lesser' creatures. Of course this song and dance is familiar. Should something truly calamitous transpire it will be the inferiors and scavengers once more inheriting a world. For now though, you must contend with life forms that are extremely good at what they do. Taking advantage of every biological oversight you can.

### [Cycles of Regression]\*{▼-5}

Looking upon the local flora and fauna you note signs of change and distortion. Formerly, you realize, they possessed more refined forms. The very nature of this world is shifting backwards as a whole. While such things transpire in all ecosystems, it feels like the entire life system of this world was at one point more refined. Be it through systemic shifts in environment, loss of certain ecological niches or stranger things this regression is still in progress. Not that this is necessarily a bad thing, the products of these shifts will be more adaptive when it is finished and may give ages advance beyond their former highs.

### [Eerily Similar Cellular Make-up]<sup>[76]</sup>.\*{▼-5}

The simple stepping stones of life if revealed will spell a terribly familiar make. Bar a few shapes the makeup of life on the cellular level is almost completely identical to the cellular structures of earth in organelle format. Calling into question the nature of cellular life and if this world is by some perverse split of an ancient asteroid kind to Terra. A small consolation or a perversity, you note that some segment of yourself would pass regardless of cell makeup on this world. How you know that remains a mystery, your only clue a faint whisper in the back of your head when you first woke upon this planet.

### [Parallel Estranged Cellular Make-up]<sup>[76]</sup>.\*{▼-3}

Given a microscope of sufficient strength and enough time you would be able to note the cellular makeup of this world. The fundamentals of which while radically different in form perform similar functions. Life forged itself here through strange methods, binding small things together to form the building blocks of life. Even if makeup of this worlds life would effect your biological process, the compositions would still be within acceptable ranges for your survival. That faint whimper though assuages such worries, and in a less biologically inclined individual the worries of cells would be ignored outright.

### [Alien Cellular Make-up]<sup>[76]</sup>.\*{▲+3}

If you find the equipment for it, you'll be able to investigate the fascinating and truly alien makeup of local life, which in its most basic form took entirely different steps in construction, while still allowing the advanced constructs of multicellular life. This allows for strengths and weaknesses, tissue types and forms scarcely imaginable on earth taken to greater extents in the forged waters of the alien seas. While some part of you knows you'd be able to survive on the tissues of such life forms, the mind naturally wonders to the effects on a human not brought to this place in perversity.

### [Extreme Xenos Cellular Make-up]<sup>[76]</sup>.\*{▲+5}

If you are able to study it, you'll come to realize just how different the building blocks of this world are, with only years of study revealing the depths of just how it all works. In such circumstances with such estranged xenos makeup, the question of 'how' comes to mind. How it is that your fundamental microorganisms have not wreaked havoc on the local environment and vice versa? If some nagging sense of removal didn't shift you, you might think the perverse distance makes it impossible.

### [Indistinctions Between]\*{▲+3}

The nature and primitive divide between fauna and flora was either much less defined than on Terra, or some strange regression or progression forced one group to shift into the other. Regardless of their origins in most ecosystems of this world there are lifeforms that could be classified as neither plant nor animal but exist between these spaces. Such entities can even inhabit predatory climes, while their speed may be glacial or even static they'll possess the necessities brought by evolutionary adaptation that allow them to excel. Presume nothing in your travels.

### [Lasting Remains]\*{▼-5}

Through a partially inorganic and non-degradable makeup, a lack of processing scavengers and breakdown bacteria or other factors most of the local life-forms leave behind significant remains after death. This could be in line with the early earth period when Trees didn't break down and produced a thick layer of organic material that would later produce coal, or it could be fauna that are the prime producer, covering the land in the shells and bones of the fallen, ranging from a plurality depending on number of producing species to such a plurality that the ground remains dyed by the dust of ground down parts while the parts themselves cover the land to the point they can be used as building material. Regardless, the effect on the landscape can be startling to someone from a consuming environment like Terra.

**\*May be applied to Fauna or Flora or Both respective**

## Status of Local Flora

### [All-Encompassing]<sup>[15]</sup>•{▲+15}

Broad synced adaptation, good luck, extremophile adaptations, a malignant sort of Will or more likely a combination of those things has covered most of the planet with flora. The waters are choked with vegetation almost familiar and terribly strange, dense regions packed so tightly with the corpses of trunk analogues that a fire could burn for decades were it not for the aggressive growth patterns of life and veritable masses of 'breakdown' rot. Some places are completely deprived of sunlight and have been like that for decades. While forage (if it is edible) is more than enough to sustain and fatten you, permanent settlement is simply impossible in some places. Even in the places where no Terran flora would grow, the vegetation simply hibernates or takes strange forms. Even in the harshest vast deserts the ancient sentinels of long growth wait, buried beneath the snow and ice too. Unstoppable and relentless.

### [Extremely Prolific]<sup>[15]</sup>•{▲+5}

The Amazonian depths of Terra pale in comparison to the common long growth flora of this world. Efficiency, rapid growth, and primacy in conditions create environs where most biomes are cramped with flora. Towering old growths put the Kauri and Great Sequoia forests of earth to shame. The ocean floor may well be just as flowered as the surface, covered in head sink ancients. Fortunately there are still spaces to build, and the flora can be beneficial in construction. Of course, it will still be a massive concern requiring restraint for the locals.

### [Terran Heavy-Weight]<sup>[15]</sup>•{▲+3}

The great forests of Terra mark the kind to the standard fare of this world. Unhindered or fast growing enough to stand even with growing civilizations. The great shields and Taigas, Amazonas and Kongo mark the norm. Dense but not completely unmanageable to the advance of sapient creatures. Less fertile environs will be closer to earth, albeit still pocked with resilient flora.

### [Climal Equivalency]<sup>[15]</sup>•{▼-5}

Appropriate Flora for appropriate climes, at least for you with the nature of flora being reminiscent to what you knew once. Ecologically, at least as relative to this world's habitability, fertile zones will be packed thoroughly while the wastes will be largely empty. Exceptions will persist extremophile fauna will be a non-vital issue.

### [Terran Light-Weight]<sup>[15]</sup>•{▼-3}

Woefully lacking. Great tree analogues are an unusual sight, with most flora being low soil to the ground brush ranged in growth. Some terrible break in a larger cycle has occurred in recent history binding down the life systems of flora, or perhaps some planetary facet restrains the growing cycle. Building and craft on the part of the locals requires creativity from the lack of organic materials, but a stable food hierarchy remains.

### **[Largely Desolate]<sup>[15]</sup>{▼-5}**

Grass, Lichen and low bush analogues hold the primacy in this planet's flora systems. A forest analogue is something unseen outside of all but the most 'lush' conditions. The exact circumstances of how a developed world came to be this way lie in its own tracks, but everything above in the food chain suffers from it. Nowhere grown to hide if you are hunted, no branching shade to cover you from the elements and staple foods in the wilderness will be illusive to say the least. Such foodstuffs both wild and domestic will be unreliable and sparse at the best of this. While a developed civilization will negate some of these it will be impossible to ignore the sparse distance if you grew familiar to Terra's greenery.

### **[Neat Totally Devoid]<sup>[15]</sup>{▼-15}**

Empty. That is the word that comes to mind. Empty and dead. Most of the surface is devoid of fauna, even in places where it likely should grow. Was it always this way? Or did some terrible blight wipe away most fauna? For you, perhaps it doesn't matter, for there is nothing you can do about it. With the wind haunting you in the wastes, occasionally some small things can be found, under the surface. Petty root analogues that scuttle beneath the soil and broken lichen like growths near the warm rocks and rivers. Survival for a vegetarian will be troublesome. Not that hunters will have it any easier in most circumstances. Unless some terrible strangeness allow alternate means of survival the food-web will be horribly diminished.

### **[Widespread Consumables]<sup>[16]</sup>{▲+5}**

A surprising amount of this planet's flora is edible, able to easily sustain you with flavours not entirely terrible to boot. Fruit, seeds, and even the cores and bark of flora may be edible though much of it requires processing. But, you are the only one guaranteed to benefit from this, the rest of this world's fauna is likely to suffer the defences of grouped evolution. This may make you look like a frightening vegetarian or just a four legged milkable grazer.

### **[Stimulant Commonality]<sup>[16]</sup>{▲+3}**

You can safely eat most of the local vegetation as is, but with a clause. Almost everything has an effect on your mental state, serious effects that range from hallucinogenic, aphrodisiac, antaphrodisiac, depressant, stimulant, etc, etc. Unless you enjoy having your mental state constantly altered you'll need to find a few safe base foodstuffs or alternate forms of nourishment. Experimentation will be the only way to determine effects. For better or worse that remains to be seen.

### **[Widespread Toxicity]<sup>[16]</sup>{▼-5}**

Through chemical make-up, native toxins defences or something else, the local flora is almost entirely off limits to you. Nothing to be done about it, what few species that won't be dangerous will likely be few and far between. Even then, after the first unfortunate rejection, do you want to risk it? One slip up may be all it takes.

### **[Lecherous Symbiosis]<sup>[17]</sup>{▲+5}**

The burrs and other seed dispersal methods of Terra pale in comparison to the functions of this world's flora. This includes effects of potent aphrodisiac and nearby 'release' in the flora's physical make up, though sharper and more direct methods of directly implanting, be it for simple linear passage or more lethal diploendozoochory systems are possible threats. A cool mind should be able to avoid the worst of this flora. Hopefully. Native culture may venerate or attempt to cull such plants depending on disposition. But no doubt the stranger elements if they are able to... Take advantage of such things will always drift back towards the perverse breeds of flora.

### **[Caperous Symbiosis]<sup>[17]</sup>{▲+3}**

Flora's relationship with fauna seems to be largely passive. Benefiting from consumption seed passage or environmental factors. Form fitting enough that most grass analogues make for decent bedding, most long growth analogues offering a wide array of uses. Life is at least a little easier with flora actually acting like the flora you once knew.

### **[Domesticated Biomes]{▼-3}**

The dangerous plants for the natives are largely obliterated in most settled regions, the useful ones domesticated to provide greater bounties. Surrounding long growth fauna are thinned and the wear of agriculture marks most of the fertile surface. A process that took centuries if not millennia of generations playing the same repeated actions. Sapient will has knowingly or unknowingly laid its mark on this world.

### **[Feral Biomes]{▲+5}{▲+3}**

Even in domestic regions most flora remains largely unkowtowed, with the fewer domestic plants falling victim to aggressive competition if it isn't protected. This may be the product of a lack of domestication or collapse of prior ecosystems that were colonized by external invaders. Sapients will struggle with their crops, with struggle being particularly fevered if the locals are more dependent upon such yields. Cultures nomadic, pastoral or hunter-prone in nature will be better able to deal with the results of such things, perhaps their shift towards that way of living contributing to the current situation.

### **[Carnivorous Commons]{▲+3}**

The Venus fly trap and dwelling jars of home have nothing on this world's killing fauna. Ensnaring bindings, pressurized thorns, toxins and aggressive pitfalls. Coming in all shapes and sizes much flora reverses the food chain. Larger species are more than capable of turning you into little more than fertilizer. Learning from the Sophonts will be necessary to survive in any wild locale.

### **[Chemotrophic Commons]{▲+3}**

Stimulated purely upon such means or to cope with extreme conditions, much or perhaps even all of the local underclass of the local ecosystems. Fulfilling such a position as the 'producer' out of ecological oddities or planetary conditions, these life-forms are far hardier than their implicit phototrophic counterparts, but are more reliant upon their environmental conditions that allow their chemical feeds to function. Where darkness and dryness might spell death to phototropes, that death-spell is brought by cold and a durge of nutrition intake.

### **[Sentient Flora]{▲+3}**

An awareness exists in the greater flora, a tandem with a flexibility. Chunks of this world's flora possess some mental ability that brings them close to the fauna, some being so close in nature it boggles Terran thoughts on biological taxonomy. In some cases the line may not even exist with the evolutionary descent of this planet's life being rather trunkish. Or it may be stranger with the divide between flora and faun being distinct with these notable focused species dominating their individual niches.

### **[Megafloa]{▲+3}**

Thimmamma Marrimanu and the Trembling Giant are the norm, rather than the exception in local ecosystems. Even the Great Sequoias and the Redwoods are dwarfed by some of the titans that dominate this landscape, housing entire ecosystems in and upon their forms. No doubt sapients will benefit from the plethora of building materials or will directly inhabit such fauna if it is resilient enough. Such abundance moves these titans from simple flora to entire landscapes unto themselves, and if you survive long enough their views will become such. Mountains, rather than life forms.

### **[Gayamaratan Antideluvians]{▲+5}**

There are prime entities on this world that go so far they stop being simple Flora and become landscapes themselves, their titanic size stretching beyond what should ever rightly be possible. Yet, it is. Individual entities can have entire unique species that live upon their form, which will likely cease to be should their home entity ever vanish. They may be the endstate of tens of thousands of years spent in growing, a fusing of many lesser entities or they may be entirely unique. Regardless of their origins however, these life forms will be present on this strange world, their numbers dependent on their environments and the tendency of the local sophonts in inadvertently killing them.

### **[Subterranean Biomes]{▲+3}**

The space beneath the surface is absolutely teeming with flora. Reminiscent to the soils of Terra only in passing, as a hawk is reminiscent to a fly. Root analogues, tuber analogues and vast growths descend as far as those above the surface rise. If subterranean tunnel networks exist direct connectivity to the surface will likely produce long form growth fauna that may be without parallel on earth. If the surface is particularly inhospitable there is a possibility that most flora may even exist beneath the surface, most only keeping the bare minimal ties to the surface bar extremophiles.

### **[Aerial Flora]{▲+3}**

By way of exploited atmospheric conditions, strange makeups or a worrying concentrations of lighter-than-air gas, species of local flora routinely defy gravity and persist by floating above the ground. Actually making use of these organisms tends to be hazardous, and unreliable as expirations usually ends the anomalous floating. Atmospheric conditions and potential serious flammability usually outweighs the benefits conferred by the materials, though some few exceptions or particularly well treated samples might well upset the norms of craft you knew on Terra.

### **[Locomotive Specimens]{▲+1}**

Some forms of flora have evolved an unusual ability to freely move or at least locomote in emergency situations. Most developed in smaller species and holding no bearing on the greater sentience, while it is startling to have parts of the underbrush uproot themselves and run off this is typically the habit of lifeforms whose survival is dependent upon relocation. But there are exceptions, old long-growth flora and even predatory plants that bring triffids to mind are all distinct possibilities on a world that allowed their development.

### **[Invasive Growths]{▲+3}{▼-5}**

Slow growth life has a nasty habit of digging into fauna with even sapients under threat from the aggressive burrowing seeds. These plants may rely upon being swallowed and 'grown out' upon reaching certain digestive chemicals or they may rely upon violent implantation systems. Growth unless stopped will continue until the host organism perishes, upon which the plant will go through the rotten form and finally root itself in the soil. Depending on the location of implementation and numbers this threat could be world altering or kind to low parasites, being resolved at the end of the day with a sharp blade and grumbling.

### **[Symbiotic Commonality]{▲+5}{▼-3}**

Some flora maintain more intimate and direct symbiotic systems with other flora and the local fauna without the guidance of domestication. Some 'long growth' organisms will actually be hosts of individual species cooperating in specialized fashion. This relationship extends to fauna with certain species allowing symbiotic growths to take root in their form. The exact nature of these relationships will vary wildly as the size of the local ecosystems allows all manner of cooperation, but such relationships will be relatively common sight.

### **[Esoteric Tints]**

Something's- off, even beside the natural alien. The colours of some plants don't feel quite right, or will shift when you look away, just out of the corner of your eye. Truly alien environs will leave you uneasy, with a close to Terra environment ironically making that sensation of unease worse. What exactly 'this' is remains unknown to you, and perhaps it would be best if you never found out. {If ▲+5} Occasionally, amidst the local flora you'll experience flashes of archaic memories, flashes of what was. Sparking horrible bouts of anger or insatiability that can take hours to settle if unassisted. The phenomena is known to the locals, who will no doubt be influenced in a cultural sense. At its worst it's very easy to lose oneself for a time. The dangers of this effect are intensified if one finds themselves on a world where Flora preys upon such Lechery. {If ▼-5} Occasionally, amidst the local fauna you'll feel flashes of nausea, weakness and crippling despair. Ranging from momentary flashes to episodes that can put you to your knees and leave you emptying your stomach. The locals have names for the affliction and an awareness that perforates their society, and an awareness to avoid such things. Particularly if carnivorous plants hold sway in the local ecosystems.

### **[Atmospheric 'Plankton' & Biological Auroras]{▲+1}**

Diminutive flora have harvested gasses and the local atmospheric makeup to a truly grand scale, creating vast living clouds that drift about in the atmosphere. These creatures will glow in the darkness, producing brilliant lights that dance in the darkness. Their atmospheric removal and the difficulty in hunting these creatures leaves them relatively untouched by the ongoings on the ground and seas, but should atmospheric changes occur the loss of these organic clouds will be the first and most apparent sign.

### **[Fragile Growth]{▼-3}**

The local flora is oddly delicate and slow growing. Out of either necessity in reproduction or recent changes in growth or climate, regardless a strong wind storm can absolutely devastate most local biomes. While this makes the lot of those clearing land easy, it conversely makes the lot of farmers tumultuous in times of bad or out of place weather. Food shortages in agriculture focused societies and harsh climates will be all too common.

### **[Rapacious Growth]{▲+3}**

What grows does so with a ludicrous speed, at least by comparison to Terran flora outside of the 'Green Hells.' While this is something of a boon to farmers and cultivators in one turn, anyone who needs to keep the natural world's aggressive reclamation at bay will be far less appreciative of that tenacity. In low technology agrarian societies the task will usually fall upon the same individuals.

### **[Analogue Colony Dominance]<sup>[18]</sup>.{▲+1}**

Primitive is the best word to describe local flora, being reminiscent of sponges, lichens and molds. The swarthy life is far from ideal in terms of consumption for a human with what can be described as 'interesting' textures. The natives on the other hand will be adequately prepared for consuming this flora, and will wonder why you don't enjoy your slodge.

### [Analogue Fungal Dominance]<sup>[18]</sup>.{▲+1}

Titanic fungal growths dominate most of the world's ecosystems. Perhaps similar to the Fungi of earth in their function and make or tuned to the local environment, with their own long growth, shrubbery and low growth analogues. Regardless, vegetarian consumables shouldn't be an issue though potential toxins may pose a threat.

### [Analogue Lycopodiopsidii-Equisetum Primacy]<sup>[18]</sup>.{▲+1}

Strange thickly shaped figures and forms wrought from evidently more simple designs that were allowed to grow in scale and complexity, but never losing those odd original traits. Despite the similarities to your own worlds early plant life it is easy to feel estranged from Terra amidst the forests of this world.

### [Analogue Tygrra Dominance]<sup>[18]</sup>.{▲+1}

Advanced flora that make use of analogue 'leaf' structures and photosynthesis to produce energy is dominant on this planet. Advanced systems of reproduction exist that produce fruits and seeds, making agriculture somewhat reminiscent of Terra, and just a little easier to understand.

### [True Alien Flora Dominance]<sup>[18]</sup>.{▲+3}

The nature of the dominant flora is perplexingly alien to you. Not all life took the path of Terra, and on this world the very basis ecosystems took a radically different path in comparison to Terra. Hopefully the otherworldly will be gracious to guests. Even if it is, that graciousness will take a while to identify.

## Status of Local Fauna

### [Innumerable]<sup>[19]</sup>.{▲+5}{▲+1}

You can't swing a dead feline-analogue without hitting the local fauna. Even in the places where animals shouldn't rightly survive there are populations that cling to life, likely utilizing hyper efficient digestive systems, rapid reproduction or alternate energy gathering this mess of a food-web is able to sustain itself. By quantity alone the fauna alters the way a civilization grows, to say nothing of food source competition. And of course, if there is a healthy apex predator population then protection of staple foods and rest will be the least of local concerns.

### [Prolific]<sup>[19]</sup>.{▲+3}

Local ecosystems are absolutely teeming with wildlife. Adaption, Efficiency, alternate energy generation methods, or the rise of fauna populations before a long fall claim responsibility for the massive burst of fauna. Regardless of the sustainability of available game, food source competition, numerical-mass induced blights and potential ecosystem collapses will need to be dealt with. But hey, at least meat will always be on the menu.

### [To What Conditions Lie]<sup>[19]</sup>.{▲+1}

The biological pyramid is stable and transparent in its structure. At least given enough study if the exact nature of local species is difficult to answer. Apex predators, predators, omnivores, herbivores and flora exist in balanced form. The fertile regions and places where nourishment may be gotten are of course still filled with fauna, but the state can be undone. The desolate places are empty. At least without investigation. Extremophiles will persist in all but the most isolated environs.

### [Quiet]<sup>[19]</sup>.{▼-3}

The local bioweb's more evolved and autonomous components are few and far between. This state, either new or old severely limits what is out there for a hunter. Resilient generalized herbivores will be the most numerous fauna if this state is stable, though even they will be out of sight for the most part. While this dampens potential issues with predators it also removes a valuable potential food source. To say nothing of the effects on ones well being in isolation.

### [Near Silent]<sup>[19]</sup>.{▼-5}

Something terrible happened here once, or perhaps it was always like this. Developed fauna is almost a complete non-presence with the majority of mobile life being the things that skitter beneath the rocks. The emptiness won't be processed at first, but in time it will slowly grind down on you, to say nothing of the long term consequences to your mixed dietary needs.

### [Unset Biological Symmetry]<sup>[77]</sup>•{▲+1}

By unknown biological means the fauna of this world are not constructed with biological symmetry being unset in their design and prone to some truly alien forms. Wrapping ones head around their origins and how such creatures evolved to their current state will be an arduous if not impossible task. Additionally your binate figure will stick out like a star in the night, marking you as hilariously alien.

### [Tubular Biological Symmetry]<sup>[77]</sup>•{▲+1}

The local creatures seem to be by and largely based upon simple ring systems that branch outwards to form the body. While such creatures remained for the most part low on the food chain, this worlds environs and history could allow for much. Such creatures could grow to great sizes, snakes proving their figure's effectiveness as predators. Once the threshold of refinement is passed there is very little that tubular can't accomplish that split biology can.

### [Paired Biological Symmetry]<sup>[77]</sup>•{▼-1}

The basis to most animal life on Earth, you yourself posses a paired symmetry allowing for an advanced functionality. Life can take all manner of efficient forms with outgrowths typically coming in pairs or sets, barring unitary functions and biological oddities. You should be familiar with the benefits and detriments of this sort of biology.

### [Extended Biological Symmetry]<sup>[77]</sup>•{▲+1}

Thinking on the nature of most local wildlife, ones mind is drawn back to ancient plantish sealife and the Elder Things imagined in now distant literature. The local wildlife possess many 'sides' allowing for extremely alien formats with but the inclusion of a third split. To say nothing of what a forth or fifth split in symmetry might do. One would only presume such biologies as 'ineffective' at their own risk. The aggressive competition of life produces effective and dangerous creatures.

### [Predator Primacy]<sup>[20]</sup>•{▲+3}

The ecological systems of this world are horribly out of balance, with a mass surplus of Carnivores that weigh heavy upon the rest of the food chain. By means of a temporary imbalance or truly ouroborian biological functions most life on this world consumes other fauna exclusively. Fight or flight should be roused and held dearly if one is unable to avoid the local wildlife.

### [Omnivore Dominance]<sup>[20]</sup>•{▲+3}

Out of repeated traumatic ecological periods or widespread ancestral opportunism inherited from some far gone progenitor, most of the upper food web is omnivorous. While this does create a situation wherein most wildlife can be pacified by the presence of edible flora, there are still plenty of predators, and the absence of grazing stock can turn otherwise passive creatures into savage opportunists.

### [Herbivore Primacy]<sup>[20]</sup>•{▼-3}

A distant ecological event, parasites or diseases have cut down most of the food web aside the total herbivores and the plants they consume. While most flora will still attack when threatened and may snap up carcasses small entities, it will be largely ambivalent to the functions of sapient life. Predators and opportunity hunters exist but the majority of bottom-chains will be the most common sight. It would be best to avoid assuming placidness in wildlife, anyone who knows what a moose or a hippopotamus is capable of knows many herbivores aren't to be toyed with.

### [Scavenger Dominance]<sup>[20]</sup>•{▼-3}

A collapsing ecosystem or certain shared self-cannibalizing ancestry has led a scavenging niche to dominate most of the ecosystem's mobile echelons. How exactly this system maintains itself (or doesn't) remains unclear. Perhaps you'll find out in time. Or perhaps it will remain a mystery as you grow used to the creeping presence of beasts waiting for a meal.

### [No Dominance]<sup>[20]</sup>•{▲+5}{▼-3}

The ecosystem is well balanced like a fine machine from a long period of self-refinement. Every creature's function is set even if it not apparent to you, every organism is slotted in tandem with others. Symbiosis is common, and a person could hide themselves away in the folds of the colossal organism that is this living breathing world if it has the size for it. If not? Well, give it time. Such a thing may be able to fill lost gaps and spaces.

### **[Gog-Magog's Own]<sup>[21]</sup>•{▲+3}{▲+3}**

The wilds seem to actively reject the presence of sapient life with larger fauna outright attacking buildings erected in their domain. Not even fire and crafted weaponry will guarantee safety. The locals will be rightly weary of wildlife, something you should take note of if you are perceived as such. Not that it will help you with said wildlife which for the most part will treat you in the same matter. Unless of course something really cuts you apart from the locals sophonts.

### **[Unbroken by Sapience]<sup>[21]</sup>•{▲+3}**

The wild world has been unphased by the developments of sapient life in terms of disposition and perceptions. Predators will view you as prey but can be paused by constructs and fire, cleverness and time-tested survival skills still able to best the wilds. Still, underestimating the tenacity of the local fauna would be incredibly foolish as any survivor would tell you.

### **[Marked by Sapience]<sup>[21]</sup>•{▼-1}**

Years to centuries to millennia, the sophont populations have left their mark upon the natural world of this planet. The wilderness flinches at the passings and machinations of sapient life, be it your own or the local Sophonts. Many creatures have submitted to the residents and been fattened by their loyalty. Though opposition still exists in the diseased and the truly wild beasts one can for the most part walk through the wilds without worry.

### **[Kowtowed & Domesticated]<sup>[21]</sup>•{▼-5}**

No great hunters mark the close lands, and sentient life is fearful of the might carried by Sophonts. While the wilderness re-asserts itself the further from civilization on goes, it has lost the struggle for as long as a sapient species persists on this planet. No doubt it would even then take ages for the larger predatory gaps to be filled. You will be treated with the same fear, and from the domesticated; affection or ambivalence depending upon temperament.

### **[Megafauna]{▲+3}**

The likes of Paraceratherium, Deinotherium, Sarcosuchus and Marapunisaurus are the norm on this world in this day and age. Titanic life forms still dominate the lands and the seas, with the average size of fauna (at least among the more visible species) being far larger than what you once knew. Necessity for nutrition at least removes you from their concerns as all but the most starved predator will ignore you. Depending upon the advancement of the local sophonts this may be a period of conflict as the natives expand or it may be something else. What if your ancestors had looked upon the great beasts of their heyday and saw allies instead of prey?

### **[Zaratec Antideluvians]{▲+5}**

There are living creatures possessing sapience upon this planet that are without equal, that for all Terra's creatures none ever came close to rivalling the handful of titans that exist upon this world. Unlike what human media gleefully delighted in imagining such creatures, the truth is far removed. They are impossibly slow moving, more than capable of dealing with the constraints of their massive size and weight while being nearly impossible to harm. Most likely they simply stop being animals as far as other life forms are concerned and become part of the landscape. Take note of such creatures and regard them fondly, for with a sapient species on this planet there is a good chance they will fail in the millennia to follow.

### **[Subterranean]{▲+3}**

Beasts dwell beneath the surface with surprising numbers and tenacity, grand enough that many functional ecosystems persist far beneath the surface. These creatures may dwell in naturally forming caverns, but they may also dig through the soil and stone like a fish through water while rejecting their 'intake' at the end of their figures, or they may make their own tunnel systems digging warrens and caverns for themselves. While it is likely that most of these creatures will be ambivalent to you, predators will be present among their numbers that would likely be adapted to targeting surface fauna. Memories of Shai'hulud come to mind, though even the desert elders may pale compared to what lies beneath the surface.

### **[Aerial Commons]{▲+1}**

Like the birds and bats of Terra the life of this world will fill the skies of both day and night, with various effect. The long tenuous struggle having rewarded the many generations of evolutionary experimentation with 'true' flight. Most flying creatures will likely be petty, pursuing a mobile existence fluttering away from predators, but perhaps in an age of giants the winged and gaseous terrors might have 'griffons' and 'wyrms' amidst their number. After all, you know the precedent Quetzalcoatlus set on earth. In such circumstances it would be best to keep an eye focused upwards.

### [Sessile-Niche Fauna]{▲+1}

There are creatures that some would think to be plants until inspected more closely. Fixed into a singular place and bound to a fashion some would think indisputably florid until their true nature fulfilled itself. These creatures are wildly dependent upon their specific place in the ecological food chain but can inhabit all manner of positions, capable of being strike predators, cultivators that feed on the flora they groom in their proximity or environmental energists. They may possess hard shells that hide their internal forms or possess grievous regenerative abilities, allowing them to be cut like grass. Estranged from all but the denizens of Terra's oceans, their reproduction habits will be creative if nothing else.

### [Hormonal Want]{▲+5}

By some cruel twist of fate you exude a smell from some facet of your biology that draws the attention of the local fauna in a very specific fashion. A need that if unchallenged or underestimated could have some horrible local creature breaking out of the brush to try to claim you. As disturbing as this effect may be, there are some small benefits to reeking of heat or rut. The effect will not be instantaneous and will pause most predators, and in an environ where creatures are less common the threat is diminished. Should worse come to worse, you will not perish but suffer terrible indignity. Indignity that some on earth actively seek out, wretches. It is impossible to tell if they experienced your position if it would break their convictions or fortify them.

### [Hormonal Weakness]{▲+5}

You stink of prey, weak and delectable. Where you go you will be hunted and even in what should be safe places you will be pursued by those predators that would make a meal of you. To such a degree you wonder if the progenitor of these instincts was wiped out and you're shared musk is not some cosmic joke. As unenviable as this state is, predators will provide some buffer to those that would cause you harm of a sapient nature, and predators will quarrel among themselves. This creates an orbiting mess of confusion and violence, if you play your cards right.

### [Hormonal Trust]{▲+5}

You stink of... something familiar, something close. In most fauna of this world it might be something close to direct young, or trusted breed. Wildlife across most of the ecological web will be unusually accepting of your presence, ranging from a brief respite to something close to a Disney princess situation. An ability to adapt to these local conditions and some skill with animals could prove very productive to one's person. Indeed, worse comes to worse it might be possible to remove yourself entirely from the native sophonts and spend your years dwelling with the beasts.

### [Esoteric Tints]{▲+5}

It comes from out of the corner of your eye, never there when you fully look. Never any proof aside the marks left in the back of your mind. The specifics are far outside of you, and were it not for the lasting physical effects on your person you might think it all just part of the same madness that began when you woke upon this alien world. It will be documented by the locals, who may attempt to capitalize or chain the origin creatures. {If ▲+5 & ▲+5} The illusive spark borne of certain beasts overwhelms the mind with a haze of red, which typically startles, terrifies, infuriates or produces a choking aphrodisia. Most of which is typically a prelude to assault, barring more nefarious interests. {If ▼-5 & ▼-5} The illusive burst produces a blast of illness, bodily dysfunctions and crippling emptiness that can make one unable to defend themselves or totally unwilling to defend themselves. It is difficult to tell which is worse.

### [Mild Pests]<sup>[68]</sup>{▲+1}

The creatures that prey upon the labours of the Sophonts, their stocks and constructs are, at the moment, few and far between. Either through culling, disease, good fortune or unknown reasons such analogues to Terran critters and farming scourges are broken. Food supplies and livestock sensibly tended to are free of risk and disease spread through such creatures is vastly diminished in the population. Time may revert this, or it is possible through further effort a complete wipe in the more domestic strains.

### [Extreme Pest Populations]<sup>[68]</sup>{▼-5}

In the walls and shallow growing spaces, the unwanted and thieving creatures thrive. Their mark and shadow are growing and make the lot of those Sophonts worse. A plague of Constantine is inevitable for the natives in this day and age, while the risks of starvation are made more severe. Still, it is unlikely that this status quo will last as the weight of the selfish species is like to devour itself after a time. Time will tell if the sophonts will learn from this time.

### [Wretch-Ken]{▼-3}

There exists an odd connection between you and the local pest creatures, one that defies your connections with other creatures. An almost familiarity that allows trust, your form immune to their diseases. Such creatures will freely crawl and even sleep upon your form, never harming you unless in self defence. It is impossible to tell where such a connection comes from being spread across the small creatures regardless of phylogeny. But it is a small reprieve for you. Less welcoming will be the response of the Sophonts, which may range from disdain to active revulsion

### **[Extremely Nourishing]<sup>[22]</sup>{▼-3}**

The flesh, marrow and fat of fauna at least nutritiously is more than enough to sustain a human being, as are the products of fauna such as milk and eggs analogues. The taste isn't too bad either. While the locals are at least somewhat likely to gain something from this, the level of sustenance will not be shared, for you some nourishing chunks of the wildlife will probably be repulsive to the natives.

### **[Overwhelmingly Toxic]<sup>[22]</sup>{▼-5}**

The wildlife is completely incompatible with Terran biology for reasons built upon the most basic forms of chemical make-up and unfit for human consumption in all respects. Even the runoff of boiled fat and blood is more than enough to kill you. This is not shared with the natives who are freely able to eat most of the soft-tissues of wildlife. Staple flora will be your only dietary option.

### **[Hallucinogenic Flesh]<sup>[22]</sup>{▲+3}**

The bodies and products of the local fauna can be largely consumed, but this temporarily distorts reality for a human consumer. Basic chemical makeups have something in line with Terra's hallucinogenic narcotics. Impairment of the senses is of course a very serious danger and the affects may be addictive, but at least the process isn't all that terrible in terms of experience. Usually. The possibility for a bad trip is always there.

### **[Perverse Effects]<sup>[22]</sup>{▲+5}**

Animal meats and products have a aphrodisial effect on human physiology. To put it plainly the chemical makeup of the local biology can leave one in a dazed and horribly aroused state for hours on end. While one can function under these effects or even thrive, one must ask how much control is lost in the process. If consumption is frequent it will likely be a great amount, and the possibility of addiction is present.

### **[Hostile Cryptids]<sup>[24]</sup>{▲+3}**

Old cast-off branches of evolution, creations of a wretched tincture or shadows of now near bygone things. Unique and solitary creatures stalk the wilderness with a nefarious intellect. Animosity aimed at the sophonts the only binding facet, these entities are filled with malice and perhaps even hatred if they have them mental capacity for it. Cryptids emerge from the isolated places and kill indiscriminately, they butcher and maim. They will end you should they find you, and they will take what could only be immense satisfaction in that act.

### **[Friendly Cryptids]<sup>[24]</sup>{▲+3}**

Things formed in the shadows, few in number and isolated. Despite the vast difference between worlds, something rings between yourself and these lonesome entities. A shared kinship that comes with a promise of a doom met alone perhaps? Or is it something chemical in nature, a tint of something familial now long lost. Regardless of the source, the local legends will treat you with a kindness that may be not shared by the native Sophonts. Depending upon their inclinations they may even try to 'rescue' you.

### **[Lecherous Cryptids]<sup>[24]</sup>{▲+3}**

The things that cannot be, or should not be stalk with a hunger that can only be lascivious in success. Out of some horrible reminiscence to dimapherous partners or an infinitely more unsettling compatibility you will be made the target of such stalking affections. Affections not shared by the local sophonts who they either actively avoid or hunt. It would be prudent to avoid capture, or your short remaining years could be spent in indignity.

### **[No Cryptids]<sup>[24]</sup>{▼-3}**

The things that stalk the night are just myths spun by sophonts and nothing more. Wild tales spun of terrible entities by the natives are nothing more than tales, with predator species, explainable phenomena, now extinct entities and superstition filling the void. While the xenos world will still be filled with the fantastic and the sometimes unexplainable, there will be no alien boogeymen waiting out in the dark for you. Besides the typical predators and unfriendly sophonts. The latter of which can be more insidious and cruel than any myth could hope to be.

### **[Ordovician-Silurian Descendent Analogue Primacy]<sup>[25]</sup>{▲+1}**

Most of the wildlife share characteristics of the creatures from Earth's ancient past, from her first explosion of life. Formed from a direct connection to those similar designs and a world that supported them. Strange flexile chitin, remains of hardened shells, unusual highly specialized protrusions and seemingly ungainly figures are common form. But unlike Terra the local wildlife has been refined and stretched beyond their basic origins.

**[Conodontic Descendent Analogue Primacy]<sup>[25]</sup>•{▲+1}**

Drawn from a line completely extinguished upon Earth, those with a sound understanding of biological history might recognize the peculiar similarities. The soft bodies, hardened teeth and malleable cartilaginous 'bones.' But where the Conodonts of Earth were wiped out, the local creatures kind to them utterly dominated the local biowebs, taking on new forms and figures radically estranged from their wyrmish predecessors.

**[Echinodermata Analogue Primacy]<sup>[25]</sup>•{▲+1}**

Long examination and a familiarity with marine biology might draw your mind back to simple yet convoluted creatures. Starfish, sand dollars, urchins and the holothurians. Yet the creatures present have long overcome the salt waters and transcended their prior limits. Something absolutely terrifying when you consider the regenerative capacity and nervous resilience of both Echinodermata and the local prime wildlife.

**[Vetulicolia-Tunicates Analogue Primacy]<sup>[25]</sup>•{▲+1}**

Tubular, spongy with an indistinction between shell, flesh and firm tissues. The remains of ancient juggish life persist in most of the local fauna to such a degree one wonders how the humble tunicate grew to such a degree. Sapience, mobility and dominion over the majority of the planet. How far the simple (perhaps) mono-orficed filter feeders have come. Humbling in a way.

**[Insectoid Analogue Primacy]<sup>[25]</sup>•{▲+1}**

Much like the primeval era of Terra, creature's ken to Terran insects hold the greatest sway over this world. Perhaps with hard exoskeletons, spiracle like breathing systems and an emotionless contempt for soft creatures. Of course this is not necessarily the case. This is not Terra, and the local dominant life family likely differs from Terra's insectoids in many cases. It is just that they are the closest parallel you can draw.

**[Crustaceous Analogue Primacy]<sup>[25]</sup>•{▲+1}**

Harder exoskeletons, amphibious breathing systems and more advanced nervous systems than many anthropoids. The creatures dominant on this world most resemble the crustaceans of earth and have come to hold dominion over the surface and waves.

**[Molluskoid Analogue Primacy]<sup>[25]</sup>•{▲+1}**

Absurdly hard inflexible shells mixed with soft and accessible interiors. Poisons and unusual methods of motion, above the water and beneath the surface are likely common in the local dominant fauna, who resemble the molluskoid creatures of Terra. You'll acclimatize to the disconcerting fleshy extensions eventually. Hopefully.

**[Mammalian Analogue Primacy]<sup>[25]</sup>•{▼-1}**

Almost like home, and yet still so far from it. Warm blooded with advanced breathing systems, nervous systems and strong internal skeletal structures, the dominant strains of life resemble your own taxonomic family. Even if the exteriors, skeletal structures and individual anatomies remain alien.

**[Reptilian Analogue Primacy]<sup>[25]</sup>•{▲+1}**

Cold blooded, hard hided and sharp in their capability, the local dominant species in many ways resemble the taxonomic class of Terran reptilians. For better or worse that remains up to you to discover. Contrary to popular belief not all Reptilians are emotionless monsters and this world may follow that path closely. Or not. Time will tell.

**[Theropod Analogue Primacy]<sup>[25]</sup>•{▲+1}**

Like something that was lost in Terra's ancient history, but flourished on this world. Following a similar path that has led to domination by such similar creatures to the avian ancestors. Frequently biped, analogue pseudo-feathers with grievous adaptability, the dominant form of life has evolved free of a Chicxulub. For now at least.

**[Ornithischia-Sauropod Analogue Primacy]<sup>[25]</sup>•{▲+1}**

Heavy set and unyielding, creatures kind to ancient long necked and hard horned creatures of earth hold the most sway amidst this world's wilderness. Leaning usually towards omnivorous behaviour, quadruped forms, great bulk and terrible stubbornness, the dominant form of life excels in continuity which remains as of yet unchallenged.

### **[Amphibian Analogue Primacy]<sup>[25]</sup>•{▲+1}**

Flexile both above and below the water, creatures most kind to the amphibians of Terra are the common majority of fauna. Like near forgotten Eryops and Diplocaulus they are far above the petty frogs and newts of Terra. One would be a fool to underestimate these transitionary beasts in their amphibious nature and ferocious hunting habits.

### **[Piscine Analogue Primacy]<sup>[25]</sup>•{▲+1}**

Either removed from below the waves by event or having only recently known the surface, fish like creatures dominate this world. Scaled, aquatic by and largely (though this is by no means a set rule) with mixed functionality in organ development, you will at least get to be a mid-tier fish in your brief life-span.

### **[Proarticulata Analogue Primacy]<sup>[25]</sup>•{▲+3}**

From origins that uniquely proceed both flora and fauna instead existing in the odd space between them. Only in the barest body structure long likely long since internalized and refined to its highest degree do you find it's origins. Descended from those preceding even Articulata with body structures defined by proreproduction in knitted forms.

### **[Lycopodiopsidii-Equisetum Analogue Primacy]<sup>[25]</sup>•{▲+3}**

Perhaps a different path than what the progenitors of Terra's flora took. The local dominant fauna resemble primitive flora in both makeup and connection, but despite this they are fully mobile and cognizant. One wonders how exactly such creatures came to be, if they are in fact the descendants of primitive flora or a truly strange beast.

### **[Fungoid Analogue Primacy]<sup>[25]</sup>•{▲+3}**

In some perverse twist of fate, the local dominant fauna resemble flora of earth, specifically of fungal make. Soft internal forms, slow moving and toxic to other forms of life, much of these creatures will need to be discovered, a process that could be fatal if executed poorly.

### **[Florid Analogue Primacy]<sup>[25]</sup>•{▲+3}**

In some perverse twist of fate, the local dominant fauna resemble flora of earth, specifically of terrestrial vegetation. Tinted by an ancestry of root and leaf that has likely left some remnant of photosynthesis and other systems, these creatures move slowly but are just as firm and possessing of intellect as creatures evolved directly from flesh and bone.

### **[Colony Analogue Primacy]<sup>[25]</sup>•{▲+3}**

Perverse things, the dominant form of life is closest to the lichens of earth and diverge wildly in their progression, mobile and with carnivorous species these life forms are ridiculously flexile in their form and function. Their greatest weaknesses will likely be flame, temperature change and toxins, but that is not guaranteed.

### **[Mixed Analogue Primacy]<sup>[25]</sup>•{▲+3}**

Xenos environments produce xenos creatures. While still reminiscent of earth the dominant family of life contains many Terran traits in a metaphorical Tazman situation. What lies ahead you alone will be able to describe at your own discretion. With all the details you're willing to sum up.

### **[True Alien Primacy]<sup>[25]</sup>•{▲+5}**

Many things have existed in Terra's long and weathered years, yet the dominant form of life is reminiscent of nothing that has been on earth. If it has it was in short order, and forgotten by the relentless progression of time. You will become more than acquainted with these entities, and you alone will be able to describe them in Terran verse.

## **Status of Parasitic Life**

### **[Collapse-Level Parasites]<sup>[26]</sup>•{▼-15}**

How is it possible to describe the impossible weight of the festering masses on this world? Vermes infest the interiors of wildlife and natives alike being almost ubiquitous in their numbers, while small suckling things coat their hides spread all manner of diseases. The sheer number of parasites is unsustainable and like to cause a collapse soon, by self-afflicted blight or the bloated weight of the thieving niche sinking the entire ecosystem.

**[Teeming Parasites]<sup>[26]</sup>•{▼-5}**

The selfish and perhaps 'worthless' life that clings to contributing parts of the food-chain are numerous. Hiding in every crevice they can. But they are not so insatiable as they could be. While one can keep themselves clean beyond the cities it requires serious upkeep and great caution. Those without these traits of these and most wildlife will be teeming with the tiny cretins infesting their bodies.

**[Weighted Parasites]<sup>[26]</sup>•{▼-3}**

Selfish elements in the ecological web are commonplace, but inbuilt defences and weather conditions keep the bulk of parasites at bay. The unwary and foolish may still find their digestive systems and hides infested by selfish critters, but they are much less of a threat and more of a nuisance to the natives. Unless of course disease or other effects exacerbate the potential harm brought by parasites.

**[Few Parasites]<sup>[26]</sup>•{▼-1}**

The ecological web has either pruned the ranks of parasites or selfish elements in the food chain never attained serious mass. Great carelessness and filthy living will lead one to internal infestation, but for the majority of the food web parasites are a non-issue.

**[No Parasites]<sup>[26]</sup>•{\*▲+5}**

Deliberate pruning, an ecological event of great scale or a simple non-presence, parasites do not exist on this planet, or are so far removed they might as well not even exist. Life and native civilization flourish in ways Terra never knew proper, an enviable or pitiable situation should conditions change.

**\*Take nothing else from this section**

**[Lethal]<sup>[27]</sup>•{▼-5}{▼-5}**

The local parasitic life on the whole has effect similar to African sleeping sickness or Baylisascariasis in terms effectiveness, being too dangerous to spread effectively in the native sophont population. Carried by wildlife that have the misfortune of being able to survive infestation, these conditions dramatically alter the response to parasites in the locals to emergency conditions. Either to save the infested or to isolate the damage. Such habits ought to be copied or at least understood if one doesn't like their muscles and soft tissues being defiled with burrowing things.

**[Annoying]<sup>[27]</sup>•{▼-1}**

While unpleasant, for you and most of the sophonts at least the parasites of this world are nothing more than an annoyance. Usually. Infesting the hide and the interior alike they don't do any serious damage but are unsightly and biting. The diseases parasites can carry do not have the same guarantee and can inflict all manner of terrible ailments. Take caution.

**[Debilitating]<sup>[27]</sup>•{▼-5}**

The local ungiving vermin infest function and form, weakening their unwilling hosts and making them easy prey for predators and eventually scavengers. Either by means of clumsy infestation, deliberate necessity for their life cycles or a naked belligerence that does not require the host survives. Such creatures tend to be heavily rooted in internal systems and rotten forms, even for an outsider they should not be taken lightly.

**[Mixed Bag]<sup>[27]</sup>•{▲+3}{▲+1}{▲+1}{▼-1}{▼-3}**

The local parasites are unusual in that they are not entirely drains on the ecological system. Some small returns are made, in physical, mental or esoteric sense, but for everything given things are taken in return. Enhanced forms come at the cost of mind-numbing pain, relaxed form coming with a sickly aphrodisia. Any civilization worth it's salt will be aware of these effects, and particularly advanced ones may even be able to exploit them without infestation.

**[Symbiotic]<sup>[27]</sup>•{▲+5}{▼-3}**

The parasitic strains of life are not true parasites, instead acting with forced symbiosis on the local wildlife which vary in receptivity. What is one creature's ringworm is another's internal cleansers. While this process is disturbing and intrusive it may not without benefit, even to something as alien as you. Local culture will likely look upon such intrusions favourably, though this is not a set facet and some cultures may reject them outright.

**[Seizing]{▲+5}{▼-5}**

A few breeds of local parasite possess a truly horrifying ability to puppet their infested hosts. This can be from significant chemical shifts, alteration of mental functions or even full direct seizure of body function by way of physical growths. The exact specifics of this function can vary wildly, either directing hosts to act in wildly volatile functions, fundamentally destroying their mental states, withdrawing them to exist in a degraded state until the host is discarded or simply getting them killed.

**[Excessively Infectious]{▼-5}**

Parasitic life acts as a vehicle by all manner of virus, bacterium and pettier parasites. But that case is even more true on this world where even passing bites from the cretins can easily infect one with some wretched blight. While you may be seemingly unaffected by the viral and the bacterial, the parasites and the pettier parasites can still infest your form, while the local populations will carry the full weight of these effects. Revulsion will be necessary even if not natural.

**[Infested-Kind]{▼-5}**

Certain misanthropic would laugh at it, a human being finding kinship with the wretches. The parasitic grooves of life do not bother you, do not effect you and can freely crawl upon your naked hide without biting. Perhaps it is some ancestral dissonance that makes you seem nonliving or little more than terrain, perhaps the arbiters of your twisted fate thought it would be funny. It matters little, with this small boon freeing you from worries of infestation. Regardless, it would be prudent to avoid drawing attention to this oddity, knowing well how humans could draw lines the sophonts could do the same between you and the selfish creatures.

**[Lurid Physical Alterations]{▲+3}{▼-5}**

Forceful insertions exist in local parasites which hitch themselves upon the reproductive systems of local wildlife and natives. This ranges from the actual imitation of reproductive organs to plant their young into waiting receptors, to simply infesting the interiors of reproductive systems and using copulation as a means to spread themselves. They damage fertility in their hosts as they hedge up on reproductive systems. Disturbing as they may be, some will go as far as to integrate into host nervous systems, boosting libidos and feeling like extensions of their hosts. Perhaps it goes even further. It would be best to avoid delving to deep.

**[Lurid Mind Altering]{▲+5}{▼-3}**

Many parasites alter their host's mental state, and it is common for parasites to ramp up the libido and 'functionality' of their hosts. Either to leave their hosts weak and distracted to predators or tying themselves to host reproductive without overtly damaging fertility, humans are not guaranteed to be immune to these effects. Afflicted individuals will be driven with a mania unwelcome to function, and in lucid moments find themselves horrified by their subsumption to the near violent lascivious behaviour. If there is any promise of reprieve that is, and the parasites do not strip away the entirety of their pesky mental faculties.

*Give this world a name if you wish. But know well it has others, perhaps with names that are smelt, rather than spoken. Thought of, rather than seen. Perhaps it matters not, after all, those drawn here would give such similar names to Terra. A world they never knew, unable to smell it or see it. To know it only by what you give.*

## The Local Sophonts, Physical Biology

*Broken as you are, even you will realize shortly that you aren't alone. The residents of this world are unlike your kind. They have their own histories and words, their own thoughts and actions. This is their cradle, those wrought by this planet's cutting weather and stoney cradle. What are they, in the most physical sense?*

### Format of Sophont Sexual Makeup

#### [Mono-Sexual Makeup]<sup>[28]</sup>{▼-5}

Possessing only a single physical 'sex,' the native Sophonts make do just fine. Perhaps they forgo sexual reproduction entirely, or perhaps the entirety of this species are functional hermaphrodites. There are many methods by way of which a singular sexual make-up can arise. Regardless of specifics this homogeneous sexual layout will reverberate across the entirety of their society, binding them together while highlighting other distinctions. After all, thinking creatures that achieve sapience will always turn on one another. Categorization is a necessity of assent, and it is only natural it will be taken to the extremes.

#### [Paired-Sexual Makeup]<sup>[28]</sup>{▲+3}{▼-1}

Simplistic and functional at least in terms of the basic process, this species possess dual physical sexes and a genetic reproductive cycle that involves the combination of make-up to produce new life. However they may still diverge wildly from the sexual norms of humans with all the paths of reproduction one saw on Terra. The only kept element is the exchange of genetic material and production. Ranging from behaviours kind to seahorses, puppeteers to the horrifying cycles of the pequeninos. Life finds a way.

#### [Tri-Sexual Makeup]<sup>[28]</sup>{▲+3}{▲+3}

Sexual complexity if wrought from the primal origins of life has great potential. This species possesses three distinct physical sexes that are required for the act of reproduction. But the exact specifics of reproduction and the individual roles of each gender can stretch further than you can imagine. Adaption to the society may take some time, particularly if your gender functions are split between multiple parties. No doubt the reverse will be equally strange, though your unusual states reception will vary depending upon your company.

#### [Quad-Sexual and Upward]<sup>[28]</sup>{▲+5}{▲+1}

Four or more physical sexes exist in this species, some of which may not even be a part of the reproductive process at this point. The convoluted web of relations between the genders makes human gender Anthropology look almost quaint by comparison. One should keep in mind that the natives have achieved sapience, the long terrible rode your ancestors took was walked, either in spite or because of their makeup. Presumptions on effectiveness can prove fatal.

#### [Pliable Sexes]{▲+3}

Members of this species may, given the right circumstances or environmental conditions change their physical sex. Likely without the individuals accord, though sufficient experimentation may allow some control over the process. As you might imagine this function further complicates the relation of genders and social structure as any set individual's birth sex may change given the right circumstances. No doubt social structures will envelop these changes in status with some very ugly possibilities coming to light if sophonts learn how to specifically exploit this feature.

#### [Parabiotic Assimilation]{▲+5}{▼-1}

The anglerfish of the deep oceans are perhaps the closest of Terra in the perverse to the Sophont's reproductive cycle. One sex either sacrifices their genitalia or the entirety of their being to be assimilated by a member of the opposite(?) sex. The assimilating sex will make use of the assimilated parts for reproduction, which may be only for a brief period or the remainder of their lifespan with the assimilated part effectively becoming a part of the hosts body. In the best case scenario the process is painless and well developed, perhaps lost 'parts' regrow given time. One need only consider the possibilities for just how unpleasant it can be. Yet for the natives, even if the most nightmarish capacities of parabiotic assimilation are realized, it will be just... There. Nothing more or less than a fact of life.

#### [Differentiated Sex Ratio]{▲+3}

The ratio between sexes is extremely skewed, forcing a sex (or plural sexes) portion into the minority within society. This naturally drags the act of reproduction into a key place in the social environment. Competition and rights over reproduction can make human reproductive quarrels look like schoolyard fights, and often the minority has little in the way of choice concerning reproduction. Depending on time investment in reproduction it will be an annoyance, an encompassing social duty or literal slavery. There is nothing to be done though and despite the potential inefficiencies of this process sapience was still achieved.

### **[Eusocial Function]{▲+1}**

By their very evolutionary function the act of reproduction is designated to a minority within this species, with the collective assisting in the task of rearing and caring for the young. Eusocial species will have serious ingrained organization and carry these functions well past their ascension into sapience. Now whether or not these functions are refined with the development of societal functions or actively struggled against remains to be seen.

### **[Extreme Gender Dimorphism]{▲+3}**

The physical nature and build of the sexes is so great they may appear to be entirely different species to the uninformed outsider, with differences so vast they may not even co-inhabit or share sapience. One would do well to acquaint themselves with the intricacies of this uneven landscape and the specifics of the relationship between sexes. Particularly if they are a member of a (comparable) sex that sits far from the established makeup. An entire social structure could be challenged by your problematic existence if 'your' sex happens to be non-sapient, in human history many challenges are at best regarded as outsiders. At worst threats.

## **Form of Sophont Figure**

### **[Unset Biological Symmetry]<sup>[78]</sup>•{▲+1}**

An extremely odd characteristic for a species that has progressed to the point of sapience. The local sophonts have no set biological symmetry, possibly from an expansive growth origin, situational factors or something else. But of course to the locals the 'issue' isn't one and you're the freak.

### **[Tubular Biological Symmetry]<sup>[78]</sup>•{▲+1}**

A biological system framed upon a ring taken well beyond to its most extensive end-point. The sophont nervous system will likely be based upon said ring system with its 'brain' composition being far more spread out across the form. But that is merely one possibility, the path to sapience could have radically shifted the natives and it is foolish to make presumptions on estranged origins. After all, you hardly resemble your original sagittac ancestors.

### **[Paired Biological Symmetry]<sup>[78]</sup>•{▼-1}**

Your memories of Terra are all you need to remember the sheer number of possibilities brought on by simple mirrored biology. Capable of evolving to fit all manner of niches but excelling in mobile large-mass creatures, these may resemble some denizens of Terra, but they may be far stranger. Borne out of some hazy fever dream forgotten to be a memory. Quadrupedic Birren, monstrous leviathan and many limbed things. All are a possibility.

### **[Extended Biological Symmetry]<sup>[78]</sup>•{▲+1}**

Again it's difficult not to draw back to the distant inhabitants of once Antarctica. The native Sophonts are divided into a plethora of sides that have no doubt refined to the point their functionality is without question. In the same right as much as you. But they are not awkward, and you are not simple. Simple in the functional sense anyways...

### **[Megafauna]<sup>[48]</sup>•{▲+5}**

While the classic definition of Megafauna on Terra was creatures surpassing a tonne in weight, this represents a species that reach or surpass the upper end of Bush elephants (4 meters tall and 10 tonnes.) Understandably these entities dwarf you, at best like a wolf dwarfs a Pomeranian and can treat you as such. To survive, craftiness, wisdom, luck or the pity of the locals will be needed. Though, some seedy individual may secretly enjoy such helplessness. It should be noted the locals require great amounts of nutrition, and your physical needs will be almost inconsequential by comparison.

### **[Massive]<sup>[48]</sup>•{▲+3}**

These creatures surpass even the greatest humans in terms of physical mass and height, dwarfing you like a parent dwarfs a child. While size is not everything physical struggle will be at best fevered and at worst, futile. To survive and thrive in the harshest possible condition, one will need to find other ways of being useful or to keep one's self hidden or to appear very cute.

### **[Human Ranged]<sup>[48]</sup>•{▼-5}**

The dominant sapient race of this world is surprisingly close to adult humans, at least in ranges of height and weight. Needs in terms of nutrition and water will be understood if nothing else, and you will neither be a footnote or a landmark, drawn a little closer by size at least. In the best case scenario one might be able to hide with the right cloaking, while at worst... Well. At least you'll fit through door analogues.

**[Minute Forms]<sup>[48]</sup>•{▲+3}**

The local race is smaller, the average weight and height being closer to the ranges of pre-pubescent human children. While your physical ability brings as much prestige as fear, you'll stick out like a garish titan and will eat like one too. Hiding your alien nature much like your bulk will only be possibly if you forgo contact with the locals outright. As well one would do well to remember the fate of many giants in human mythology. Size is not everything.

**[In-group Dimorphism]\***

The locals are not as restrained as humans in terms of ultimate adult size and structure. Final adult body mass may be determined by sub-species, caste, birth cycles, health or other factors. It could be that the natives never stop growing though they might simply reach a point where this point slows and an average median age produces an 'average' height. Regardless, the varied society could force some flexibility for you to blend in, if one's own size fits in the range of the growth cycle.

**\*Two Form Sizes may be selected to represent minimum & maximum 'full grown' size. Combination values rules applied. This may be also used to specify sex size groups and others.**

**[Bipeds Locamotes]<sup>[29]</sup>•{▼-3}**

The local denizens possess two legs for terrestrial locomotion. While these legs may vary wildly from the unusual plantigrade nature of humans into Ungulate or Digitigrade natures, the shared closeness is nothing to scoff at. The very concept of leggings may be familiar to the local populace, a boon if you arrived without clothes. Then again you might look better in robes or a skirt. Whatever the case, local dress should largely not be outside the realm of your understanding.

**[Tripods Locamotes]<sup>[29]</sup>•{▲+5}**

An almost completely alien form of locomotion to earth, bar the scuttling beginnings seen in fish and tailed creatures of Mammalian origin. Tripod lifeforms may be just as fast and flexible as four and two legged species given a few era of refinement. The locals may be reminiscent most of H.G. Wells 'Armoured War Machines' or perhaps they may be without comparison to Terra's petty constraints.

**[Quadrupeds Locamotes]<sup>[29]</sup>•{▲+3}**

Wrought of perhaps the most common form of locomotion, the sophonts are quadruped in structure, possessing four functional legs. Trading energy efficiency for raw speed, Quadrupeds come in numerous forms and may excel in almost any function on grounds of evolutionary purpose. However they tend to be restrictive in higher functions, and are more easily crippled than bipeds and tripods. There is also no way for a human to blend in with a quadruped society bar outright hiding.

**[Many Legged Locamotes]<sup>[29]</sup>•{▲+3}**

The motions of Arachnids, Centipedes and other landed Anthropoids are perhaps the closest to that of the locals, who possess many legs. Of course there is no guarantee of that. Be they moving in forms of metachronal rhythm or perverse independence they have been refined by their pre-sapience environmental niches to the point of great efficiency. Regardless of the specifics they shall likely be slower than 'numerically-inferior' legged beings, but with a stability and a surety that can only be envied by unsteady humans and even quadrupeds.

**[Un-legged Locamotes]<sup>[29]</sup>•{▲+3}**

The local's evolutionary path has forgone structural "legs" entirely. Perhaps it is kind to the rectilinear motion of pythons and similar serpents, slow and silent. Or perhaps it is kind to the Undulatory nature of lesser snakes and lampreys. Or perhaps it is something stranger, the most basic of body types is a magnificent thing that can form with ages to fit just about any need. To the local Sophonts, the mere notion of a legged sapience could be hysterically silly or heretical, depending on their environment. The stuff of fiction.

**[No Inherent Manipulators]<sup>[30]</sup>•{▲+5}**

The dominant sapient life-forms do not possess any manipulator limbs at all, perhaps being descended from primary grazers or chase carnivores that would have no need for such things. Making their ascent into sapience a strange and slow path. Making do with orifices, external protrusions and less gainly limbs, tool making and finesse are difficult at the best of times. Your hands may prove to be very useful in the right circumstances.

### **[Mono-manipulation]<sup>[30]</sup>{▲+5}**

A single perhaps cranish limb, a tail or perhaps even a terrible boned tongue structure, the locals each possess a single manipulating limb that adequately fulfills the purposes of fine manipulation and tool use. While your arms are more in line to freakish over sheer anomaly by comparison to a manipulatorless species, you'll still find some small respect performing tasks pairs of the locals would be needed for. Unless of course the manipulator is able to compensate for its singular nature.

### **[Bi-Manipulators]<sup>[30]</sup>{▼-3}**

The locals possess paired manipulators, which while they may not be in simian placement still bridges some space between you and the new world. Most fine tasks may be handled by adequately skilled individuals unless these manipulators are truly limited. You may still be incomprehensibly alien and liable to be burned over it, but at least you will not be burned over arm number. Arm structure sure, but not number.

### **[Plurality Manipulators]<sup>[30]</sup>{▲+3}**

In line with Octopi or perhaps the dread goddess Kali, the dominant species possess many functional manipulators. Depending on the exact specifications of the physical structure of these limbs they could entirely outclass anything a human could accomplish or suffer a more 'set-in' ungainliness in more convoluted locales that comes from complicated designs. In spite of this upper mastery of these limbs puts a human in a very out-classed position in physical structure, if of course sizes are in a similar strata.

### **[Mixed Function Parts]{▲+1}**

Arms and legs, the space between grows miserable and low in many circumstances compared to the specialization of mankind. Certain limbs of the locals serve multiple functions and may serve as both legs and manipulators, allowing for greater range of function at the cost of specialization.

### **[Polycephaly]<sup>[67]</sup>{▲+5}**

The locals possess more than one 'head,' perhaps in line with the mythological Hydra or more in line with Pierson's Puppeteers. Or perhaps they are closer to an ever growing life-form without human imaginative parallels, dispensing individual minds like blossoms on a cherry tree. These heads may be joined into a single potent consciousness, or may each be their own 'individual' with all the moral quandaries that brings. The levels of complication that can be brought by this biological function have few equals.

### **[‘Headless’]<sup>[67]</sup>{▲+3}**

The locals do not possess a single marked bundle of biological tissue and internal supports that contains their mental faculties. Rather, the functions of the 'head' are spread out across the greater body. This may be in line with the Terran cockroach, their absurd durability and all that it entails, or perhaps it is closer to the men of akephaloi.

### **[Prehensile Tail]{▲+3}{▲+1}**

The locals possess a prehensile tail of some sort, kind to that of a Tree Pangolin or perhaps your own Simian cousins. While naturally limited in function compared to more specialized limbs it is advantageous in climbing, mundane function and many small tasks. Some of which are likely not discussed in polite company.

### **[Prehensile Tendrils]{▲+3}{▲+5}**

To a human, the locals possess significant prehensile nodes most reminiscent of the denizens of lightless depths and fanciful non-fiction. These may be individually to minor to be of use outside of very fine tasks, or may be significant enough to be considered useful manipulators in their own right. Though never to the point their biology fully capitalized on fully. The tendrils do alleviate many functions for the locals. Some of them are not to be discussed in public places.

### **[Entrancing Elements]{▲+3}{▲+3}**

An unusual biological mechanism employed by certain strike predators on Terra that only needed an opening. The native sophonts retained elements of this strategy in a very physical format. Perhaps in their motions or actual specialized parts, they were able to maintain and possibly refine this hypnotic element of their physical ability. Broadly this will only effect fauna, though perhaps through more extreme refinements it could even be used to sway sophonts, even ones of xenos Origins...

**[Internal Storage]{▲+1}**

The local populace possess such internal cavities that allow for storage of items, from unspecialized internal sacks for liquids to potentially complicated internal compartments. The evolutionary paths by which such things are attained are numerous, and while such mechanisms are useful, having locals withdraw things from their person may be disconcerting. Particularly if the locals are large enough for you to be 'stored.'

**[Aerial Ability]{▲+3}**

Through the possession of wings, extensive flaps, aerial figure or gaseous growths the locals possess the ability to fly, unrestricing them from ground and altering societal functions in a way that will take months to years to fully grasp. All the while a human shall be crippled to the locals, though the surety of flight in society dictates if this is a metaphorical foot or total paralyzation. Not possessing flight lands you in a category only held by infants and the infirm. The only advantage you possess is a surety and weight on the ground flying creatures do not have.

**[Amphibious]<sup>[70]</sup>{▲+3}**

The local's possess respiration systems that allow them to inhabit both the open air and below the waves, at the cost of being bound between the two. Perhaps beginning life in one space and gradually moving to another with age. Or being perpetually flexible but never specializing in either environ. A portion of the local societal space will likely be permanently cut off for you, though the specifics depend on the exact make-up of their respiratory function.

**[Water Bound]<sup>[70]</sup>{▲+5}**

The entirety of the local population is water bound, cutting you away from almost all of their functions. While a small blessing in some respects you will be entirely on your own. Barring the occasional brief visits if their forms even allow it your future will be almost completely solitary. Unless you somehow grow gills. The local society will be acclimatized for the medium of water, with all the restrictions and benefits that entails. More technologically advanced societies have overcome the struggles in medical and metallurgical technology that water near outright inhibits.

**[Subterranean]{▲+5}**

The local sophonts have a long history of dwelling beneath the ground. Perhaps they still dwell there, or are slowly making their way to the surface. Either dwelling in set underground environs or pursuing a biological delving model like the worms and moles of Terra. In lightless environs they'll likely excel in ways humans can scarcely comprehend, senses finely refined for darkness and sensations within soil. However this comes with an unpreparedness in open spaces and the 'buv, that may be disorientating or even debilitating. Something to be exploited, perhaps?

**[Defensive Functions]{▲+3}**

Spines, hard shells, rigid chitin, painful toxins, camouflage, even defensive acidic discharge and stranger things. Defensive measures to protect against predators, internal competitors or to ward off parasites are something this locals possess in noticeable fashion. While borne out of a passive position by evolution, sapience allows such functions to be used in more active forms.

**[Ceremonial Functions]{▲+3}{▲+1}**

Bright colours and extensions be it for the purposes of aposematism or mating, stripes or purely signalling growths of horn-like material. The local evolutionary process blessed the native sophonts with such features and they remain a visible part of their society. Be it to signal virility, might, genetic prestige or facets tied to the functions themselves.

**[Hunting Functions]{▲+5}**

Overly long fangs or extending claws, mangling horns, ballistic interception, paralyzing, killing or even dissolving venom and spinnerets. The locals retain benefits of a carnivorous or at least opportunistically predatory ancestry that their self domestication didn't dampen. Violence and hunting nature made easier by these functions, though carelessness and malice may force societal norms to inhibit them.

**[Sensation Functions]{▲+3}{▲+3}**

Antennae, feeling Horns, analogous whiskers and the Like. Physical protrusions on the forms of the local populace allow for extended sensory function. Typically within the realm of touch though that is no guarantee. While this does allow better perception of the world, it also creates a weak point that the local societies will likely consider off-limits to respectable individuals. It would be best to investigate such through conversation and not prodding.

**[Compatible Figure Recognition]{▼-3}**

There are certain motions and stances from the natives that are not too dissimilar from those of humans or Terran animals. If the natives possess a facial (or at least something reminiscent of the Terran separated brain, sensory input, digestive entry clump) or even just broad figure motions the nature of these motions will draw direct understanding of intentions. Even if it is tinged with other things. Hopefully this compatibility is a two way street.

### **[Unsettling Figure Recognition]{▼-3}**

Uncanny valley or a product of sheer unmitigated alienness carrying a sapient mind. Whatever it is there is something about the way the native sophonts look and move that puts you on edge. Familiarity will slowly do away with this, but there is something on a very basic level that unnerves you. It's bad enough for you but in your position it could get a whole lot worse if that near genetic disturbance is shared.

### **[Incompatible Figure Recognition]{▲+3}**

By virtue of the total divide between yourself and the native sophonts being so vast or the sheer difference in your body formats you can't read the natives body language and emotional quirks. In the most extreme of these circumstances you wouldn't even be able to identify an individual ready to attack you. As problematic as this is, with a little awareness and a willing ally you might be able to pick up the native body language in time. The much more pressing issue will be if this alienness is shared in the same right, in the matter of the unknown groups can easily make foolish decisions.

### **[Terrifying Figure Recognition]{▲+5}**

In line with the ancient primate phobia of serpents and arachnids, something about the locals fills you with a recognizable fear. One that might be justified if their disposition is of a similar nature to such ancestral foes. But fear, especially the irrational animal that dwells inside you can lead to life ending mistakes. It is unlikely this disposition is shared, hopefully your terror will be the only one you need to deal with.

## **Format of Body Systems**

### **[No Network Digestive System]<sup>[71]</sup>•{▲+5}**

By not needing one or having systems so simplified nutrients do not need it, the local sophonts do not have a specialized digestive system. Be it a base consumer that produces its own energy and absorbs nutrients or a creature that in full form is able to envelope nutrition like a cell, the sophonts get by. It would be impudent to presume all sophonts 'require' digestive tracts.

### **[Singular Entrance Digestive System]<sup>[71]</sup>•{▲+1}**

A sack like digestive situation, reminiscent at least in passing to the anemone, either through overcoming the inherent deficiencies in the design, not 'needing' to pass solid waste or unique body formats this system functions better than one would expect. No doubt having the mouth and ass be the same orifice will direct culture to strange places.

### **[Entrance-Exist Tube Digestive System]<sup>[71]</sup>•{▼-1}**

A simplistic digestive system that can take all manner of forms to fit whatever body it is that carries. For most life-forms this is all that could be needed, breaking down, processing and expelling waste from the body in a straightforward action. At least, an action as straight forward as the eccentricities that define the sophonts.

### **[Complex Tube Digestive System]<sup>[71]</sup>•{▼-1}**

Alternative and convoluted digestive systems are a possibility, though an unlikely one. Design is perfected not when there is nothing left to add, but also nothing left to take away. Still, in spite of that through necessity, strange origins or stranger needs the locals possess a strange digestive system that is multifaceted over a singular tube track.

### **[Flexile Digestive Functions]{▲+1}**

The nature of local digestion is further complicated by interpasses within the sophonts. The specifics may vary, but they retain ability and control that a human can struggle to process at times. Perhaps their biological functions allow them to 'skip' entire internal sections of their processing, perhaps they retain full optional control in moving food or perhaps stranger still. The specifics lie in their biology and needs.

### **[Simplified Cutaneous Respiratory Systems]<sup>[72]</sup>•{▲+1}**

The most basic of systems founded upon skin contact, like in the most primitive of fish, certain amphibians and many insectoids of Terra. In a local without need for intensive oxygen (or any other medium gas) processing this method is acceptable. But in most any circumstances these creatures will usually be run out or run down by superior respirators. At least, that should be the case. Somehow the natives were able to retain their simplistic origins.

### **[Internal Simplified Respiratory Systems]<sup>[72]</sup>•{▲+1}**

The likes much early terrestrial life formed base but functional internal breathing systems. Allowing them to out compete their primitive cousins bar those who shrank and scuttled into darkness. The most that can be said is that it does its job. But still, there is much that could have been optimized and the natives may find themselves aware and wanting in their refinement.

### [Advanced Internal Respiratory Systems]<sup>[72]</sup>•{▲+1}{▼-1}

The systems of creatures with many ages refining their functions and hard locking them into their breathing 'mode.' Oxygen extraction has been optimized by evolution as good as it could be. While it refines extraction allowing as much efficiency as environment and body mass allow these systems suffer more from environmental displacement. As you would in the high mountains or beneath the waves.

### ['Passage' Respiratory Systems]<sup>[72]</sup>•{▲+1}

A system of oxygen intake based upon motion, exchanging internal 'pumps' for full body motion. Common in heavier 'base' environs be it water or particularly thick atmospheres where the process of motion can be refined and made to the point where it becomes automated. If this process is perfected it is possible to make the process of respiration a total non-issue, but in the same right all it takes is a period of stasis to asphyxiate.

### [No Respiratory Systems]<sup>[72]</sup>•{▲+5}

Through systems of direct intake or perverse entrance, the locals don't actually need even the most basic form of independent respiration. Such a lack of systems is as telling if not more so than the presence of one. In what world could a sophont persist without needing the action and reaction of gas exchange?

### [Alternate Respiratory Systems]{▲+3}

Subsidiary layers, back-up sacks, attached hides or stranger things. The makeup of the native sophont respiration is not all that it seems and goes beyond what it seems. As a result of half-forgotten genetic memories, past environs or biological quirks it matters not. The results remain regardless, though not easily seen.

### ['Outer' Biology]{▲+5}

The natives possess 'body parts' that are not actually inherent parts of their biology, but are instead other life-forms that have formed a symbiotic relationship with the natives. This could be as simple and as unintrusive as additional limbs that largely retain their autonomy, to 'eyes' that become fully integrated to an entire 'second skin' where the natives spend almost their entire lives inside of the external body. The potentials of such biological quirks are vast in scope and only limited to the chances of those ancients that formed this perverse bond. Perhaps it is not all that strange, after all, you are but a mass of individual parts forged of ancient cooperation in smaller, simpler days.

## Inheritance of Sophont Body Structure

### [Ordovician-Silurian Descendent Analogue Ancestry]<sup>[31]</sup>•{▲+1}

Wrought of a primal age that never so fully faded as it did on Earth, or, if it did, still somehow produced a strain of life able to look upon itself and ponder. Shell, the sum of proto-chitin and mirrored flesh all remain, at least in passing. The road to sapience may have taken much and given a form stranger than anything of those primeval oceans.

### [Conodontic Descendent Analogue Ancestry]<sup>[31]</sup>•{▲+1}

Wrought of a lineage that perished and failed upon earth. Yet here managed to achieve one of the highest heights biological life could. Soft boned, hard toothed with flesh and nervous systems ahead of time. At least, once. Perhaps time has stolen all but the faintest tints of that ancestry, or perhaps that terrifying legacy remains present.

### [Echinodermata Analogue Ancestry]<sup>[31]</sup>•{▲+1}

Wrought of a legacy that does great service to the star fish of Terra and their cousins. It would seem the unique and similarly fashioned systems of this world allowed a rise to sapience. Allowing a more advanced forms, though the basic structures and nature never changed.

### [Vetulicolia-Tunicates Analogue Ancestry]<sup>[31]</sup>•{▲+1}

Wrought of a legacy so basic and seemingly implicit one wonders how it could have ever bred a sapient mind. But such creatures drew stronger wills and full motion in ancient days of Terra. Their analogue counterparts on this world drew them to the inevitable conclusion. Their bodies still carry patterns descended from odd barrelish shapes.

### [Insectoid Analogue Ancestry]<sup>[31]</sup>•{▲+1}

Wrought of a minimalist design and perhaps ingrained with matching collectivism or hyper individualism, the locals are closest to Terra's insects, the breed that flourished you know well. The exact specifications of these analogues will in some ways be limited by the mere imposition of functional sapience.

**[Crustaceous Analogue Ancestry]<sup>[31]</sup>•{▲+1}**

Wrought of the dark places near the water and rock that are too flexible in some places and too hard in others. Typically individualistic in their higher respects and perhaps with nervous systems close to men. Finding common ground can be difficult at times with these sophonts who in some regards wear their backbones on their metaphorical sleeve.

**[Molluskoid Analogue Ancestry]<sup>[31]</sup>•{▲+1}**

Wrought in an unyielding figure to predators and the wider world, the soft interior perhaps remains. Though who is to say if the spiritual character and cultures share that contrasting softness? Time and investigation will tell.

**[Mammalian Analogue Ancestry]<sup>[31]</sup>•{▼-3}**

Wrought of a form eerily familiar and disconcertingly divorced. Some evolutionary designs are more adaptable than others, short lived as they may be to the unchanging advance of time. To you the locals are wrought close, but in the cosmic scale of things 'close' can still be a man beside an Andrewsarchus. The Cosmos might mean to mock you with this, but a little scaled familiarity is something in your exile. A slight or a blessing, that remains to be seen.

**[Reptilian Analogue Ancestry]<sup>[31]</sup>•{▲+1}**

Wrought of forms tried and tested by the whiles of time and disaster on earth. The locals are reminiscent of Terra's reptilians in many aspects, the robust and regenerative designs holding some compare in analogous evolution. It is impossible to say if Sapience will increase their already prestigious potential, or doom them like any chilling misfortune. Ruthlessness carried to its natural end always results in self-obliteration.

**[Theropod Analogue Ancestry]<sup>[31]</sup>•{▲+1}**

Wrought in forms Earth nearly obliterated and changed permanently by disaster, it is unknown if the locals are doomed to similar circumstances as those brought upon earth. Or, is that simply the perspective of those ignorant to the inevitability of change? Regardless, light and deft function dominates the locals, either in the primitive large build sense or the more refined designs you knew in the flesh on earth.

**[Ornithischia-Sauropod Analogue Ancestry]<sup>[31]</sup>•{▲+1}**

Wrought of forms obliterated in your own histories, the locals have crossed thresholds the misfortunes of Terra never allowed. Developing already impressive designs and refining them through the rigours of time. Composed of forms marked by unyielding stubbornness in history, they persist unyielding as their ancestors. Perhaps the sophont cultures defuse this or perhaps they capitalize on it.

**[Amphibian Analogue Ancestry]<sup>[31]</sup>•{▲+1}**

Wrought of the thin spaces between environs and the evolutionary inbetwixt, the locals are closest to the amphibious family of Terra in their make. Perhaps time has rendered them to a set locale with the lost environ slowly turning vestigial, or perhaps the potential of their genetic ancestry is purposefully exploited.

**[Piscine Analogue Ancestry]<sup>[31]</sup>•{▲+1}**

Wrought of a kind closely born beneath the waves, or perhaps still dwelling beneath. The locals carry the legacy of the original home of life with them. Refined to the point where sense became self. How much of their legacy has been sacrificed in the path to and beyond sapience remains to be seen.

**[Proarticulata Analogue Ancestry]<sup>[31]</sup>•{▲+3}**

Wrought of a bred form where the divide between animal and plant was never made clear on Terra. On this world it seems that ancestry led not only to fauna but sapient fauna. The natives still retain the odd and oh so familiar base of edged structure. But only in observation is that noted, they have come a long way and done their predecessors justice in their fruition.

**[Fungoid Analogue Ancestry]<sup>[31]</sup>•{▲+3}**

Wrought of Mycanoid origins in the damp and miserable places, the locals likely retain an affinity for those drugging locales by virtue of tissues alone. For some, the deep and wretched places will always be home, no matter how far they travel away from them. Although time may be dividing this, with grievous struggle on their part. After all, their predecessors grew to the point of thinking, there is little truly estranged from their potential.

### **[Lycopodiopsidii-Equisetum Analogue Ancestry]<sup>[31]</sup>•{▲+3}**

Wrought of the proto plants and trees, perhaps never fully settling into the modes of flora, allowing their low and perplexing ascension. The basic body and tissue structure of the sophonts is still heavily bound up like those simplistic plants. Yet housing forms capable of sapience, the divide between them is staggering in some ways.

### **[Florid Analogue Ancestry]<sup>[31]</sup>•{▲+3}**

Wrought of origins betrothed to the full culminations of leaf, root and vine, even the progression into fauna and the passage into sapience has not robbed them of their distinct appearance and certain glaring traits. It remains to be seen how much of this florid appearance is of use to the current inheritors of the floren legacy. If kept their durability and regenerative will be nothing to scoff.

### **[Colony Analogue Ancestry]<sup>[31]</sup>•{▲+3}**

Wrought of those low creeping things that not only persisted but thrived in the harshest of environs. The incredibly simplistic ancestors of the local Sophonts have followed a path of progression that from an evolutionary perspective is nothing short of astounding. Despite the current state, function and mental abilities that separate them from their minimalistic ancestors such sophonts will still drive further than all but the most remote flora to a human of faunic descent.

### **[Mixed Analogue Ancestry]<sup>[31]</sup>•{▲+3}**

It is arrogant to assume the path to sapience could be wrought upon the individual lines that Terra grew upon her face. Above arrogant, it is a level of hubris that ought to be stuck down. Though this may never be struck, such a meeting as yours to this world may be the only humbling paid upon bot breeds. The locals lie somewhere in-between, mingling traits and distinctions to greater effect than what could be achieved in the environs of earth.

### **[True Alien Ancestry]<sup>[31]</sup>•{▲+5}**

Terrible is the absolute pride of men, limiting the scope of human imagination to only what is seen and heard. You have seen the limits of human thought struck down by those entities able to question themselves. The locals are of a descent entirely alien to that of earth, wrought by forces that Terra never knew. Perhaps you and you alone will know them. It remains to be seen if this singular individual understanding is a blessing or a curse. Or someplace in between as is usually the case.

### **[Predatory Ancestry]<sup>[32]</sup>•{▲+3}**

Descended from creatures of stalking and hunting nature, be they lesser 'prey and preyed upon' entities or the very apex of the food chain even before their rise to sapience. Aggression and Carnivorous diet will be embedded into the fabric of their very being, albeit with the potential to have these traits tempered by self-domestication. Such ancestry may limit dietary restrictions and could seriously inhibit societal building if their nature is hard set. To say nothing of the stagnancy an apex predator can suffer in its status quo.

### **[Omnivore Ancestry]<sup>[32]</sup>•{▼-3}**

Descended from creatures of flexible dietary intake and adaptable by their very nature, such habits and improved dietary intakes no doubt assisted into the locals rise to sapience. Such adaptability remains though environmental concerns may force certain food types to be favoured over others. However even from a your origins it's obvious that this sort of diet is ideal for sapient creatures, and no doubt the sophonts benefited greatly from a forced diversification of intake. Even if they have yet to recognize that.

### **[Herbivore Ancestry]<sup>[32]</sup>•{▼-1}**

Descended from creatures of, at least in origin, passive consumption. Passive at least in the measure of dietary habit. The nature of flora may drastically alter this relationship. But even then, theirs was likely a slow rise to sapience, without the binding catalyst of protein ripped from other creatures. In their current era sophonts may incorporate animal by-products or even the flesh of beasts may be finding its way into their diet. But depending on the set nature of their consuming functions it could be ages before carnivorous food sources find their way into their diets. If ever.

### **[Scavenger Ancestry]<sup>[32]</sup>•{▼-3}**

Descended from creatures that fed upon the dead, the dying and the helpless, ripping apart eggs and corpses alike to sustain themselves. Such ancestry is perhaps not so estranged to your own, heralding back to the low apes that struggled to persist in the rapidly changing Africa. Unknowingly beginning their rise to sapience in dead flesh that brought a taste for living flesh. Regardless the Sophonts long since surpassed their scurrying origins. There is a chance some of that heritage remains providing a durability in intake that inspires equal parts disgust and awe.

### [Parasite Ancestry]<sup>[32]</sup>•{▼-3}

Descended from creatures that cheated the natural order of things to their benefit, with such acumen they not only survived but shifted to the point they have achieved sapience. Petty modicums of parasitism have either been abandoned for more effective consumption methods, or perfected with unsettling efficiency.

### [Environmental Energist]<sup>[32]</sup>•{▼-5}

Not all life draws from the consumption of other life. Indeed some retain the most simplistic methods, deriving energy from light, heat or chemical activity. The locals have managed to retain such methods of energy production, fine tuning it to the point where it may support a fully sapient species. Naturally, you as a creature requiring food and water will be at best misunderstood.

## State of Sensation Interface

[3][Extreme Function]/[2][High Function]/[1][Human Function]/[0][Low Function]/[-1][Non-Present]\*  
[+][Unique Functions]\*\*

\*Note Total Sensory score must be at least (5) total. Esoteric Senses and unique functions are optional

\*\*Unique senses may be anything with reasonable foundation in the natural world or the thoughtful basis

### [Vision]•

- [3] Of a kind that surpasses all but the vision of the Mantis Shrimps and Oger spiders.
- [2] In line with the hunting birds of Terra, the Eagles and the Owls in specialization.
- [1] In line with human sight.
- [0] Weak of a kind not reliant on sight, though it works broadly.
- [-1] The sight of the locals is either non-existent or so weak it might as well be.

### [Somatosensation]•

- [3] Feeling and processing every hair in a head pat, and steps taken from far far away.
- [2] Sense of feeling that wrings direction from the wind and acute senses of the world's motion.
- [1] In line with human touch.
- [0] Dulled sensation, kind to thick skinned grazers of Terra.
- [-1] Wrought without senses of touch, the locals struggle in deft tasks requiring feeling.

### [Gustation]•

- [3] Closest to the Terran catfish, the locals can taste others that are nearby.
- [2] Taste able to dissect complex and remote food sources.
- [1] In line with human Taste.
- [0] A mulled gustation, hiding away all but the strongest flavours.
- [-1] Non-existent taste, good for eating drick, terrible for finding toxins in said drick.

### [Olfaction]•

- [3] A fine enough sense of smell to catch life fluids from miles off and pheromonal dread beside.
- [2] Strong Olfactory abilities, enough to catch prey or predator long before other human senses do.
- [1] In line with human smell.
- [0] A neutered sense, the stench of fire and other dangers is barely picked up.
- [-1] The locals do not possess anything in the way of smell, which will likely come to plague your nose.

### [Audition]•

- [3] Hearing potent enough to detect the quaver of illness in a heartbeat or the tearing of estranged sinew.
- [2] The hearing of able creatures not yet dimmed by the whiles of sapience.
- [1] In line with human Audition.
- [0] Faint hearing, useful only for the unyielding or short lived creatures.
- [-1] The ability to hear is largely foreign to the locals, observed only in nature.

### [???

- [3] Dread songs of the outer spirals and spheres find most if not all of the local sapients, for better or worse.
- [2] Perceptible and detectable by most of the locals, colours out of space are seen in full.
- [1] In line with the blighted nightmares of humankind.
- [0] Only faint tints of colour out of space find the hearts of the locals, near immutable.
- [-1] Nothing troubles the dark dreams of the locals, no flames abyssal find them in their silence.

### **[Unique Sensory Functions]{▲+5}**

Those elements not explicit in condition but refined from the elements of Evolutionary growth. Such functions as heat vision, defined Pheromone scent detection, skin based electrical detection and echolocation may be added to existing senses, as long as they are strong enough to support them.

### **[Mixed Sensory Intersections]{▲+1}**

To hear colours, smell tastes and see noises. Humans are distinct in their set sense, oft entirely ignoring subtle crossings in their sensory makeup. While they also share the blissful ignorance locked within their being, it may go far beyond the minute crossings of humans, intertwining entire statements of sense.

### **[Unique Functional Dysfunctions]{▲+3}**

Achromatopsia, Amusia, selective sensory issues persist in even the most perceptive of creatures, of which the locals may have their fair share of malfunctions. Such things do not typically impede major functions, but will be noticeable to an outside observer like yourself.

### **[Sound Based Communication]<sup>[69]</sup>•{▼-3}**

Communication systems primarily focused around noise, either naturally made by the body or instead focused around environmental interaction. this is one of the most Utilitarian communication forms in open light gaseous environs and in most conditions you'd find within, most if not all creatures find some biological method to make noise. A human body would be able to adapt and learn such communications in almost all circumstances, bar those using tones outside of human hearing range.

### **[Body Motion Based Communication]<sup>[69]</sup>•{▲+3}**

Primary communications focused around movements of the physical form, from wide gestures of the limbs to something so subtle it might not even be registered as communication without close study. While still distant from humans as a primary form of communication, a surprising amount of your own interconnection relied on body language once and a good amount still does. As such these communication forms may be learned given time and possibly reciprocated. If of course your odd body can find ways to imitate.

### **[Bioluminescent Based Communication]<sup>[69]</sup>•{▲+3}**

Either fixated from a primary bioluminescent node or bound across the entire form, the natives communicate primarily through organic light. Perhaps they are not even able to imitate human speaking patterns having never needed to make noise. Breaching the space between yourself and the sophonts will be one sided, but you should at least be able to learn what coloured undulations imply. A good teacher and existing written language could well close the communication divide entirely.

### **[Pheromone Based Communication]<sup>[69]</sup>•{▲+3}**

A system of information exchange either almost or entirely chemical in make, the locals communicate through natural pheromones that remove you entirely from the conversation in total function rather than levels of intricacy. Vague assertions and dispositions might become clear in time if there are large 'tells' to the pheromones, but without other modes of communication you'll be almost completely in the dark.

### **[Esoteric Communication]<sup>[69]</sup>•{▲+5}**

The primary mode of communication the natives employ does not bend to natural law, instead being closer to something out of a dream. Or perhaps a nightmare. Whatever it is, it can worm its way into your skull and there is little you can do about it but steer clear of those you don't want to traipse about in your own mental space. Given time though, it may be possible to build ones mind enough to at least resist and respond to these prods.

### **[Far Flung Communication]<sup>[69]</sup>•{▲+15}**

Communication through genetic exchange, filii contact or other stranger methods have been hypothesized by humans, and some that weren't. The universe is far greater than what your own blood ever imagined. The locals are of that distant space not properly imagined by Terra's denizens and only you are here to bare witness to it, difficult as it may be. Struggle, much as you can. Perhaps it is possible to achieve words in languages you never imagined before.

## State of Resistance

[4][Terrifying Resistance]/[2][High Resistance]/[1][Fair Resistance]/[0][Low Resistance]/[-2][Zero Resistance]\*

\*Like Sensory Functions, Total Resistance score must be at least eight, Esoteric resistance is optional

### [Physical Durability]•

- [4] By Armour or resounded internal structure, the locals are unyielding to even the heaviest physical violence.
- [2] Puncturing the hide in acts of surgery is an arduous task, but at least durability reduces necessity.
- [1] Balanced bodies, toned in equal parts function and disposability.
- [0] Either more flexile by evolutionary design or the whiles of sapience have dampened the locals.
- [-2] Delicate are the forms of the Sophont natives, squishy and breaking before violence.

### [Temperature-Heat]•

- [4] The raw lick of white flame is little more than splashed water against the natives.
- [2] Warmth of extreme deserts and induced locals does little, perhaps more a comfort more than a hindrance.
- [1] Warm temperatures are handled within reason, sapience permitting abatement of extreme heats.
- [0] Either being wrought outside of extreme warmth or dimmed to it, the locals aren't so tolerant of the sweltering.
- [-2] Bodies designed to resist cold or terribly inefficient at dealing with warmth.

### [Temperature-Cold]•

- [4] Thick fur, fat or a boiling interior, regardless of how it is accomplished freezing temperatures are shirked with ease.
- [2] The chill of polar caps and hard winters are taken in stride by the locals.
- [1] Cold is something manageable, though the ill and the young are still at risk to biting ailments.
- [0] Winters and cold locales are harsh on the local sophonts, easily inflicting harm and illness on them.
- [-2] The locals will have their life fluids freeze outright in their cardiovascular systems if they aren't careful.

### [Humidity]•

- [4] The weight of vapour that would choke the life from a human is taken in stride by the natives.
- [2] Dense tropical climes and moist environs are no issue whatsoever.
- [1] Adequate ability to deal with humid environs.
- [0] Poor resistance to humidity, making any moist areas at best uncomfortable.
- [-2] Moisture is a choking and insidious danger for the locals, just as dangerous as any toxic gas.

### [Mental Wear]•

- [4] Burdens that would drive a human to madness or a self inflicted end are taken without complaint.
- [2] Resilience of the mind to trauma that allows for the most insidious war crimes with minimal suicides.
- [1] Enough strength to carry the burden of war, at least until the war is over.
- [0] Troubles and stress wear heavy on the locals, forging societies in stranger and more malleable structures.
- [-2] Soft hearts, the type made to be sanded down into nothing, or simply broken.

### [Environmental Toxins]•

- [4] Gas warfare is entirely ineffective against the locals, with even the aftermath of pyroclastic flow bearable for a time.
- [2] Tear gas of Terra would be little more than a brisk morning fog for the native Sophonts.
- [1] Local toxins with some strength have been adapted to, but given the right weight such gas is easily lethal.
- [0] Only those toxins that are in constant contact with the natives have been overcome, such as spices.
- [-2] The threat of chemical poison is serious and far-spread, no doubt impeding even the slightest industrialism.

### [Radiation]•

- [4] A nuclear exchange would do little to hamper the local populace, a worrying thought if such weapons are present.
- [2] Radioactive materials will no doubt find use as snake oil and other forms of woo on this world.
- [1] A substantial resistance, but for most circumstances of nuclear material it is still almost nothing.
- [0] Close to humans, tumours and all.
- [-2] An absence of inductive materials or a soft star has left the natives weak to the insidious invisible strains.

### [Esoteric]

- [4] Dreams of the true face of realities are common, and yet this world keeps turning, uncaring.
- [2] Either bitten by the anvil of the veil or the hammer of good fortune, let the nothing scream out.
- [1] Void might sing and many might hear it, melting at the call, but a few shall remain obstinate.
- [0] The curdling shriek beyond this physical sphere is just as dangerous as any knife.
- [-2] Ken to you, or rather ken to most of you... Sister. Are you awake?

### [Unending Lifespans]<sup>[33]</sup>•{▼-5}{▼-15}

While few are cursed in line with Great A'Tuin, the locals still have a lifespan that last for human millennia, on par with those borne of Thessia, forged by Tuchanka and the descendants of the Great Hunters. This reduces you to a footnote for most, after all, you have the lifespan of a pet. Unless of course this world breaks all but the few who enjoy the benefits of such potential.

### [Long Lifespans]<sup>[33]</sup>•{▲+3}{▼-5}

Natural lifespans taken to their greatest extent will surpass you easily by centuries, the native population is afflicted by a firm strain of old blood. Or some other sort of analogous life-fluid. If one is willing and able, they might still be able to make an impact, if they were willing to sweat and bleed for it.

### [Human Lifespan]<sup>[33]</sup>•{▲+5}{▼-3}

Bevelled by nutritional growth and expanding care, the locals have managed to achieve a life-span that is close or equal to your own. With a little luck you won't wear past your time. If you even believe in luck, finding yourself here.

### [Short Lifespan]<sup>[33]</sup>•{▲+5}{▲+1}{▲+1}

Little more than half the life of a standard human and at times much, the native population strives to squeeze the most out of their existence on this distant world. Is fortunate or tragic to find yourselves in such company? Time will tell, as you navigate cultures with much to squeeze in with little time.

## Sophont Disease State

### [Leperous Commonality]{▼-5}{▼-3}

The very worst of horrors inflicted by bacteria, tiny parasites and viruses are easily equal to the effects of the gnawing effects of the many rotting blights of Earth. Dealing with such infections will be considered a futile long form battle. But there is little the natives can do about it.

### [Debilitating Motions]{▼-3}{▼-5}

Local illness regularly manifests in ways that pause or outright halt functions, freezing limbs, slowing respiration and drawing energy from the body. Likely exacerbation of the native immune system or some very well refined viral bodies, these will not kill outright usually, instead allowing the outside world to take care of business.

### [Bright Transmission Tracks]{▼-3}

Most of the local illnesses are easily transmitted, jumping upon the native defence systems and their parallels to human coughing and sweating. Outbreaks will typically grow quickly but fail with the same haste, louder and more apparent but more easily avoided and choked from the body.

### [Mindbreaking Norms]{▲+1}{▲+1}{▼-5}

Illness of the body frequently effects the mind, turning the concern of disease into a much more dire factor of daily life. Be this a temporal effect or something that fundamentally alters brain chemistry, illness turns local sophonts into entirely different people in the more extreme cases.

### [Limited Effect Afflictions]{▲+3}{▼-1}

Many superfluous sorts of sickness persist among the native population, perhaps being the finest illness. They only annoy, allowing themselves to persist indefinitely as they'll never really endanger their hosts, bar the youngest, the weakest and the most elderly.

### [No STI&D Presence]<sup>[99]</sup>•{▲+5}

While disease persists the brand that weighs on the action specific to intimacy through careful controls or good fortune is almost or a complete non presence. A merciful thing in one right, but one which also allows a sort of freedom in actions without penalization.

### [Limited STI&D Presence]<sup>[99]</sup>•{▼-1}

The effects of reckless fuckery have taken their toll on the fringes of society, inflicting lasting diseases that at best cause lasting injury and at worst eventually kill. Restricting societies unless they are able to identify transmission and warning signs to isolate the infected.

[Serious STI&D Presence]<sup>[99]</sup>.{▼-5}

A human with an understanding of what outbreaks of such blight transpired in recent decades on Terra would understand well the current situation. Through easy transmission, lax and unregistered circumstances or a blatant refusal to the origins of disease the situation is growing near untenable.

[A Plague of Venereal Blight]<sup>[99]</sup>.{▼-3}{▼-15}

In the current afflicted landscape it would be easier to guess who isn't in some degree infested. No matter the specifics this will be untenable as these inflictions will seriously mess with the reproductive cycle. But for now the clime of the local civilization will be in a process of irrevocable altering and social upheaval as the bough finally breaks.

## Sophont Nature of Reproduction

[Parturition]<sup>[34]</sup>.{▲+1}{▲+1}

The function of live birthing is varied in its ultimate fruition. Some few species will birth entirely functional young, while others will birth little things no better than fetuses. Some may even be fetus like things that specialized protection. Most live-growth creatures are borne into the midground, somewhat capable but with much growing to be done. In such a way that optimizes the chances of both child and 'mother.' Regardless of birth state, the Sophonts enter this world after being carried by a parent for a period. It is likely some parental patterns and subsidiary care functions exist to ensure the well-being of newborns, and the ties between bearer and spawn will have some weight.

[Oviparity (Hard)]<sup>[34]</sup>.{▲+3}

Eggs laid with hard shells, perhaps reminiscent of Terran lizards and avians, or perhaps forged in line to more perverse native life forms. Hard shells promise some small temporal protection against parasites and skittering things, albeit with an inherent inflexibility that can oft be fatal. Contrary to Mammalian biases, paternalistic thought patterns are possible for egg layers, particularly in advanced social life forms. But the inverse is also true, the detachment of eggs is but a single factor in a more complex mental web.

[Oviparity (Soft)]<sup>[34]</sup>.{▲+3}

Eggs laid with soft shells, typically in water or exceptionally soft terrain by creatures with ready access to such. Soft eggs are oft quantity over quality, able to be fertilized internally or externally, allowing for a wide variety of conditions for insemination, with the constant risk of predators and scavengers hunting about for delightful caviar. While sapients may be able to better defend their eggs this remains one of the squishiest forms of offspring and one of the most removed. Perhaps unfertilized eggs are a food, if there is a plurality of eggs.

[Varied External Parasitism]<sup>[34]</sup>.{▼-3}

To humans, the reproductive methods of liverflukes and botflies are entirely repugnant. By your own nature, as you and your ancestors bore the brunt of selfish biological patterns. However to those Sophonts that evolve to the point where the burden of young is carried by other creatures, the process likely seems perfectly natural. A large portion of the local Sophont's early life cycle is spent in other living creatures, possibly being eaten as eggs or by worming their way under the skin. However while unpleasant this process isn't typically fatal, and with the ascension into sapience the natives may have a vested interest in the health of offspring carrying hosts. Out of developed compassion or pragmatism, that remains to be seen.

[Parasitoid Implantation]<sup>[34]</sup>.{▲+3}{▲+3}{▼-5}

Humans in their recent years held a perverse fascination with wretched imaginings based upon Terra's native fauna, most notably the mental descendants of the Paragordius Tricuspidatus. The locals follow this style of reproduction with worrying efficiency brought by ages of refinement. Their reproductive cycle requires an external host that is forcefully implanted with fetal spawn, which will grow inside the unwilling host until it grows large enough to leave. Fatality will be a common occurrence in the end state, by violence or other effects. Most likely some detested prey species will take the roll of 'host,' however there's a definite possibility hostile elements will see you as a perfect 'host' for breeding. A horrifying fate for all but the most perverse.

### [Symbiotic Implantation]<sup>[34]</sup>•{▲+3}{▲+5}{▼-1}

In the short term, parasitism has its strengths, however in the long-term symbiosis is always preferable. The locals use a 'hitch-hiking' method, jumping reproductive systems of appropriate species to carry their offspring to term. However the fetal offspring provide some benefit to the hosts and at worst act under simulated pregnancy. In sapience the symbiotic elements are furthered, with hosts no doubt being long since domesticated to serve the purpose. Individuals may still seek out less certain carriers, and you if you possess the proper 'parts' could even play host. A possibility that while perverse could offer some petty protections by cultural standards and personal stakes.

### [Goneuphagy Exit]<sup>[34]</sup>•{▲+15}

Sacrifice is an important part of child rearing, giving up one's self for the young that will inherent is a part of almost every 'developed' species. Be it in labour, function, or more direct paternalism. There are few greater sacrifice exists than that of the natives. Young do not exit the body by any natural orifice but instead eat their carrying parent from the inside out, exiting after carving out their own exit. Sacrifice will be held as one of the highest points for the native societies, and the action of reproduction being perhaps the most significant. Unless of course the carrying parent is regarded unfavourably, reducing the sacrifice to a mundanity, or even purpose that only freaks reject.

### [General Mitosis]<sup>[34]</sup>•{▲+1}

An unsettling and hopefully not spontaneous effect where natives will 'split' off a sizable portion of themselves. Mitosis on a cellular scale can be taken in its less specialized and 'direct' action for a sapient species wherein sexual action is not a thing or simply a helpful genetic scrambling behaviour. Mitosis can still take several unexpected figures with 'parent' sapients ceasing to exist at the diffusion of their 'daughter' entities, or it might be the parent entity simply splits itself in two, creating two distinct but reduced versions of itself. If a species was able to retain this form of reproduction it will no doubt have its own definitions and quirks.

### [Budding]<sup>[34]</sup>•{▲+1}

The natives reproduce without internal development, instead they will produce 'bud' growths that are actually fetal masses. These buds will grow at a steady rate until they are large enough to break off and make their way into the world. This method while a little unnerving is at least unobtrusive and has a very high survival rate between both parents and those fully budded children. Malformations are apparent and can be easily snipped before such buds encroach on the territory of personhood. Exploitation of this process is probable, the natives may enjoy enhanced regenerative functions with possible 'pregnancies' occasionally serving to instead regenerate lost limbs.

### [Ovil Dispersal]<sup>[34]</sup>•{▲+1}

Perhaps the most effective form of reproduction, for it has stood the test of time in all corners of reality. Be it advanced seeds that are able to last for ages before sprouting or innumerable spores released upon death, the dispersal of tiny reproductive or fetal bundles allows for low energy and passive reproduction cycle. While these ovil usually have very low survivability (and may taste good to both you and the sophonts) the quantity over quality approach allows for continuation no matter the issues faced by the local populace.

### [Esoteric Process]<sup>[34]</sup>•{▲+1}{▲+5}{▼-1}

The question of 'hoow?' may grace your lips on occasion. Or maybe frequently depending on the exact complexity of the reproductive cycle. The exact specifics may be so alien your minor human understanding of the universe won't be able to comprehend that. That might be a good thing though and that is the far end of the spectrum. There are more ways to procreate and extend beyond ones own methods than you could ever hope to imagine. The native method being just one of many possibilities.

### [Multiple Reproductive Formats]{▲+5}

The locals have multiple formats for reproduction, which may be rotated as the 'primary' format, switched depending on external factors or used simultaneously. The exact nature of how these systems functions lies on you to be discovered, the intricacies brought by so many struggling generations can produce many biological oddities after all.

### [Parthenogenesis]{▲+3}

The locals may, given the right circumstances, or forgoing reproductive acts outright, simply become 'pregnant' asexually. Spontaneous development of embryos may be common or rare, but provides a vital fallback in the event of severe population loss. It will likely have cultural significance (for good or ill) and be a serious facet for those that do the carrying in this species. Ranging from rare to carrying the full weight of reproduction.

### **[Human Intersectionality]{▲+15}**

Edgar Rice Burroughs dreamed of Barsoom more than a century ago from where you once stood, of a red world with many oddities to its name. Some which were even in that day considered entirely silly. Dreamed up by a human who arrogantly presumed the make of his own eye for the structure of another planet. Foolish and laughable was Barsoom, yet considering how nonsensical and 'silly' the cosmos can be not everything Burroughs dreamed up was impossible. Somehow, like the natives of Barsoom the local Sophonts can have one sided relations with humans, producing children of the local kind when they right frankly shouldn't exist. How this works will hopefully be a process of happy discovery for you, rather than something unwanted.

### **[Everyone's Got One]{▲+5}**

Even if it doesn't necessarily serve any specific purpose other than enhancing the act of mating, all members of the local populace, regardless of gender have... Parts. This setup might be pseudo in nature, or one gender might simply have all possible parts for the reproductive function. It is prudent to remember the humble bonobo, the act of reproduction in of itself and stimulation taken to their furthest ends? They can form a stagnant state of being, or such habits could provide sparks needed for grander ambitions.

### **[Environmental Necessities]{▼-5}**

Certain exterior elements are vital for the act of reproduction, from locations to materials to highly specific circumstances of astral make. Be it simply hatching grounds to the greater extremes of pine cones and hard nuts requiring a phoenix cycle to grow. Naturally this seriously limits when and where the native population can reproduce. But it can also provide much needed growth control, a function beneficial to certain stages of civilization growth.

### **[Heat &/or Rutting Cycles]{▲+3}**

Natural biological systems exist to ensure species reproduce with a gusto at certain time periods, forcing patterns that optimize breeding and rearing. While this is very beneficial in avoiding harsh seasonal births and providing a steady stream of regularly produced offspring, in a sapient species this can complicate the social climate. To say nothing of the issues you may face if you present a receptive target to a badly timed pheromonal event.

### **[No Sexual Activity]<sup>[35]</sup>•{▼-15}**

The locals neither need nor utilize sexual bindings in the traditional sense, forgoing the coupling process outright or making use of other methods for genetic mingling. As you can imagine the removal of sex will have a massive impact on local societies and their structure. Making the act of 'mingling reproduction' something that only exists on the outside. Whether or not this is a simple oddity or something actively looked down upon remains to be seen.

### **[Optional Sexual Activity]<sup>[35]</sup>•{▲+5}**

Sexual activity while it may be beneficial or simply 'fun' is not necessary for the action of reproduction. It may be used to properly scramble genetic material, to directly produce offspring or to act in line with a bonding activity, but ultimately it isn't needed. Amidst an era of sapience this can effectively relegate the act to a fun pastime or the toiling of ner'do'wells. Having the potential to make the human worries of pregnancy unrelatable or even laughable.

### **[Required Sexual Activity]<sup>[35]</sup>•{▲+1}{▲+1}**

Sexual activity is necessary for the act of reproduction, as familiar as your own reproductive ancestry. This function in line with most 'developed' fauna on earth alters the entire scale of things. Changing and altering the nature of evolution and producing all matter of forms and habits. Only the most ignorant or the most arrogant would dismiss the weight that reproduction carries.

### **[Excessive Sexual Activity]<sup>[35]</sup>•{▲+3}**

Out of existing defects to the reproductive system or perhaps an incessant hormonal need to 'make certain' that insemination occurs. Whatever it is, it necessitates the locals will spend a frankly excessive amount of time mating. At least by your own human standards. Societal norms may be much more relaxed, and if they aren't the function will transpire behind every closed door. Native cultures will all be afflicted by this fact, though they will likely differ in how they let it show to both members and outsiders.

### **[Monogamous]<sup>[36]</sup>•{▼-5}**

Monogamy is encoded into the natives from a genetic level, with the act of 'cheating' on mates going against the grain. Typically individuals will mate for life or as long as their mate persists. Societal bindings on relationships will be enforced with the utmost severity unless there are factors to mitigate this fact.

### [Polyamorous]<sup>[36]</sup>•{▲+3}{▲+3}

Polygamy is encoded into the natives from a genetic level, with the idea of 'cheating' being at best laughable. Indeed, the inverse may be true and a forceful polygamous structure exists that penalizes 'monopolizing.' Social chains will be the norm and sexual function will likely be relaxed, at least in comparison to monogamous species. While they likely won't reach the level of Bonobo's the possibility exists for that level of physicality.

### [No Inherent Relation Structure]<sup>[36]</sup>•{▲+1}{▲+1}{▼-1}

The social structure of the Sophonts is something of a mess with various societal, environmental and personal factors. With this and the hormonal landscape combined, the reproductive systems are not so much set as a constant garbage fire. Kind of like humans if you think about it. Extensive societal structuring or a more implicit understanding brought by self-understanding can mitigate this fact.

### [Bizarre Relation Structure]<sup>[36]</sup>•{▲+5}{▲+1}{▲+1}

Mating practices are far from something so simplistic as Monogamy or Polygamy, after all those only concern numbers. They may be more complex, growing as complicated as possible without reducing the efficiency of reproduction. The sophonts follow this, opting for some convoluted patching that may or may not work as something simplistic as mono or plural setups. Alien environs and biologies may birth such things out of chance, evolutionary necessity or the sadistic cruelty of long lived spectators. It would likely be prudent to learn of the local complexities.

### [Partner Marking]{▲+3}

The biological and frankly impulsive desire to mark sexual partners persists in the local populations. Be it through physical markings, pheromone spray or other methods the locals will have a full system that has likely been a core pillar around which their social functions have been built around. One that if the right circumstances exist could allow even a total stranger of this world to be 'marked.' Being claimed would no doubt complicate your already delicate situation. Then again, is it really so terrible to be taken after by another? After all, most societal bindings of Terra began in ownership, be it mutual or one-sided. A mutuality you may be unable to recompense.

### [Addictive Bonding Presence]{▲+3}

Through direct mutual pheromone systems or a very odd system of very physical mental chemistry, reproductive partners will literally become intertwined in a real sense. Presence in frank terms becomes addictive, and in fully set couples forceful separation can be painful, even illness inducing. The specifics of this action may produce some very awkward circumstances and will no doubt hold serious sway in the social bedrock. If this effect is internalized it is well within the possibility you could be drawn towards, while a mutualistic tint would conversely render you as a non-element at best.

### [Incestuous Inclinations]{▲+3}{▼-1}

Genetic robustness or perverse intricacies allows for closer ties to kin, circumventing genetic issues encountered by other higher life forms. As a result in their genetic mingling close tie pairings are not uncommon or frowned upon, with only repeated and parent to child pairings able to inflict genetic degradation, if such things even exist. The societal frame work will likely diminish or completely reduce the notions of 'parental' relations. Possessiveness and preconceptions of ownership can produce some very ugly results.

### [Cannibalistic Mating]{▲+5}{▼-3}

It is natural and instinctive for the carrying gender to consume the inseminator after successful mating. Yes, this is as fucked up as it sounds, and instinct will likely carry it into the current social clime even if dietary concerns are no longer a problem. How exactly this species got to this state or even sapience is no doubt an interesting story, but there is a hope that restraint exists these days. Particularly if you are a member of the 'consumed' compensate.

### [Esoteric Tints]{▲+5}

Certain... Elements of the reproductive process don't make sense. Or rather, there are certain elements that do not work under your understanding of natural sciences. Natural law as you understand it is unbound here with the full extent of these impossibilities revealed by your passage. While you were cast far from your cradle, you were not cast far enough for the tethers to be undone. Which begs the question, what is at work here? Perhaps more importantly, why?

### [Long-Form Gestation]<sup>[37]</sup>•{▼-1}

What might seem like an excessive period of internal growth, that goes anywhere from the near two year growth period of elephants to something more in line with the nymphic life cycle of cicadas, potentially extending to decades of development. Such a long time investment will make the standard carrying period all the more vital. Increasing the value any sapient society places upon spawn.

### [Approximate Gestation Period]<sup>[37]</sup>•{▼-1}

A development period of appropriate length for the young that matches fetal mass, similar to those wrought of Terran make, give or take a few months. Expectations and societal concerns around undeveloped young will be metered to this, but on this planet the base may still be made pointless by cultural weights that development allows to mutate.

### [Short Gestations]<sup>[37]</sup>•{▲+1}

A briefer period of development paced for high losses after emergence and generally high fatality rate. If they were human in mass it would set the fetal period from four to eight months. Naturally, individual fetal masses are less important and considered more replaceable.

### [Rapid Gestation Period]<sup>[37]</sup>•{▲+5}{▲+1}

A period of gestation that can produce a perilous amount of young in short order, population changes will warp as sharply upwards as they can downwards. Individual fetal masses are almost worthless with how easily they're replaced. Such a society if it relies on oviparity might consume its own eggs en masse if their population requires stability.

### [Mass Carry]{▲+3}

The visibility of what you might call 'pregnancy' or it's native analogue leaves the carriers monstrosly swollen for time periods, to the point where if the species isn't highly specialized for the task they might be rendered near or totally immobile. The visibility of spawn carriers is greatly enhanced and will likely be directed towards larger scale reproduction. No doubt this capacity will also influence the sexual perception landscape.

### [Controlled Exits]{▲+3}

There is an unusual amount of direct control held by carriers over their spawn, in that they can prevent them from being directly born. This might only be for a time or it could be that the carriers are able to halt growth near indefinitely, effectively putting their development on hold in the event of external conflict or lack of nutrition. Either way this seriously alters the sexual landscape, with certain figures seemingly swollen for extended periods.

### [No Lactation]<sup>[65]</sup>•

The locals may care for their extremely fresh young but they do not produce nutrients from their own body. Most likely the young have some degree of capability, or the parents will regurgitate half processed nutrients directly for the benefit of the young. They'll likely find the idea of lactation disgusting, with a minority being intrigued by it, particularly if you're of the female gender.

### [Lactation]<sup>[65]</sup>•

The locals possess lactation, though there isn't guarantee it will be in a similar format to that of a simian, or any guarantee the 'milk' will be of any comparable format to earth. But at least you'll be able to recognize the notion of 'milk' unlike other creatures with no basis. Though your 'weird udders' might draw scorn or curiosity.

### [Plural Lactation]<sup>[65]</sup>•{▲+1}

The local Sophonts possess modes of lactation somewhere between a pack animal and a kind with many analogue mammarys. Continuous lactation is a possibility for most that possess the ability to produce milk at the prime of their lives or taken even further. Likely plurality and normality will remove the sexual element to lactation certain humans maintain. But considering how ubiquitously some common elements of human society are sexualized that is hardly a set thing.

### [Implicit Tattage]<sup>[65]</sup>•{▲+1}

Venom sacks, fat nubs, water bags, sensory bundles, etc, etc. Humans have found ways to put their obsession with the human female chest into xenos fiction since its earliest conception, even when it wouldn't rightly fit. Contrived as human fiction may be, the universe is vast. Occasionally a distant dream of absurdist breasts will match to the truth. However the natives will not share this connotation, likely the 'breast' element will not hold serious sexual connotations, aside from the usual degenerates. But again, nothing is really 'set' in this matter, as the human foot interest proves.

### [Pouch Carrying]{▲+1}{▼-1}

A natural pouch exists in line at least in purpose with that of Terran marsupials to carry the young. While this does not make much difference aside from providing a safe place for feeding and carrying you'll note small changes in aesthetic and a common safety found in very deep hammocks. As well evolutionary notes and childless sorts getting creative with the use of these pouches.

### [Clingy Wee's]{▲+1}{▼-1}

The young will cling naturally to the backs of their parents, even immediately after emergence freeing up the parents and caretakers. However for a human you'll need to get used to newborns/new-hatched/fresh-splintered climbing all over you if you encounter them. This may be disconcerting, though time could allow it to become endearing.

### [Helpless Period]<sup>[39]</sup>{▼-3}

Newborns of the native population much like humans are entirely incapable balls of flop. Having to deal with infants of extreme youth can prove to be a serious drain on the resources and mental well-being on the natives and you if you find yourself roped into it. Even if it is less of an issue to care for them they still suffer a period of inability that can be fatal if they are abandoned. They might be cute at least. Maybe.

### [Born Functional]<sup>[39]</sup>{▲+3}

Young enter the world entirely functional even if they aren't mentally developed, which while it does remove the early helplessness state and all the problems that that entails, children will usually be 'adults' much earlier and parental feeling will be far diminished by comparison to humans, perhaps even non-existent. Preying upon the young may even be acceptable in a particularly sharp or abusive society, but that is less set in.

### [Born Full]<sup>[39]</sup>{▲+3}{▲+3}

Newborns are essentially tiny adults that complete their development fully in utero. This is as disturbing and problematic as one might imagine, at least for you. The problems and conditions this produces not only for the broad species but societies borne of the species are vast but taken in stride from the implicit beginning. Allowing a lot of ugliness to pass unregistered. More than one can imagine likely as a society with mentally capable newborns can be monstrous in ways a human can't even comprehend. But for them it just is.

### [Transformative Growth Stages]{▲+5}

The young change radically in their cycles of growth, perhaps in line with amphibian tadpoles or the worming maggots or other things. It is likely that the natives will not be considered 'whole' until these transformations are complete. These stages may take multiple steps, with some iterations not even being considered a 'part' of the species. In ignorant and cannibalistic environs feral young might even be hunted, unknowingly having parents hunting spawn. Of course the more disturbing possibility exists in the process being unchanged with full awareness of parentage.

### [Transitional Genders]{▲+5}{▲+5}

Genders may be switched within certain time frames, with an entire gender possibly only existing during a certain time frame in growth. Young may be born entirely to a single gender with early factors in extreme youth balancing the numbers. Population controls and pheromone cues may be used or abused in more advanced and able societies.

### [Transitional Fertility]{▲+3}{▼-1}

Certain periods of life are the only times where the native sophonts are fertile. This is typical in any longer lived species where self-centred population control is beneficial. Usually it is the more 'building' component of the reproductive equation that has reduced periods of fertility, but that is unset. Depending upon the specifics and the fertile period of life the situation may not be too different from what you were born into. But in the same right it could be much further with 'difficult' conditions to it.

### [Pleasurable Organs]<sup>[40]</sup>{▲+1}

Should things proceed to such, you'll find the genital structure is not only compatible but have some serious dynamism with a human equipment layout. A compatibility which may or may not be shared, possibly leaving you as the lacking component in any encounters you find yourself in. Sufficient effort and a willingness to fill certain deficiencies could of course counter this.

### [Unpleasant Organs]<sup>[40]</sup>{▼-1}

Should things proceed to such, it will become apparent that the act is- difficult. The shape of the sophont reproductive structure is extremely out of sync with that of a humans, and experimentation will be required to figure out a pleasurable position for both parties. If there is even the interest in pursuing such a thing after initial rejection.

### [Lacerating Organs]<sup>[40]</sup>{▲+3}

Should things proceed to such, you will make the unpleasant discovery that the local genitalia is jagged at best. Any action for you will be dangerous unless great caution is taken, with some serious protection or an indirect method of pleasing both parties. At the very least you'll be pitied for your overly squishy genitalia. If pity even exists.

### [Explosive Organs]<sup>[40]</sup>{▲+1}{▼-3}

No doubt you'll have to come to terms with the fact the reproductive process for the locals is rather dangerous. Inserting members will explode or 'pop off' to seal their cargo inside of their mates. Infection and blood loss can make the process life threatening for one partner. Even if you're the 'injector' in the equation no doubt any partner you have will be worried about your member popping off.

### [Incompatible Organs]<sup>[40]</sup>{▼-3}

Should things proceed to such, you will make the saddening discovery you are entirely incompatible and vice versa. You'll need to rely on other things to get off and vice versa. And yes, they think the shape of your genitals is as weird as the other way around.

### [No Organs]<sup>[40]</sup>{▼-5}

The locals do not possess any genitalia that can be interacted with in a meaningful way, which may be apparent if they're amorphous monosexual blobs of meat. Or perhaps they do pursue sexual intercourse with head rubs and hand holding, or something else of that degenerate nature.

### [Genital Grips]{▲+1}

Formed out of something in line with Terran make or prehensile and stranger, the genitalia of the locals possess 'grips' to keep themselves locked into their partners until the act of copulation is finished. This can be something as simple as an internal inflation or soft spines to full blown jaw like mechanisms that grip down post climax. The lack of 'grips' on you may be lacking, or it could prove to be a change of pace well appreciated.

### [Organ Multitude]{▲+1}

Perhaps in line with the dualistic nature of snakes or perhaps something more autonomous, longer and controllable. The locals in at least one or multiple ends of the reproductive cycle possess multiple 'organs' for the purposes of the act. Those organs being the direct connective ones. Perhaps this quick is actively useful allowing for multiple, disconnected rearings. Or perhaps it is a well appreciated facet of a long passed biological necessity. Regardless, one would best get used to being a 'singular' if they find themselves in a group with multitude of organs.

### [Retractable Equipment]{▲+1}

When not in use, the... 'equipment' of the locals is able to tuck itself away. This trait effects less than you'd expect, after all even though human male genitalia is unusually 'out there' human men get by and physical arousal is still divorced from a base state. Actually having the ability to tuck genitals away allows softer external equipment and a defensiveness that perhaps trumps human male defensiveness of exposed organs. This trait would be particularly visible in the reactions to a... perpetually 'exposed' human male. Perverse yet perhaps appealing to some.

### [Non-Implicit 'Soft' Spots]{▲+1}

Human biology encompasses a number of areas that, while not connected to the act of copulation directly do 'stimulate' humans to varying effects. In some cases by proximity, in others by similar tissue nature. The same is true to the local sophonts, with their individual quirks altering their society and perceptions to a degree. The severity and the focus of these spots will likely alter the fashions and activities of a society, either empowering these spots or suppressing them.

### [Tasty Fluids]{▲+1}

To you at least the... fluids of the locals are actually quite tasty. Tinted almost like a drink you enjoyed back on Earth. While the mind goes first to those implicitly sexual fluids, everything but straight acidic digestion fluids and raw toxic components could be consumed by you without complaint. While in some situations and in certain perverse company this might be well received, more likely it will be considered disturbing and repulsive.

### [Intoxicating Fluids]{▲+1}

The fluids of the locals contain chemicals that induce a state similar to drunkenness even in small amounts. Questions of biology aside, some caution will need to be taken, as a misplaced interlocking of oral cavities could leave you light headed. To say nothing of other things 'bursts' you might accidentally consume.

### [Hallucinogenic Fluids]{▲+1}

The effect of the native's biology goes beyond mere depressants into something in line with processed Terran Peyōtl. Any function taken with the natives will be turned into an otherworldly experience be it willingly or unwillingly and such trips will last several hours.

### **[Bitter Fluids]{▼-1}**

The fluids of the locals are harsh on the tongue like bad Gin. Naturally you'll want to avoid situations where you'd be tasting and swallowing such. Unless of course you have no choice in the matter, or if you refuse to let a sour tongue stop you in your pursuit of degradation.

### **[Fortifying Fluids]{▲+1}{▲+1}**

The fluid contents of the locals and even their more solid bits are surprisingly good for your health. Regular intake could add a decade to your possible life if you aren't ripped to shreds by a frenzied mob or a frothing xenophobe in the meantime. Of course, one actually needs to 'get' these fluids. At best this will make you look... strange while at worst you could end up inspiring some sort of vampire or succubus analogue.

### **[Aphrodisial Fluids]{▲+3}**

Alien biology produces a perverse effect on the human body, inducing a firm and continuous arousal that will last for several hours. While this might be useful as motivation it could also ultimately render you little more than a cheap mess. Take caution.

### **[Toxic Fluids]{▼-3}**

The local sophonts possess a chemical makeup that renders them completely inedible. Even a few drops of blood could cause serious poisoning and a few drops more could kill you. Avoiding consumption should be of the utmost concern, lest you meet an undignified end.

### **[Addictive Fluids]{▲+3}**

Fluids of the locals and their greater biology produces a chemical dependence that can entrance human biology just as well as any opioid. While this doesn't possess a great problem if you have a 'supplier' so to speak, withdrawal could be quiet nasty and make you do things respectability, morals and any sort of dignity would restrain you from.

### **[Functional-Fluids]<sup>[41]</sup>.**

Sexual fluid output is fairly reasonable for species size, environmental limitations and lubrication needs. Nothing you would not expect to see if you thought about it. Even if it is still green and faintly glowing.

### **[Volumous-Fluids]<sup>[41]</sup>.{▲+1}**

Ezekiel 23:20 comes to mind for those of a Christian origin when confronted with the... Emissions of the natives, who have found themselves in a quantity over quality scenario. Environmental factors and certain things might reduce this and it may only be applicable to one component of the reproductive equation, but it will always seem excessive to a human.

### **[No Sexual Fluid]<sup>[41]</sup>.{▼-1}**

The native reproductive process doesn't actually make use of fluids, creating a rather fricative situation where alternative implantation methods are utilized. If sexual reproduction in the more coupled sense is even a thing.

### **[Endless Stamina]<sup>[42]</sup>.{▲+3}{▲+5}**

A standard stamina in line with those few creatures more perfect than the human in terms of long-term energy use, able not only to last an extraordinary long time in motion abroad but in concentrated locals. Such energy use puts the human evolutionary advantage to shame, and they will likely have systems similar to perspiration that outclass the typical human sweat. Remember to keep hydrated and avoid situations where you need to outrun anyone.

### **[Human Stamina]<sup>[42]</sup>.{▲+1}**

Humans possess extraordinary natural stamina, some of the best on your native Terra in terms of pound for pound function. It was not worth it to out run prey for your ancestors, instead they evolved to run it down over time. Either the natives used similar tactics or evolved at the other end of such an equation. The locals for the most part can more than keep up with you and likely surpass you in many cases, both in motion and in the analogous resting cube.

### **[Basic Stamina]<sup>[42]</sup>.{▼-1}**

Stamina of creatures not fully lost to pre-sapient abilities. But, even in their heyday they possessed nothing to write home about, no matter their physical assets the ability to outlast with those assets is diminished. Those that train themselves might be able to come close to the human average, but they'll be few and far between. This applies to sexual stamina as well.

[No Stamina]<sup>[42]</sup> • {▼-3}

The term 'one and done' applies to both physical actions and sexual intercourse. Short bursts of motion and action are all the locals are capable of and extended labour is actually a serious issue for the society at large, limiting growth at low population levels.

## **Forms of Mental Function**

[Obscene Intellect]<sup>[44]</sup> • {▼-3}

At least in terms of raw processing power the locals are far above what humans could hope to reach in mental capacity. The natives have extremely well developed conceptual understanding, motivation, pattern recognition and raw information retention. Their problem solving abilities and general self-awareness is also superior to that of a human's. This doesn't necessarily mean that the locals will be smarter or better off than you, for all the mental ability does not replace disposition, remove cognitive biases or make up for experience.

[Human Intellect]<sup>[44]</sup> • {▼-5}

The intellectual range of humans, which is to say, not so much as a range as a confusing mosh-pit. That the sophonts will also likely spend ages bickering and debating over so they can be able to call the fellow sophonts they don't like inferior. Bright and Dumb as Ditch-Water individuals exist all about, with environmental and nutritional factors all altering the distribution significantly. For better and for worse.

[Post-Sentient Intellect]<sup>[44]</sup> • {▲+3}{▲+3}

Intellectual abilities of those who only recently developed self-awareness in the broad evolutionary cycle, or at least in the general sphere. The upper works of intellectual ability will be out of the reaches of almost the entirety of the native population, though a few will rise to a mental state of that exceeds you. Simpler they may be, within their individual notes they still make their way, capable within those notes and free of the burden of distended focus.

[Inherent Sense]<sup>[45]</sup> • {▼-5}

Zen, something inherent and imperishable, wisdom beyond years. The native populace has cultivated an internal reflection and temperament that only a handful of humans have ever achieved. Conflicts will be fought with high standards and the population will act with balance, even to its 'lowest' members. While there are exceptions as there always are, as long as you keep your nose clean and avoid rocking the boat you'll be able to make your way around most of the populace. As long as they don't have some sort of irrational (or 'rational') xenophobia.

[Fairer Wisdom]<sup>[45]</sup> • {▼-1}

Greater internal balance than humans, at least for the most part. The trappings of circular thought and internal retention hold sway but they can be overcome. At least by others, perhaps you can learn to be more than what you are here.

[Human Sense]<sup>[45]</sup> • {▲+3}{▲+3}

Humans. They are but stubborn and foolish. Yet some break this mould. Some. Like most of your own kind a note of irrational mania suffuses the population, making them act against their own goals and leading them to internal conflict. For reference to perceptions upon your own arrival, imagine the response a truly alien creature would have received back on Terra. Then scuttle the unpleasant thought.

[Excerpt Nature]<sup>[45]</sup> • {▲+5}{▲+5}

A recklessness borne out of replicability or an indication of something more sinister that may well be unsustainable, the local populace is afflicted by a near mad folly that those self-aware few bemoan. You will live in interesting times wrought of circumstances that could well have been avoided.

[Extreme Divides]\*

Applicable to both Wisdom and Intellect, only the most arrogant assume the 'straight' of it is flat. Intelligence and internal-balance are not singular, though they tend to broadly rise and slump en-mass they are actually amalgams, combinations of functions and modes that help and hinder their shared loops. Some are flat, but many more are brought to shape by environ and personal action. This truth is more apparent in the sophonts whose brain chemistry is fundamentally more 'divided' allowing mixed areas of intelligence that operate on different levels. Compare a Psychologist, and a Psychologist who thinks himself a Biologist.

\*Options [45] and [44] May be taken multiple times if subject areas are differentiated. Working on established rules.

**[Complete Domestication]<sup>[46]</sup>•{▼-5}**

Through a process of untold ages spent by refining down the sophonts or a passive fast paced mould that allowed the process of self-taming to act with incredible efficiency, the locals are distant from their animalistic ancestors. So much so they scarcely even resemble their most distant cousins in the natural world. Active decision making will be slow, their bodies will be soft (at least in the broad scale) and violent action will come only when all other options have been exhausted. Even then, it may not come at all.

**[Human Instinct]<sup>[46]</sup>•{▼-3}**

Varied Temperament that is bound more to the environment than the individual. You should know well enough the danger this poses. Often it is more dangerous than hard set feral creatures. A person long thought reasonable could turn on an instant and snap, while one that has every reason to snap could resist their nature with an unconquerable character. Snapping could be avoided in its worst respects, but as you are alien throughout you don't have that luxury of avoiding stressful situations. Stay cautious, make no assumptions.

**[Lizard Brain Dominated]<sup>[46]</sup>•{▲+5}**

Instinct governed almost entirely by untamed instinct, mental functions are difficult at best and degeneration is a constant threat for the locals in heated or panicked situations. Avoid desperation and provocation at all costs or what personality exists will dissipate in the face of animalistic control. The only benefit of this is that it is a common and understood facet, one that even the most primitive of societies will understand, even if they don't cope well with it.

**[Ambivalent Temperament]<sup>[47]</sup>•{▲+1}{▼-3}**

A surprisingly flexible disposition to external elements. Likely borne of a long and mixed heritage where the unknown was as often beneficial as it was dangerous. When confronted by alien elements the locals will remain largely unshaken by it. Perhaps out of caution, perhaps out of ignorance. Regardless if you can avoid shaking the boat too much, you may be able to get away as a curiosity even if you are discovered by the larger public conscious.

**[Xenophilic Temperament]<sup>[47]</sup>•{▲+5}**

The locals have a seemingly unending curiosity for the new and the strange. Exploration and expansion will be central tenants of the locals and they'll be quick to exploit and prod. You shouldn't have too much to fear, indeed if you play your cards right you could one [periodic unit of time] walk freely and openly within a segment of the local sophont society. That said, the otherworldly may be considered something to own, and a gilded cage is certainly a possibility in the worst circumstances, or perhaps even a trophy mounted on the wall.

**[Varied Temperament]<sup>[47]</sup>•{▲+1}{▼-1}**

Disposition towards the strange varies, as perhaps it should. Some will look upon you with disgust and contempt, others with apathy, murderous contempt shall exist and some with interest. It would be prudent to learn who you can trust, and to keep your nature hidden until you are certain to the reaction of your nature. If that is even possible after a certain point.

**[Xenophobic Temperament]<sup>[47]</sup>•{▲+5}**

The local reaction to you is negative near universally, either birthed by cultural system plagued with long systemic infighting or a longer held ancestral temperament. You are less than a sapient being to most who look upon you, with only those few who spared you a grievous fate certain to keep you safe. Yours will be a short time here if you do not conceal yourself, as your life is objectively worth less than that of any local bar those who hide your wretched nature.

**[Xenocidal Temperament]<sup>[47]</sup>•{▲+15}{▼-5}**

'Suffer not the Alien to Live' would be an apt description of the local disposition. The strange and external is to be put to the torch. It goes beyond instinct into a facet of culture held to the very core. Wrought from a time when the local's feuded with other sapients they perhaps wiped out, or perhaps from maddened fever dreams of what might be, or even present lasting engagements with another species on this planet. Your best hope in the case of discovery is a short execution, but it's more likely to be worse. Much worse, to say nothing of the fate of the 'traitors' who sheltered you.

**[Unpredictable Trauma States]<sup>[79]</sup>•{▲+3}{▲+1}{▼-1}**

Products of mental hardship on the sophonts much like the mental hardships of humanity are dangerous in their randomness. While there are certain certain 'set' reactions to trauma, they range wildly and there is no guarantee to the end state, which may be depressive, suicidal, contemptuous or psychotic. One cannot really be certain to the individual nature of a Sophont local unless they are broken down to their lowest.

### [Trauma of Dysfunction]<sup>[79]</sup>.{▼-1}{▼-3}

The standard end-state of those broken in their mental faculties will be like the worst breaks a person can suffer. Likely their ancestral biology allowed for a 'disposability' for those who endured the most, producing effects you've seen before in hard change. Events that never really and or dependencies upon substances to barely cope. The state of those truly broken is a mental-place with with few real exits.

### [Trauma of Reformation]<sup>[79]</sup>.{▲+3}

By means of refitting or resetting the mental states the results of extreme mental stress can be startling in their depth. Members of the local populace will simply shift personalities outright, becoming fundamentally different people to who they were before though the same of their former experiences still affects their perceptions. The shift may be gradual or dramatic, but absolute and asserting itself in response to mental injury.

### [Trauma of Regression]<sup>[79]</sup>.{▲+1}{▲+3}

Less in a temporal sense, more in a primal sense. The natives when they crack turn back to their most basic instincts be they fight or flight. This being the typical response it will likely be considered less a sum of trauma and more kind of a disease, one where a single break can trigger waves of other breaks, made much more dangerous if the end state of these 'breaks' is feral and naked in aggression. The resulting effects may subside, or they may be permanent, forcing a weakened mental inclination can be devastating if triggered at the wrong time.

### [Trauma of Restraint]<sup>[79]</sup>.{▼-1}{▼-3}

Sophonts suffer very literally when it comes to 'breakdowns' as in to say they literally lock down. Ranging in severity from tense motions to full body function failure, this is likely the result of an ancestral 'quirk' in line to a possum playing dead taken to the extreme with the whiles of sapience shaping it into a devastating flaw. 'Shutdowns' can be fatal and seemingly random, but will at least prevent certain actions and prompt a considerable resistance to lasting damage.

### [Alternate Trauma States]<sup>[79]</sup>. {▲+3}

In Terran nature all matter of Traumatic responses exist, prompted by chance and evolutionary gambits. This world you find yourself on had its own history, its own violence and lasting damage to inflict. It would be foolish to assume that the sophonts would fall into something easily in line with your own heritage. Navigating and learning of the particularly sensitive space will take time, and the exact limits of it lie in the nature of the sophonts.

### [Trauma Hardening]<sup>[79]</sup>.{▲+1}

The natives can take a level of punishment almost absurd without showing signs of it, even when they do the dulling comes restrained, allowing even then a continuation. As much as this clears concerns of mental harm, the continuity prevents 'natural' endpoints. Something that grows more horrific as a society grows, allowing it to grow in its capacity for harm. Perhaps a breaking point would be merciful to this dreadful dulling of sensation?

## Extraneous Characteristics

### [Hive Minds]{▲+5}

The locals are interconnected in a way a human can compare only to the low life of Terra in terms of cohesion and cooperation, with even that shallow comparison falling short. Be it in a truly monolithic sapience bound beyond the petty form or innumerable lesser 'hive' systems, cooperation is implicit and vital. While this may be imposing, there are still 'cracks' in the system an abomination like yourself can hide in. Autonomy is essential in such grand life forms and systems, and those that saved you are of such make. You can hide yourself away, or perhaps the bold might find purchase in their perverse individuality. The mechanics and intricacies stand before you, to be mowed down or exploited as much as a pitiable singularity can.

### [Esoterics]{▲+5}

Something otherworldly suffuses a segment of the population, allowing great and terrible feats the primitive would label as magical, divine or demonic. All the while the rule of natural law is discarded, leaving the scientific thought at a loss. To you, the term 'psionic' tends to be the most apt. But even then, some things will fall outside of that. Be wary and trust nothing, for the fundamental basics of this world are not set to the existential bedrock you knew on Terra. There is a law to it, a tracing in physicality, something that marks the segmented population aside. But from there? The most 'touched' could fundamentally alter the make of this planet.

**['Demi-Gods'] {▲+3}**

'Exceptional' individuals mark themselves out amongst the local population. Kind to the Semideus or Nephilim of human lore, titans stride among the native numbers. These may be genetic freaks, remnants of ancestral Sub-species popping up out before inevitable obliteration or something stranger. Regardless of what they are, they'll no doubt alter and command their societies, being larger, stronger and more capable than their countrymen. Despite their stature they are quite mortal and can perish as much as any other in the proper circumstance.

**\*[Sub-Species]\*\* {▲+3};{Per-Sub-Race}**

The locals took a grand long time getting to where they sit now, long enough isolation, desperation and clime have changed them from a single species into a more varied family. As you can imagine this produces... issues. Any passing familiarity with human history and one might imagine the troubles the natives will face in the road ahead.

**\*[Genetic Castes]\*\* {▲+3};{Per-Caste}**

The locals exist in an odd state, with varied genetic castes. These castes may be as simple as body colouration or look like entirely different species to an outside observer. These castes will fulfill varied roles and will likely be a fundamental part of their society. Such a species will be genetically pre-dispositioned towards certain behaviours, and when social awakenings take place it will make the enlightenment look like a pub discussion.

**\*[Multiple Races]\*\* {▲+5}{▲+5};{Per-Species}**

Humans brooked no mercy towards their own cousins in their murderous and lecherous ascent, and it is likely that any other pre-sapient species on earth would have shared the ungraceful end of Floresiensis, Neanderthalensis and Australopithecus. However through isolation, pillarized sustainability or more advanced concepts like cooperation or pity, multiple sapients persist on this world. They may be of a singular descent or from entirely estranged branches of the tree of life.

**\*May be taken multiple times**

**\*\* May designate 'sub species' with variations, changed aspects are added to together and divided by number of sub-species. Round up.**

**\*\*\* May designate 'sub castes' with greater freedom than sub-species, points treated in the same fashion as sub-species**

**\*\*\*\* Go back and start the 'locals section' again. Up to three more races may be created before lump sum of all species physical points are cut and need to be rounded to near sums. May chose between shared higher structures or divided by racial lines. This may also be done for sub-species and castes, though I leave the specifics to the discretion of the Reader.**

*The Physical nature of a species defines them, anthropomorphizing their figure upon the elements and the reverse in turn. Strange as it might be to see from the outside, there are stranger elements to all this. One only needs draw back to their own thoughts and patterns on alien life to be drawn into a familiar light.*

## The Locals, Higher Structures

*Physicality ensures many things, but- of course. Physicality is not everything. You are kind to them in a terrible way, broken little creature. For you both share this terrible gift as I do. Something not possessed by the stars and void, the planets do not know it and the things before were ignorant to it.*

*Well. All but one. You can break yourself, shattering your own form. As can they. As one did.*

*And how do they destroy themselves? How do they break their bodies, and grind their minds down to dust?*

## Sophont Dispersal

### [Regional Confinement]<sup>[80]</sup>•{▼-15}

Restrained perhaps to a singular island, a mountain range or perhaps something even smaller. The local sophont population living area is about as far from what you knew on Terra as possible. The world is both tiny and terrifyingly large. Beyond the known there lie dragons and monstrosities. And that unknown is vast.

### [Super-Regional Confinement]<sup>[80]</sup>•{▼-3}

An extended space, be it a massive island chain, a sub-continent or the far coast of a continent are the limits of the sophont world. Allowing increased internal diversity even if this dispersal was recent in a cultural sense, there is space for a multipolar power system, but the wilderness is still great.

### [Continental Dispersal]<sup>[80]</sup>•{▲+3}

The natural barriers of vast empty spaces be they water or wastes are the only things that restrained the spread of sophonts, allowing them to spread across the greater space compared to one of Terra's continental bodies. Such wide space allows for a divergence not only of cultures but of physical nature given enough time. The distant fringes of this settled world can be just as strange and foreign as the unsettled.

### [Hemisphere Dispersal]<sup>[80]</sup>•{▲+5}

The vast 'world' of the natives draws to mind the Old World of Earth, or perhaps the New World. Depending on your origins of course. The greater barriers have been overcome in time, with many generations and perseverance. To say the divides between the many groups will be great would be an understatement, and given enough time and the right factors there may be no 'true' species of sophonts, if the precursors of the sophonts did the bulk of the spreading.

### [Global Dispersal]<sup>[80]</sup>•{▲+15}

Wherever the natives could conceivably or even incomprehensibly persist, they do. Much like your own progenitors the proto-sophonts spread across almost the entire planet or at least all the planet that matters. The divisions between the natives and their ubiquity allow all manner of divided cultures and sub-groups. But this is no guarantee that the world will be small, indeed the sophonts can find their far flung cousins stranger than even you at times.

### [Collapsed Habitation Area]{▼-5}{▼-3}

In the far fringes of civilization, be it over vast regions or simply a ways from the settled tracts, there are signs of abandoned habitation. The population base once persisted in different areas on a wide scale, but factors pushed them to where they are now, be they environmental or self-prompted. No doubt cultural weight remains, be it in memories of the motions or in sights derived from the ruins that remain.

### [Extremely Low Population Density]<sup>[81]</sup>•{▼-3}

Large settlements are either few, singular or non-existent with environmental, cultural or alternate factors forcing an extreme dispersal of population. The sort of thing wherein sophont units exist only in close tied groups if at all and keep great distance between them and other groups. Populations sustainment, group interactions and almost all base facets of local culture will be radically different to what you knew on earth.

### [Low Population Density]<sup>[81]</sup>•{▲+1}

The majority of the population exists outside of settlements, though some will persist or may be just now forming if such a social milestone has only recently been reached. Alternatively it might be that the social nature or culture of the locals is simply more geared towards such autonomy. This is an ideal situation for some, allowing specialization in settlements taken beyond simple survival and the development of distinct urban culture.

### **[Balanced Population Density]<sup>[81]</sup>{▼-5}**

Population centres exist in fair number and are not an uncommon sight in populated regions. This is typical in most developed locals, though some exceptions do exist, in particular early 'boom' locals where city states grow with extreme speed or depopulation periods in more 'advanced' states.

### **[High Population Density]<sup>[81]</sup>{▼-1}**

A state you are likely familiar with, created through a hyper-concentrated urban culture or a high population broadly to the point where the urban being no longer supports the full populace. Population divisions between even the interior and the fringe 'urban' culture will likely be noticeable.

### **[Extreme Population Density]<sup>[81]</sup>{▲+1}{▼-1}{▼-3}**

Here there are extreme divides, the sort of thing only residents of a few cities will know the upper limit of. And even then it might still fall short with the quirks and resources of this world. It is simultaneously impossible yet very feasible to hide ones self away. In the far reaches the world's focus draws to those concentrated areas, and most will underestimate the simplicity of hiding in the belly of the beast.

### **[Rural Traditions]{▼-1}**

There exists a staple mindset and a number of practices that exist clustered around a population fixated in dispersal. Such a tradition is not only prominent but dominant, creating a situation where Urban or other population models are looked at with disdain or even contempt. It may take centuries for such a mentality to fade, and even then it will not fail without spasms and deliberate humbling.

### **[Urban Traditions]{▼-1}**

There exists a staple mindset and a number of practices that exist clustered around a population fixated in concentration. Such traditions are not only prominent but dominant in most of the settled world, with dispersed populations being looked down upon. While this tradition may be undone it would be incredibly arrogant to underestimate it, as the strength and capacity of cities is terrifying given common cause.

### **[Nomadic Traditions]{▲+3}**

There exists a mobile and flexible mindset beside a number of practices that exist fixed around mobile. Such traditions can take a wide variety of forms and all manner of complexities but no matter how they manifest they hold great sway over the local population. Fortifying the mind and allowing a force of motion despite the hardships brought by such a way of living. Despite the drawbacks of nomadic life, there's great strength to it as any with an understanding of Terra's history would realize.

### **[Population Transition Period]{▲+5}**

The current status quo was either recently set in living memory or is in a state of rapid transition formed by internal and external factors. No matter how adaptable a people might be such periods are always rife with conflict as disparate groups and sub-cultures come into contact. Still, amidst shifting tides it is easier to blend in amidst the spray.

### **[Stable Populations]{▼-5}**

You've arrived in a period where the make-up of local populations are changing slowly enough stability persists. Be it in growth or decline no matter how hostile or clashing the native groups are there are certainties that can be exploited and used in your favour. Stability breeds weakness though, and oddities stick out sharper in 'placid' times.

## **Nature of the Current Era**

### **[Era of Revolution]{▲+15}**

The political status quo is crumbling into dust as the masses slowly waken to the destitution of their position. The powers that be and leading cliques clamour to their eroding power base in desperation. Things are changing, shifting with a speed that makes society shift and creak, perhaps breaking outright. No doubt this will claim many, and the natives will reach places they never imagined they could. For good or ill this remains to be seen.

### **[Era of Absolutism]{▼-15}**

The powers that be have entrenched themselves so firmly their reign over the masses seems unquestionable. They are the rule and crown, and as such the mandate of a few can drastically shift the situation. While this is not a universal core the majority of affairs in the known world will be driven by the few. What may come lies with the few, a truly wise and just ruler might make the inhabited spaces prosperous, or it may break down this absolutism when a familiar tyranny drives the masses to the breaking point.

### **[Era of Belief Zealotry]{▼-5}**

Belief is of course a component of any society with introspection, be it philosophical or something in line with the 'faiths' of man. In the current social climate a fever pitch has been reached and contrasting ideals and sects will inevitably clash. Even the most peaceful society may tear itself apart, or is in the process of such already. The exact nature of these beliefs may become pointless, as zeal and devotion will restrict and choke the life from many, so much so what is written may not even matter.

### **[Era of Belief Collapse]{▲+5}**

The 'moral fibre' of the existing social climate is falling to pieces and the borders of what is and isn't acceptable is being challenged by even the wretched bedrock of the social ladder. Heretical beliefs and 'backward' schools of thought spring from every dark corner. Moral authorities and infrastructure will need to dig deep to survive the current climate, though fate may render them only relics of prior ages. Contrary to popular belief these are not eras of degeneracy, rather, eras of change. The world is open.

### **[Era of Peace]<sup>[49]</sup>{▼-15}**

Either through memories of past horrors, a satiation of violence, a sparked struggle to do no harm or something stranger, a passiveness grips much of the known world. Bar a handful of isolated conflicts no great motions grip the various political and military entities, allowing resources that would be spent on conflict to be allocated to more productive locales. While this age won't last forever, for the moment your focus can be directed to the low without the worry of greater conflicts finding you.

### **[Era of Conflict]<sup>[49]</sup>{▲+5}**

The masses are restless as they usually are, the leaders and cliques eager to move against one another, be it on the scale of tribes, clans or full-fledged nations. In a fashion similar to that of much of Terra's history, violence fills much of the world. The bold, cruel and ambitious all aim at higher designs at the expense of the masses and the replaceable. While it may be easier to hide in the chaos it is just as easy to fall victim to the forces of the great game as just another casualty, or those vultures that take advantage of such quarrels.

### **[Era of Total Warfare]<sup>[49]</sup>{▲+15}**

Warfare on a scale a human may be familiar with, much to your horror. The powers that be have become enthralled with the notion of conflict unlike any other. Such a struggle that can only end in the absolute defeat of the other, or the obliteration of opposition. This war may go on for a short nightmarish time. Or, it may go on longer than reason or sanity would allow. Then again, no reasonable or sane individual willingly pursues such. The mad lead, and the masses suffer for it. Such warfare allows for unprecedented civilian casualties, and it would be very easy for you to simply vanish amidst the bloodshed.

### **[Era of Exploration]{▲+5}**

The known world expands outwards, with the fringes and their riches spreading across the 'civilized' locales. If you play your cards right you may be explained away as something not yet discovered but borne wholly of this strange new world. Of course, this is no guarantee the masses won't string you up or whatever their preferred method of execution may be, but it helps.

### **[Era of Stagnancy]{▼-5}{▼-5}**

The known world has sat stagnant for decades, centuries or millennia. However long is needed for the status quo to grow sedentary. Internal intrigues and a set hardened cycle allow for little divergence, and the exploits in social systems have long since been boarded off by the classes that possess them. The presence of an outsider will be noticed more easily, and the status quo is unprepared for the day when the exterior comes crashing in.

### **[Era of Pestilence]{▼-15}**

Black Death, Justinian's Plague, Third Wave. Any human with a passing familiarity with history would be familiar with these events, and might draw parallels to the current state of things. A disease most wretched chokes the settled lands. Most who contract the blight perish, and even if the locals are able to explain the disease the shorter tempered will still lash out at the social pariahs and the outsiders. Life may be brief, even if you're immune to the pestilence.

### **[Era of Rising Powers]<sup>[50]</sup>{▲+5}**

The petty powers are failing in the face of the ambitious and fresh formations. Unification and proselytization draw the world closer. While one might be able to dwell in the belly of the rising beasts, it would be foolish to assume the shuffling of young giants can't crush you.

[Era of Stability]<sup>[50]</sup>{▼-5}

The powers that be are set in their ways, obligations and expectations exist and a grand status quo persists. Regardless of the greater temporal length of the period for the moment anyways a level of surety in things exists. Steps in the greater world will find their way to you, and no doubt you'll be able to act accordingly.

[Era of Collapsing Powers]<sup>[50]</sup>{▲+3}{▲+5}{▼-1}{▼-1}

The structures that be are either fragmenting or being pulled apart by their lesser constituents and the upper class is undergoing a sundering that will reshape the surface for many generations to come. Regardless for those at the bottom of the food chain, it matters not who sits at the head, for they'll still be thrown about.

[Era of Decadence]<sup>[51]</sup>•{▲+15}{▲+3}{▼-3}

The wealth physical is at the moment overwhelming, allowing even the lower elements of the social structure to waste much of their lot and remain fat. Be this an era like consumerism or bread and circuses you at least won't starve (unless your food options are limited.) However in such times wolves will prey on the unready, and weakness grows easily. Vigilance is needed, particularly when plenty erodes it.

[Era of Prosperity]<sup>[51]</sup>•{▲+5}{▲+3}

Plenty, but not enough to weaken the form. Wealth but not enough to remove threat. The natives are enjoying such an era that isn't like to end in your lifetime. While struggle and intrigue may lie above and diminish such wealth there is, at least the wretched will not starve. If you play your cards right even in the most removed locale you might achieve a state of comfort at or above what you once knew.

[Era of Destitution]<sup>[51]</sup>•{▲+5}{▼-5}{▼-5}

Ill environmental factors, conflict, foul luck and blight create a clime of desperation. There is not enough and many natives starve. If there is not conflict now it will arrive. Or perhaps the starving many will be too weak to protest their lot. Regardless one will need to be hard to survive, and you will see many wretched sights. Death by starvation is a possibility, as is a violent end as the desperate look to violence to seize what is needed.

## Status of Technological Advancement

[Paleolithic Era]<sup>[52]</sup>•{▲+15}{▲+5}{▲+5}{▼-3}{▼-1}

Statistically this is the most likely era to arrive in any civilization, as your own ancestry only held a certain refinement after millennia. Tools of petty organic material and stone are the norm and the finer refinements many take for granted have yet to be ground down by the natives. The majority of the planet will be nomadic in nature, or persist in locales with scavenge that affords stay. The proto myths and the proto languages are being formed across the vastness and only the scavenged wild elements are to be had. Of course, those elements are plenty in this day unless environmental effects are at play. A simple time, if you were of a humble make you could grow content, if you were capable you could dwell for a while. But no advanced modes outside of the scrounged wild elements can aid you in injury.

[Settling Agrarian Age]<sup>[52]</sup>•{▲+5}{▲+5}{▲+3}{▼-1}{▼-3}

The elements that be are being tamed, the wild things that accompanied the wanderers are slowly being refined by age. Cultivation is radically altering the social clime. The first settlements are being founded and the first specializations are being made. Refined pottery, coordinated warfare, and leadership structures are being consolidated. Of course, the world is still wild outside of the most fertile areas of cultivation, and one can still wander the untamed expanses cycling between the twin worlds.

[Pre-Bronze Smelting Era]<sup>[52]</sup>•{▲+5}{▲+3}{▲+5}{▼-3}{▼-3}

The petty metals of tin, gold and lead have radically altered the societies that be, enhancing warfare allowing for slings and sharpened weapons for those that can afford such, early masonry and enhanced agriculture are allowing greater works and larger populations. Creatures prior thought merithic may be felled by shot projectiles of early metal. Pastoral lifestyles are emerging and the hunter gathering societies are shifting in style. Those who lack knowledge of metal suffer greatly and disease emerges as a more common threat.

[Bronze Age]<sup>[52]</sup>.{▲+3}{▲+5}{▲+5}{▼-3}{▼-3}{▼-1}

The revolution of copper and bronze has radically altered the world, allowing truly unprecedented warfare, armour and weapons that outclass all those who came before and tools with lasting durability. Such advancements are borne to those who were willing to experiment and find such, and the settlements are beginning to grow into proper cities. Cultural growth and specialization will allow for great structures, with the era of 'history' proper beginning. If of course some horrible event doesn't obliterate such, as humans experienced a few times.

[Iron Age]<sup>[52]</sup>.{▲+3}{▲+5}{▲+5}{▼-3}{▼-5}{▼-1}

Tools of iron birthed the true bedrock of human civilization, or at least the civilization humans are familiar with and idolize. So too might be the case for the natives. Weapons and tools of iron allow for expansion beyond the petty confederacies and cities to pave the way to true empires and expansive cultures. The Romes of this world and the Hittites and the Athenais and the Rhattans will be forged. By those with the wealth to drive beyond the state, through drive to conquest or fanciful ideals.

[Strain Extant Era]<sup>[52]</sup>.{▲+5}{▲+5}{▲+15}{▼-5}{▼-5}{▼-3}

An era defined less by its technologies and principles and more upon the limits of its limited technologies, power structures and resources Either in strained extension or regressing collapse. Typically a between state, earth saw several of these eras between precursing rises and post fallouts of greater geo-political collapses and environmental shifts. Power structures typically rely on hyper localized chains of command and are at best tenuous, cultural facets struggle to survive and the era will either degrade technologically and socially or extend to fill itself.

[Awakening Era]<sup>[52]</sup>.{▲+3}{▲+3}{▲+5}{▼-3}{▼-5}{▼-1}

Wealth, technology and a stable social climate have finally allowed for proper self-reflection, and the first steps towards realization of the self are being made. In the now teeming cities those with enough wealth or prestige are able to reflect and dwell, debate and ponder. The belief systems and philosophical mindsets will come into their own and have greater weight than that of language and close ken. Language, writing and thought are finally flourishing in their own right.

[Reason Era]<sup>[52]</sup>.{▲+1}{▲+3}{▲+5}{▼-3}{▼-5}{▼-3}

Higher thought, principle and refinement of technology allow for extended pursuits in the intellectual space. No doubt steel has arrived, enhanced refinement techniques and social structures of greater sophistication have drastically altered the face of society. Layered social networks allow for what you might call a renaissance. Along with all the social issues, advancements and radical shifts that come of such changes. The pre-science will finally be able to label you outside of a demonic beast to be stabbed as a proper otherworldly entity to be shot.

[Pre-Industry Era]<sup>[52]</sup>.{▲+1}{▲+3}{▲+5}{▼-5}{▼-5}{▼-3}

The groundworks of manufactories and economic systems have begun to hold great weight now that technology and refinement allow trade its monstrous weight. Holding just as much gravitas as technological and philosophical grounds, economic advancements shift the groundwork of society. Guilds, companies and things carved in such likeness have begun to agitate the social climate.

[Industry Era]<sup>[52]</sup>.{▲+5}{▲+5}{▼-5}{▼-3}{▼-5}

The foundations of manufactories allow for a shift in society the likes of which has not been seen since the consolidation of agriculture, doing away with scarcity and allowing for refinement of technology near to what you knew back on Terra. For the first time your own ancestry might be properly processed by those who have found you, as even the stars are drawing near with refinements in optics allowing the heavens to be well and truly breached by the masses. The world will finally stop expanding outwards, and slowly begin being knit tighter as transport is mechanized.

[Quantum-Industry Era]<sup>[52]</sup>.{▲+3}{▲+5}{▼-3}{▼-1}{▼-5}

Gas, Electrification and chemical minutia allow for strides once viewed as dominion of the divine, in both good and ill. Pestilence, starvation, the wilderness will finally be brought to heel, allowing for the native populace to stride into places once thought unimaginable. Conflict will achieve the fever pitch that allows true automated killing, the skies and the ocean depths will be conquered, and the locals will, if they do not destroy themselves finally begin looking properly to the heavens. Indeed, they may not be as lucky as men were when they split the atom.

### [Beyond-Atmosphere Era]<sup>[52]</sup>•{▲+3}{▲+3}{▼-3}{▼-15}

The steps to spaceflight have finally been achieved, and the tentative grasp of the natives finally reaches beyond their cradle. You will see a level of technology kind to that of what you saw once on earth, configured to the natives of course. No more legends, no more heroes bar those that struggle beyond their make. Your ancestry as it is may well be realized in its full extent. For better or for worse. With the stars apparent, you'll realize how far you have come, and that you'll never return home.

### [Extreme Development Divides]\*

Out of societal collapse, lopsided technological growth or regression there is a serious divide in the technological development on this world. The seriousness this divide and how quickly it will close depends on a number of factors, and if the technologically inferior group cannot adjust there is a distinct possibility they may well be wiped out.

\*May take multiple [52], standing rules applied.

### [Resource Absence]{▼-3}{▼-5}

A resource absence slows or outright stops societal and technological evolution, forcing a radically different path or perpetual stagnancy that will never be overcome. What exactly this resource is depends on the current technological level. An agrarian society without tin and lead will never know the benefit of metal, while a society in the throes of industrial revolution without access to atomic elements will be deprived of nuclear technology. But- perhaps that is not a bad thing? Is the peak known truly the worst high?

### [An Imminent Collapse]{▲+5}

The technological level is currently untenable, and elements far outside of native control will force a regression that will begin in your lifetime. Be it resource depletion, climate change, natural disaster or gargantuan population shifts, the effects will decimate the whole of native societies. The masses suffering near obliteration, and the dominant classes will realize the worthlessness of their own 'wealth.'

### [Rising Currents]{▲+5}

The winds of change are blowing and change is coming. Be it in the form of thinking men or experimentation in places not properly realized, the passage of this eras grows to its end, and you will get the privilege of seeing this strange world enter a new era. Be it in the discovery of copper, the words of a prophet or the printing of a bill. Perhaps you might even be the spark, consumed by the fire you leave behind. Progenitor but not the story.

### [In the Ashes Fresh and Ancient]{▲+1}{▼-1}

This world once stretched far beyond what it currently is. You can make note of ruins wrought of materials the locals no longer utilize, reaching higher than the most ambitious architects could hope to achieve. Elements that they can no longer work lie abandoned, with many skittering in the dark of what once was. Perhaps it is a Rome that has fallen, or perhaps a modern world that met its reckoning. Regardless, the history of this planet is not simple linear climb.

## Form of Social Structure

### ['Disposed Leadership']<sup>[53]</sup>•{▼-3}

Power rests where it is 'inclined' to rest. At least, that is how the state of things appears to be, set into higher schools of thought beyond the low lay of genetics and physical sex. While there may be biases and serious ones in favour of said prior genetic groups, higher principles erode such baser instincts. Power lies with the powerful. Whatever the local definition of powerful rests.

### [Inset-Dominated]<sup>[53]</sup>•{▼-5}

A specific gender or genetic group, be it a caste or a sub species holds power exclusively. Any threat to this hegemon will be treated as a break of natural law with effective consequences levied, and the mere imposition the inferior components of the native population could hold power is in of itself an affront.

### [Neuter Dominance]<sup>[53]</sup>•{▼-5}

Power lies not in what is given but what is taken, with a subset of the population that is deliberately altered holding most if not all power. Such groups will fall in the minority and will likely have some petty immunities to lesser instincts. This is not to say such would be immune to corruption, but such sacrificial leadership will have an edge in focus and avoiding the creeping rot of the slow fall.

### [Unset Playing Field]<sup>[53]</sup>•{▲+3}

There is no 'set standard' for leadership in this day and age or if there is it has lost all of its former weight. The powers that be rise and fall upon cruel winds of fate without firmly defined class hierarchies groups that dominate the lead. Whatever prevailing stock setup comes will not come from any philosophical dominance but luck and luck alone.

### [Lineage Based Hierarchies]<sup>[54]</sup>•{▼-5}

The ruling class is dictated upon lineage and descent, with the lower genetic fluided sorts being unfit for any position of leadership. No doubt in past ages the lineage progenitors altered the world, or at the very least convinced everyone that they did. Such societies will be more reactionary in make, with many unfitting sorts holding power. At least some will come to power by luck of birth that will act worthy of the title.

### [Knowledge Based Hierarchies]<sup>[54]</sup>•{▼-1}

Wisdom, learning and knowledge determine the upper class, with rigorous meritocracy weeding out the unfit and idiotic. The exact specifics may vary from locale to locale with either teachers, philosophers, hermeticists or simply those guaranteed by the learned holding power. While idyllic scrutiny will reveal the flaws in such a system that are exploited by those within certain circles or can play the face of a knowledgeable individual.

### [Legalistic Hierarchies]<sup>[54]</sup>•{▲+1}{▼-1}

Rule of law extends far above all other rules. The set in stone principle may be cruel, harsh and unforgiving but at least it is known and implicit. Even the highest social climes will be subject to those laws, and those who act outside of them will be swiftly dealt with. Such a code may be learned and could prove to be a life saver if trouble finds its way to you. As it inevitably does.

### [Seniority Based Hierarchies]<sup>[54]</sup>•{▼-3}

Local societies tend to follow seniority, as the foolishness of youth allows for all manner of follies. Such will produce a slow blooded society that while stable will be terribly unprepared for external threats. The old may be tested by time but that does not make them wise or even capable leaders.

### [Communal Hierarchies]<sup>[54]</sup>•{▲+1}{▼-1}

Hierarchies are largely managed within group dynamics on a closer social level, with even the upper echelons of organization structure being softened and tenanted by such close states. Decisions are not lightly made and in-groups are treated with the utmost seriousness. Such structure however sacrifices speed and external mindset for this however, and slow decision making and a distinct 'interior' (of which societal elements shall undoubtedly find themselves outside of) will be all that matters to the communal.

### [Militaristic Hierarchies]<sup>[54]</sup>•{▲+5}

Often the line between political power and military has been non-existent, but often it is unsustainable. Regardless of how long this current state will last, it seems the native population is dominated by militaristic leadership, armies with states or highly ordered and expansionist polities. Such structures cannot exist without struggle, and conflict will find its way to your ears oft. Be it in word of distant conquests, unyielding and untenable struggles or more convoluted events to keep the insatiable state fed its fill of violence.

### [Clerical Hierarchies]<sup>[54]</sup>•{▼-3}

Much like military power, the spiritual and physical hierarchies are oft one and the same. Be it in the form of the head of state being the spiritual liege or the entirety of the infrastructure being clerical forgoing any pretense of division, the clerical hierarchy dominates much of the local society. To go against the established belief systems is will either result in one's metaphorical or literal end and even if said belief systems are of fair disposition, human history proves the written word can mean very little to those who preach it.

### [Commercial Hierarchies]<sup>[54]</sup>•{▼-5}

Wealth holds great power, but tends to not keep it. A wealthy individual might spend the whole of their life and have their riches plundered in a night, themselves killed. However, with balancing and realpolitik the space between the economic and state hierarchy can be woven together, or merged outright. Wealth, trade and all things within those spaces govern the locals. Stability is best for business, however when pressed the local authority will act much like their Terran counterparts.

### **[Political Hierarchies]<sup>[54]</sup>•{▼-3}**

An established political class exists that exists in of itself, divided from external factors though individual actors can cross the mid-spaces to rally support. This class specialization allows for full focus towards the action of government, being either chosen by some means or drawn in by existing members of the upper class. Ultimately this hierarchy is neither good nor ill, instead relying upon the machinations of actors within its structure for effectiveness.

### **[Specification Hierarchies]<sup>[54]</sup>•**

Divisions exist that have greatly shifted the nature of society on this world. Forging a path that inclines towards specialization and from there into the dominance of certain specialists. This may take the form of a technocracy wherein a society is led by scientifically gifted individuals, or a union state where various professional castes and leading groups hold most of the power. Or something stranger, developed societies take many forms.

### **[Esoteric Hierarchies]<sup>[54]</sup>•{▲+3}**

The bulk of the power-structure in most of the civilized world is deliberately obfuscated and held in such a way most lay-people have no idea whose in charge. Typically these systems are held in check by other systems, political figure-heads, military forces or religious frame-work. But it is possible that a truly developed esoteric power-structure could hide away all but the iron fist of enforcement from the world at large.

### **[Unset Hierarchies]<sup>[54]</sup>•{▲+5}**

The active nature of leadership is currently being fought over with prevailing ideals coming to heated blows over the idea of leadership. In some cases this will simply be in communication, but violence and greater struggles are in the air. Whatever prevailing order will come from those with the most support, the longest lives and the greatest weapons. Such is the way of things, sadly. For you, perhaps your own experiences and beliefs might hold some weight here. Or you could well fall to the same demagoguery as many, you are only human after all.

### **[Layered Hierarchical Setups]\***

Power structures tend not to be so entirely hegemonic they manage to obliterate all competition. Indeed some would say that such systems function best in tandem, such is the case here. Through distant intrigues, deliberate setup or grudges that simmered down into cooperation, the local hierarchies are set with multiple layers.

\*Multiple Hierarchies may be taken in different layers

### **[Mixed Hierarchical Setups]\***

Often power is handled by many hands, all on a single individual. Perhaps it is because this individual has many sets of manipulating limbs, but more likely this is metaphor, each represented ideal a different 'hand.' Political meandering, force of arms, spiritual backing, ties of kin, democratic mandate. A single ruler might possess all of these, while the successor possesses none. The local power systems are a mesh of many sub-systems from purposeful design or the passing of ages adding on new systems in spite of the old ones clinging to power.

\*Hierarchies may be combined

## **Format Socially Accepted Ideals & Values**

### **[Stability]{▼-3}**

At the end of the day, a quiet existence is something many across reality yearn for. That guarantee of continuity, that when one wakes from rest the world as it is will still be there is not a bad thing. Far from it, is the very foundation of a continuous society. But it comes with a fragility, sometimes the cost of keeping the continuous will destroy the heart of itself. Dying the slow death as things change imperishably, until only the memory of stability remains.

### **[Sensory Stimulation]{▲+1}**

Expanding the petty limits of thought tissue is not as terrible as some would believe. Shattering the fragile barriers of one's own mental state and expand the senses beyond their limits passes time and inspires the imagination outside of petty folds. The physical naturally suffers at such pursuits and individuals make poor decisions under the influence.

### **[Purity]{▼-1}**

Purity of body, purity of mind, purity of soul. Any sufficiently advanced species will come to understand the value of cleanliness and the subsequent need for 'purity' that comes with it. While advantageous in some respects, the impure can be easily degraded, be made less. Societal standards may begin potent, but time and technological advancement can render such pursuits obsolete. Such pursuits also tend to be rather lopsided.

**[Selflessness]{▲+1}{▼-1}**

The idea of either freely giving one's self, or the idea that one does not belong to them self is nothing new to even the most hardhearted human. But regardless of your personal views on such ideas they hold serious sway here and they may simply be societal ideals or they may be the cultural interpretation of internal instincts that quite literally put the group before the individual.

**[Fairness]{▲+1}{▼-1}**

The open manipulator limb analogue, give and take. Fairness is pursued by most members of the local populace either aware of that fact or ingrained in the greater cultural sphere. Most members of the native population actively work against favouritism and have a disdain for those that take what is not their due. Sacrifice can be made for fair opportunity to be reciprocated. As such those that break the social contract are subject to serious retribution, and some groups aren't worthy of fairness.

**[Industry]{▼-1}**

Fruit of labour is borne out of collective societal efforts at its apex and much of the natives focus is centred upon great labour. In most aspects it is visible, the drive to be efficient and produce, forging the most out of as little as possible. While such a shared mindset does allow for the production of great resources it also deprives many of time and focus on other pursuits. After all, you can rest when you're dead.

**[Libertat]{▲+1}{▲+3}**

Freedom. Ardent and unyielding before all other things, the unyielding discontentment against tyrants defines many of the natives as core ethos. Borne out of sundered tyrants bested in a different time or having never been truly cast into subservience from early inception, any overarching hierarchy will have great issues with corralling the populace. It should also be considered the lot of those not 'people,' with such individuals wouldn't be privileged to such freedom.

**[Obedience]{▼-3}**

Be it kind to Feudal, Bushido, or Caliphal systems or something else, the notion of respected submission is not a terribly foreign concept to a human. Even one not particularly well read. The necessity of hierarchical systems wherein subordinates follow to high degrees extends beyond conventional 'subordinates' an permeates society. Even the highest members of society are bowed, be it to concepts of their dominions, this binding nature being completely inescapable unless one escapes society entirely.

**[Comfort]{▲+1}{▼-1}**

Existence is hard and the reprieve from it can come to dominate a society as sure as any disease. But even the most Spartan of societies posses some form of comfort that is of focus, even if it is unhealthy or possessive. At the end of the day though, comfort is just that, comfort. It takes a noticeable hold in societal functions even if consciously embraced or rejected, most likely with those polarizing positions responsible for its prominence.

**[Power]{▲+3}**

Might for the sake of might, be it physical ability or armaments to clear the divide. Power is of itself a goal, societies on this world are teeming with ambitious sorts that will stop at nothing to see their goals achieved. As you can imagine, positions of power are either well-guarded or shifted rapidly, conflict by incident all too common. It's all but certain the local mode of society will obliterate itself or fade into something more sustainable.

**[Fertility]{▲+1}{▲+3}**

Fields to be ploughed, literally and metaphorically. Fertility as a pursuit and social epochal point exists even in the most primitive of societies, tending to be phased out as societies grow in technological prowess. This is by no means a guaranteed fact however, and even the most 'advanced' society may well be in contact with its roots.

**[Order]{▼-3}**

There is a way to the world, a rigid structure that is best maintained over the insidious unset chaos. Be it through law, tradition, force or other means the natives knowingly or unknowingly act in the defence of this set order of things, striking out at anything that threatens it. While the binds of such a society audibly chafe it, you as an outsider most of all, there is something to be said about surety in an enforced continuity.

**[Piety]\***

Reverence for Religious and Philosophical values may go beyond simple interaction to being interwoven into the very fabric of society. But of course what is piety without the angle of those beliefs being revered? Is it an utter contempt for the otherworldly and alien that suffuses the body? Is it rage against the heavens and a million celestial atrocities? Is it mere filial piety taken to its most extreme? Indeed, it depends on the belief behind the notion and that may take many strange faces.

**\*In the Religion and Philosophy section, taken effects are multiplied by twice when taken as values.**

**[Loyalty]{▲+1}{▼-1}**

Fulfillment of feudal vows, oaths to honour and uphold the state, binds between kin and relations. Loyalty is one of the oldest concepts and maintains a purity that few can. Even the foulest individuals that maintain a loyalty to those higher than themselves can be more than a monster. Traitors are the most wretched sorts.

**[Peace]{▲+1}{▼-3}**

Struggle in the pursuit of a non-violent existence marks many of the natives, be it simple attempts to maintain a peaceful existence or a full rigorous struggle. Pacifism as a philosophy while admirable is often doomed, unless some invariably stand outside of such ethos to defend it. But, some do manage to achieve such. Perhaps this world's fundamental nature can see that done.

**[Bravery]{▲+1}**

Be it overcoming of the self or a complete contempt for fear taken to the extreme, 'Bravery' is often a combined notion, regarded in set with other characteristics. Warriors revered combinations of bravery, might and wit. Leaders and heroic figures notable for their fearless pathing. But bravery can exist for its own sake, the multitude of local societies holding it for itself, suffusing most of society and creating a pit the weak or seemingly cowardly fall into easily.

**[Learning]{▼-1}{▼-1}**

Any advanced society in some way requires a reliance upon maintained information. But it is surprisingly easy for a society to ignore this necessity or to actively come to resent this internal element. This is not the case for the majority of the native sophonts who at least respect or even revere learning and the learned.

**[Prosperity]{▲+1}{▲+1}{▼-1}**

Wealth for the sake of wealth or something more, bounty is in of itself more than enough. Economic systems hold great sway in this world and most are forced into some position on the titanic pyramid of trade. But it is possible to rise, and the natives believe that such is worth it. Even if many don't live to see it.

**[Dominance]{▲+3}**

Jingoism and dominion are higher thought, the locust does not consider conquest, nor does the plague. It requires a guilty thought and guilty action to deliberately subjugate other living thinking creatures to such a degree control is planted throughout the entirety of their being. The natives hold a firm belief those that cannot defeat their aggressors deserve their fate, that domination or being dominated is the only way of the world. It remains to be seen if they are right.

**[Esotericism]{▲+1}{▼-1}**

That which is unseen has power, for it is what binds the universe down, weaving an unseen fabric that the physical world rests upon. Such things exist that petty mortal beings know nothing of. But where it lies remains to be seen, unfound as of yet to you. Is it cloying creeping corruption that exudes from the dark spaces in betwixt? Or is it cold and unceasing, desperate and needy for the end? Or does it even matter with how deeply it is secluded?

**[Theory Dominions]{▼-1}{▼-3}**

The natural continuation of cultural values is often codified, either in rejection, clarification or embracement of existing cultural trends. Be these religious texts or philosophical one these broad codified trends have actively risen to prominence on this world, and are responsible for any of the wider and less set ideals that are either consciously or unconsciously suffused through society. As you might be already aware, only time, grievous disaster or the complete dissolution of society can spell the abandonment of such codices. Or, perhaps the inverse.

**[Nihilistic Natures]{▼-3}**

Either consciously or unconsciously, there is an impact on the meaninglessness of actions in greater context. This is not a death blow to society as much as certain spiritualists and emotional adolescents would have you believe, being embedded in the very bedrock of sophont society. Focus falls more to the present, forcing a focus on physical nature and continued actions and throwing grander schemes to the wind. Not to say this ideal is harmless, like any ideal Nihilism taken to it's furthest conclusions is just as dangerous as any dogma. One should avoid seeing this breaking point in person, particularly if the natives possess serious weaponry.

**[Fatalistic Outcomes]{▼-5}**

Either consciously or unconsciously there is a push towards the inevitable outcome of life, forcing society into a state where the end is confronted willingly or unwillingly. Often a facet of shorter lived societies where the end is always present, this trait is usually negative, allowing sever brutality and reckless punishment. Even in societies where this trait is more balanced out it suffers a burnout. Unless coming with genetic backing, the nature of living things will always gear towards pursed survival

**[Class Structures]**{▲+1}{▼-1}{▼-1}

'Rejecting' or embracing the notion of structure based upon certain definitions, be they wealth, function, proficiency, more finite or esoteric notions comes in even the most basic of societies where any form of internal specialization takes place. The exact nature of this organization has in of itself become a core facet of society with clearly defined structures that are actively internally organized or balanced. The specifics and future of these classes may be... Tumultuous.

**[Cultural Structures]**{▲+3}{▼-1}{▼-3}

Individual groups engraved by differences in communication, structure, beliefs and other divisions will occur in even the smallest environs. To say nothing of how far removed some cultures can grow from their cousins. The native sophont situation has gone through periods of change and have developed individual cultural senses in contrast with their cousins. While this may seem silly to an outsider one need only remember the history of human conflicts to remember the smallest divides and a willing grudge can bathe the soil a flush of life-fluid.

**[An Unknown Future]**<sup>[55]</sup>{▲+5}

Perhaps ken to the brutalist soviet futurism or the unceasing millenarianism of past years, or wrought of something instead unique to this world. Whatever 'it' is, it is unceasing, a drive to forge a future as of yet unseen that compels societies to drive themselves beyond what they would have ever been capable of. Utopian, dystopian, or something in between. Perhaps it matters not, instead the long road to the unseen goal outweighs the end destination.

**[The Now]**<sup>[55]</sup>{▼-5}

Histories and ideals only serve a society as long as they do not restrain, and often they restrain so tightly they choke the life from those that carry them. It is not that the future and the past hold no weight on the locals, rather they are able to focus on the present with full focus and a level of practicality. No future exists without the road paved, no history matters without application to the current. Balance is held, for the moment anyways.

**[A Long Lost Past]**<sup>[55]</sup>{▲+3}{▼-5}{▼-1}

For long lost homelands, defeated empires or a common heritage that no longer exists, the natives venerate and hold a special place in their cultures and societies. Be it one they actively seek to one day reclaim or rebuild or something that can only ever exist in the mind now, it still exists in the way it actively and constantly defines the natives. Driving them to places their own sanity would likely reject.

**[The Individual]**<sup>[70]</sup>{▲+3}{▲+1}{▲+1}{▼-1}

Societies only exist through individuals that make them, and moral worth can only come through treatment of the individual over society. Even if this is not the case in reality, systems will exist to defend the rights of the individual and those able to present the case with sufficient charisma will be able to make great waves. Societal elites will likely have a somewhat easier time of manipulating the public spheres, as individuals their avaricious behaviour will be commendable, rather than excessive. At least the possibility of you having rights isn't so far removed here.

**[The Society]**<sup>[70]</sup>{▲+1}{▼-3}

Individuals only exist through the societies that mould them and morality follows with any individual holding value outside of their contributions to the society. Even if this is not the case in reality, the whole of native social structure is geared towards the collective good, focusing on the highest shared living level available. Societal elites will be forced to follow the collectivist structure, but the well-entrenched can still hold a great deal of power if they pay service towards the 'common good.' While you may be able to hide away in the folds of the collective your 'external' nature complicates your existence.

**[The Few]**<sup>[70]</sup>{▲+3}{▼-5}

Any pretense of higher social thought does not exist, some lives always matter more than others. At least, that is what the natives believe. Be it the upper class, the royal lineage, those with wealth or with specific traits, the 'betters' will always be worth more than the unwashed masses. Said masses are expected to suffer and perish for the elites, as that is their position. Active suppression is common and naked and the lot of the top and the bottom of society could not be any more different. There are places to hide, if you are willing to stick within the underclass at the fringes.

### [All the Hive, Only the Hive]<sup>[70]</sup>\*{▲+15}

A hive mind society is different in such a way the human mind can't rightly understand it, with even a framework ant like 'hive mind' being bound together in such a way no individual creature properly exists. They are bundled masses of grand and terrible half minds, or simpering drones connected and accelerating a single conscious. Regardless of the exact dynamic of the hive mind (left to your discovery of course), it radically alters the specifics of how the society functions. Even if you can only barely fathom it, there exists a society here. Stranger than you could ever imagine or unnervingly familiar.

**\*Hive mind must be taken with hive minds, and cannot be taken without hive minds.**

### [Refined Conditions]{▲+5}

Even between Terra's cultures, individual concepts will acquire associations and traits based upon cultural notions, evolving what might be interchangeable concepts and turning them into entire traditions. This is taken to an extreme in on this planet and the native cultural ideals and codes have immense and obfuscatory intricacies. Understanding local cultural ideals and their values will take more time. Assumption is a fatal poison for a human here.

### [Clashing Ideals]{▲+5}

Higher thought and social values are points of contention in this era on this world. Be it in a maddened shift like the reformation or something far more nightmarish like the war that followed, a battle is being laid out for the cultural core of the masses. But, at such cost, can any victor claim a moral high ground? A low pang of despair rings with how many will answer without a moments hesitation.

### [Varied Societies]\*

Naturally varied groups have varied ideas and cultural values. It would be folly to group all members of a species into a single archetype based upon their best and worst traits, no matter how satisfying it would be. Varied groups exist on this world, some you will meet, some you will not. Their histories are in the making, and their paths unset.

**\*Varied groups can be designated with varied traits. If of large and conflicting origin may be kept separate concerning point value, otherwise stay the prior stated rule applies.**

**Left to the digression of the reader so long as point division is kept 'reasonable.'**

## Status of Governmental Authority

### [Non-existent Authority]<sup>[57]</sup>•{▲+5}{▲+5}

At this level, greater authorities have never existed, been tailored to the most basic level by deliberate planning or driven to such by extreme depopulation, coming in the form of violence or disaster. Petty tribes, clans or low settlements will be the highest organized groups, with matching leadership. Such a state of affairs will not change in your lifetime bar further drastic cataclysms that wipe away what's left or drive the native Sophonts into closer proximity.

### [Local Authorities]<sup>[57]</sup>•{▲+3}{▲+3}

Petty fiefs, low kings and high chiefs with scattered holdings are the highest authorities in the range of habitation. Slight organization allows for some petty conflicts and violence as well as low trade and obligations. At this state personalism between individuals is lost and those who lead become divided from those that follow. The upper limits of social organization sits at several thousand individuals and the most basic efforts toward infrastructure and settlement planning will become possible with bodies to throw at issues.

### [Weak Authority]<sup>[57]</sup>•{▲+1}{▲+1}

In this age large towns and small cities are the highest level of organization, and from the low city states the beginnings of a civilized world are being laid in masonry. Sufficient wealth allows for specialization and greater focus of research, progressions like paved roads and plumbing, or at least the parallels of such. Warfare now reaches a level that is capable of properly obliterating the defeated component, and validating the leader through widespread cultural recounts.

### [Mild Authority]<sup>[57]</sup>•{▲+1}

Cities now exist bound together on ties of conquest, shared languages or beliefs. The nation now exists outside of the frail machinations of low rulers, with a level of continuity that allows for greater works, technical specialization of population centres and a distinguished class structure that is fairly set. Either being fragments of some greater era or rising powers wrought out of mutual violence that grow with inevitable force.

**[Great Authority]<sup>[57]</sup>{▼-3}**

The powers that be branch out firmly, able to finally extend themselves through fixed power structure, extensive support systems and a fully functioning apparatus of state. Such systems allow for some serious mobility and enhanced infrastructure to defend the state's interests, while encompassing those who perhaps do not wish to be a part of the state. If that is a possibility anyways. Goods, structures and motion should be in place to allow some small comfortable existence, if one can hide away. If not then exposure in such a zone allows a level of unwelcome focus. Authorities will have far reaching control.

**[Imperial Authority]<sup>[57]</sup>{▼-3}{▼-5}**

Hegemons of grievous power rule over the known world, with only a handful of leaders essentially dominating the rest of the world. Contention between these powers no doubt could plunge the world into conflicts of untold horror, but in the same right the accessible world is being knit together tighter than it has ever been. While trade and culture benefit from such, and mobility allows most of the world to be traversed by any sufficiently determined individual, word of your existence can spread all across the meaningful world now. Unless you remove yourself from society entirely at least.

**[All Encompassing Authority]<sup>[57]</sup>{▲+1}{▼-5}{▼-15}**

The world is dominated by a single power, and all dominions of civilization or perhaps even the entire globe is held by a single political entity. The Native history to this point has been tumultuous, and either they will ascend from their cradle or collapse back amongst themselves. But that is the future, for now, for the foreseeable future you are stuck in the belly of this colossal beast. All the world has been opened up, but if you are found out there is no possible place to hide. Unless you are willing to flee to the fringes of the 'known world.'

**[Benevolent Authority]<sup>[58]</sup>{▼-3}{▼-5}**

The leaders and authorities have no other interest than the betterment of those they lead. The masses benefit from this mandate, and aside a few dissident minorities the leadership is largely beloved for their rule. While your existence is still problematic, you can at least rest easy knowing the ruler signing off on your euthanization does so for the good of his dependants.

**[Pragmatic Authority]<sup>[58]</sup>{▼-1}**

Often good is borne out of pragmatic function, the masses eased and given labour and food not out of a desire to see them contented, but for their wrath to be set down. Such is the rule of the current leadership. Compromise, concession, the iron manipulator analogue in a silk garment. Your existence is still a threat of course, but if you're put down you won't be put down out of malice. Whatever that is worth.

**[Tyrannical Authority]<sup>[58]</sup>{▲+3}{▼-5}**

Power is abused to the fullest extent by those who hold it, and leadership is a constant unending stream of strongmen, demagogues, insane individuals and the occasional builder who prevents the bloated system from collapsing on itself. Power is kept wholly by individuals with zeal, a willingness to eliminate any opposition or a population that cannot resist anything the controlling few make of them. Such an authority is likely to spell the end of the current era if something does not change.

**[Chaotic Authority]<sup>[58]</sup>{▲+5}{▼-1}**

Leadership is a mess of overlapping powers with different issues wanting to be pushed and different ideals. Internal strife is just as dangerous as any external threat and the political structure is a battlefield. Many factions exist to exploit the chaos to their benefit, all the while the common individual struggles to make do.

**[Corrupt Authority]<sup>[58]</sup>{▲+1}{▼-1}{▼-5}{▼-3}**

Blatant and forward corruption that supersedes legal codes degrades all but those at the very top of the pyramid, as those who rose to the top of such a system had no interior to sully. The wheels are greased at every turn, and those who cannot afford to do so must find alternatives or they'll be left out in the cold.

**[Populace Mandated Authority]<sup>[59]</sup>{▲+1}{▲+1}{▼-1}{▼-1}**

Legitimacy is derived from the masses in some form or another, be it in that just being stated as such or through elections of some sort. While this may be a total sham at least there is some inclination to recompense the masses for their 'trust' or more likely begrudging tolerance of the authorities.

[Divine Right Authority]<sup>[59]</sup>{▲+1}{▼-3}{▼-1}{▼-3}

Authority is derived from the spiritual realm, those who rule being allegedly guided by the divine, or simply granted the right to rule by such. Regardless a good amount of stability can be derived from such a mandate. At least until things become so forgone that a new individual appears claiming he's the one chosen by the holy undulating phallus.

[Strength Based Authority]<sup>[59]</sup>{▲+5}

Raw force governs who rules. Juntas being a common sight when one strong character finally grows infirm enough that his underlings seek to take power for themselves. Loyalty at the end of the day is only good as long as there is force to back it and if a governing individual falls from grace, none will save him. The only saving grace in this is that power transition will at least be faster and safer than it would be in other circumstances. Somewhat.

[Mixed Authority]<sup>[59]</sup>{▲+3}{▲+1}{▼-1}

Authority draws from a number of mindsets to re-enforce their legitimacy, maintaining more flexible systems to keep power. Most human history is marked with such powers that drew authority from all aspects that they could, creating a pillarized society with rulers attempting to satiate each pillar.

[Transitioned Hierarchical Authority]<sup>[59]</sup>\*

Unofficial Hierarchies can in time become authorities unto themselves. Deriving power through modes that perhaps wouldn't otherwise support it, a history of successful backing in the society has allowed that hierarchical structure to persist long enough it is in of itself a form of legitimacy.

\*A chosen hierarchy can be picked as an authority, multiplying its value by 2

[Alternative Authority]<sup>[59]</sup>{▲+3}{▲+3}

Legitimacy is an odd thing. It can be derived from all manner of places that a human might consider nonsensical. But then again, the same could be said on the inverse. After all, what is a constitution if not a gilded piece of old page? What is a crown if not shaped metal and a throne if not shaped wood? There are other, stranger means to rule.

[United Authority]<sup>[60]</sup>•{▼-1}

The powers that be are cohesive and unified, at least where you are. At least for the moment. This may change but whoever stands dominant has the entire apparatus of the governing body behind them. For good or for ill depending on their intentions.

[Segmented Authority]<sup>[60]</sup>•{▲+1}{▲+1}

The powers that be are divided into various segments that form the whole apparatus of the state. The disorganization slows the reactions of the governing body but it also prevents abuses and allows the state to react to potential abuses by malicious agents and groups.

[Pillarized Authority]<sup>[60]</sup>•{▲+1}{▼-1}

The powers that be and large portions of society are organized around large internal 'pillars' that various political factions organize. These factions ultimately divide up large segments of society, supporting its weight like pillars but isolating the pillars from one another. These pillars are self-sufficient for the most part, and while a bit troublesome an outsider could take advantage of the societal divides.

[Deteriorating Authority]<sup>[60]</sup>•{▲+3}{▼-3}

Whatever authority exists it is actively losing ground to lesser authorities or degrading outright. Such is to be expected of all states eventually. Anything that is built will one day fall to pieces, physical and less so. That is not an evil thing, unfortunately it tends to come with a great loss of life.

## Common Form of Belief Systems and Philosophies

[Promise of Paradise]{▼-1}

Life is full of pain and misery, it goes on and on, without reason, without purpose. Humans often wondered in their wretched and parasitic riddled forms what could possibly make this existence worth the pain. The natives have found an answer similar to one humans found. After the wretched mortal coil there exists a gentler existence. At least, to those that deserve it.

### **[Redemption in Death]{▼-1}**

The end of the mortal extension always carries great cultural weight. Most often it is a negative thing, something to be undone and defeated. But for some and many members of the native populace it is not. It is a tool, a death can be used to recompense those wronged, and give life to where it is not. Redemption for some can only be found in meeting doom face first with fangs bared upwards.

### **[Death Satiates the Void]{▼-3}**

Void hungers beyond the pangs of life, a circling scavenger waiting for all things to come crashing down. For it will eat everything one day, taking away all the good things you know, all the good things you care for. If it waits for too long it grows hungry, it grows impatient. Death must be fed, to keep the hungering cold at bay. Regardless of if you want to, it must be done, lest it starve and finally begin hunting for itself.

### **[Perpetuity of Conflict]{▲+3}**

Struggle is the natural way of things, be it violence or simply the struggle to survive in a world that often tries its hardest to destroy those living upon it. There exists a militancy and a tenacity to face it, taken to a degree where mortal ails fall short. Can one find fault in this when you yourself have been thrust into such a position?

### **[Abstinence from Violence]{▼-3}**

Admirable, unreasonable, held to a select few or nakedly hypocritical, there are traditions formed around passivity and the active rejection of conflict. While in some sense codified there are bound to be certain fallbacks and cultural shortcomings, even in sophonts of passive origin. A level of aggression and conflict rose them to sapience as surely as it did your ancestors. Yet in the same right there will always be those who struggle hardest to avoid the fallout of violence and pain.

### **[Piety through Pain]{▲+1}{▲+3}**

Pain is something experienced by even the most basic life forms, for it is advantageous. Pain informs the body something is wrong and while xenos creatures won't share the specifics of human pain it would be madness to assume they would not have their own. Locals cultures revere pain as an outlet to natural suffering, to be in pain is to be a walking act of piety, drawing the ire of the unfeeling world. To be in pain is to be alive.

### **[Submission to Authority]{▲+1}{▼-3}**

Humility and submission to the powers that be is a desirable trait in many respects, as any society built upon rebellion is one that is inevitably doomed. This goes beyond simply having a necessary built submission to a philosophical core of the social and theocratic framework. There is a natural hierarchy to the universe, some are meant to serve, others to lead, all under the framework of heaven.

### **[Rebellion Against Physicality]{▲+3}**

The physical world is enslavement, no loving creature would force any spirit to inhabit this plane. To be put here was an act of malice by whatever cruel tyrant dwells at the highest level of reality. Or, perhaps this was never meant to be, as the 'tyrant' is simply a usurper. Regardless of the intricacies, reality is to be fought against, the meaty holding cells that entomb the spiritual core treated with the bare minimum respects until they can be shed. Perhaps then when the last life ends, all the spirits that be may finally be able to strike down the celestial demagogue.

### **[Unrelenting Sacrifice]{▲+1}**

Give is the way of things, give allows for motion, give allows for change. Give is sacrifice, sacrifice of energy to accomplish tasks, sacrifice of thought to plan ahead. It would be folly to assume sacrifice is not a universal constant. The notion of sacrifice may manifest in offerings to the powers that be, 'metaphorical' sacrifices or literal ones that can go up to members of the native population.

### **[The Needing Self]{▼-3}**

There exists a focus upon the individual in most mindsets, be this in a healthy sense that understands any group is composed of individuals, or it may be taken to extremes. Granting sanction to the most brutal of behaviours and actions on grounds they serve one's person in one way or another. A well developed tradition of this breed may balance a truly Lolthique society, while a recent traction could be entirely unsustainable.

### **[Heroic Cycles]{▲+1}{▲+1}**

Those larger than life figures still hold great sway on their alleged descendants in cultural and religious sense, being of significant importance that may even exceed any diefic forces. The human cultural heroes once strode beyond the realms of life and death, brought fire to the world and forged lands. For a world with its own nature there is no reason such parallel figures will not exist here. Taken to the sophonts and the world itself, one will find themselves in the shadow of such figures good and ill. More often the latter.

### **[Reverence of the Peon]{▲+1}{▼-1}**

There are traditions that veer away from more 'grand' figures and focus towards the small individuals, the lowly criminal, the terminally ill, the broken slave and the like. Such a focus allows humanization, though appeals less to members of 'higher' social strata. This may manifest in humble origins of belief systems, glorification ideals of the lower social elements or minority cults to the lower members of society that are irrevocably rooted in the lower elements.

### **[Glories and Royal Strains]{▲+1}**

There are traditions that embolden and brazenly felicitate the ideals of grandiose leaders and figures. Be these kings, great heroes or literal deities they posit a focus towards larger things that, admittedly most of the social structure will only ever experience the imitative boot of. Ambition may lead to many things and those pursuing such legacies may occasionally secure a place among them. But more often they fall short, and the lesser elements of society can become divided from this legacy.

### **[Ancestral Ties]{▼-1}**

The reverence, consideration or even active worship of one's genetic progenitors and their greatest ancestral ties is commonplace in most of the known world, actively forcing certain considerations in much of society. The greatest examples of these ancestors may even be considered diefic or hold subsidiary roles.

### **[Purity of Spirit]{▼-1}**

Spiritual 'purity' if it could be called such tends to reflect more on the mental sphere rather than true Gnosis. It is the cultivation of societal virtues, be they harmful or not to a point of excess. Naturally the 'impure' are to be looked down upon, pitied at best (if the natives even have a concept of pity) or at worst actively treated with contempt. Perhaps entire classes of unmentionable exist, unable to know the pure state.

### **[Continuity]{▲+1}{▼-3}**

The idea of survival and continuation oft inspires maddened paranoia in those with power, while those without scramble to keep what they have. Proselytization will be common in larger groups while smaller ones will scramble to hold identities. Casting off old beliefs in favour of new ones will be prohibited on pain of expulsion, metaphorical death or literal death. Even in its more relaxed invocations, this sort of state can cloy as any creeping vine.

### **[Procreation Focus]{▲+3}**

Any social group made with a desire to survive is going to focus its efforts towards procreation. However stringent fertility may become something carried in its own right, oozing from every crevice and orifice. This may manifest in direct carnal dispositions if the reproductive systems are somewhat similar to your human ones, or it may be a different beast altogether. Life is meant to be spread, with great force and numbers.

### **[Kin In Suffering]{▲+3}**

To know the self is to know anguish, higher life is connected in that. Animals, the natives, spirits and gods. Even you suffer, and that allows for some small kinship. Even if this fact is actively denied by some, there remains a kinship between the natives and you that most will acknowledge. We who have crossed the gaps between spaces, be they small or large share that small tie.

### **[The True Race]{▼-3}**

It is the firm belief of many locals that they are a superior race, out of genetic superiority or divine right. Authority perhaps is even directly derived from themselves and fictional (or real) races are meant to exist in subservience. At best. Undesirables are to be removed or obliterated, and an unhealthy amount of pride is put upon their own racial merits. Such beliefs will be deep seated and while they may be undone in a few, such things tend to be deeply implanted.

### **[One and the Same, What Was Will Be]{▲+1}{▲+1}{▼-1}{▼-1}**

Time is not straightforward, if it even exists. It winds itself into chains held within chains, nothing truly beginning and nothing truly ending. Individuals do not die, they fall into their most basic parts, physical and spiritual and when they are dust such dust slowly crawls back towards thought and motion. Reincarnation, fortune and other concepts you hold may find parallels among the natives. Or perhaps their beliefs are far stranger. Regardless, the vastness of the cosmos may come easier to them than it does to your own kind.

### **[The Unknowable Truths]{▲+1}{▼-1}**

There are things beyond mortal ken, the petty fallible concerns of the weak and insipid cannot stand before the wretched horrors that dwell outside of dreams. That has been. That will always be. Until the last star goes out and those nightmarish entities that only know hate for existence end the sin of creation. Some things are not meant to be known. To go searching for such is to ask for a fate worse than death.

**[Known 'Natural' Hierarchies]{▼-3}**

Certain structures of the society are held as sanctioned, be they broad organizational structures or extensive orders that veer into full slave structures. Such mandate grants great legitimacy to a society, so much so that when done perfectly even the lowest slave will be unable to imagine another system. But in the same right such systems naturally stagnate, forcing a continued adherence to systems which technological advancements render increasingly obsolete.

**[Hedonism]{▲+3}**

What are the senses for if not use? To be pushed beyond the frail mundanity of the daily cycles to something only a sapient mind can fully appreciate is important- no it is essential that the limits of sense be shattered. To go beyond petty fragility and break the mind is enough. Then, what is broken is reformed, to pursue the next high.

**[Asceticism]{▲+1}{▼-1}**

Sense fails the body and the mind alike, restraint meant to be made primary. There exists more to being than what is felt by the senses, more often than not they cloud this hidden realm and the pedantic mewlings of indulgence are to be ignored. At least by those disciples of institutions that seek to rise above physical concerns. Or, to master them. Just as hedonism may take many forms, so too does Asceticism.

**[An End to All Things]{▲+1}{▼-1}**

Be it a day of Judgment where all living things are weighed upon their actions, a grand battle of entities celestial and chthonic or simply an end. In many local systems there is a belief in an inevitable end-state, where all actors and followers are called, be they living, dead, resurrected or compounded into a horrific figure. Such millenarianism can move the whole of society around these 'prophecies' or they may simply provide a grounding. The nature of the end times and those who believe it largely shapes this.

**[Uncaring Spheres]{▲+1}{▲+3}{▼-1}**

What exists in the spiritual realm does not concern the moral coil, as the inhabitants of such a plane would not concern themselves with physicality. Existence as it is perceived is enough, there is no need for wild tales and unnecessary imaginings of the unseen. Such holds no value when there is labour to be done.

**[A Speck of Dust]{▲+1}{▲+1}{▼-1}{▼-1}**

Insignificance is a core part of the native creed, reality is so vast and deep that ultimately any attempt to rise beyond the dot the world would be futile. Perhaps even harmful to those pitiable few of foolhardy ambition. All that is of the native population will be born on this world, and all that is them will die there. You may break this notion for a few, but for most this will be unshakable.

**[Omnipresent Divine]{▼-1}{▼-3}**

The power of the divine exists in all things. Perhaps a part of an omniscient and all powerful entity of questionable but unshakable morality, or simply a part of an interconnected spiritual plane of existence. Whatever the case these beliefs create a stubborn binding that can make life easier or much much harder. Those that dissent from such assured beliefs will at best be shunned.

**[Philosophical Supremacy]{▼-3}{▼-1}**

Spirits, gods and fate might play some part in things but the true weight of things lies in philosophy. Learned individuals and proponents of such philosophies the natives harbour will hold the greatest weight in society bar the physical ruling classes and houses of learning will vie for support from said elites.

**[No Spirits, No Gods]{▲+3}{▲+1}{▲+3}**

Spiritual elements do not really exist in the native society, having been actively expunged or never having been developed in the first place. What can be held, what can be observed, that is what matters. Some might hold views of an unseen world, but they are actively mocked for their beliefs.

**[Legalistic Pursuit]{▲+3}{▼-3}**

Law plays an important part in the realm of spirituality and philosophy, going to to be one of the foremost tenants of many mainstream schools. While such laws may be convoluted and unfair they'll be laid out in such a way that any learned individual can learn enough to avoid running into trouble. As well those who abide by such pursuits will usually be in touch with the common population through arbitration.

**[Mythic Strains]{▲+1}{▲+1}{▲+1}**

Even the most physical bases of spiritual or religious groups will come mired in mysticism. What can be seen and what can't be seen are both vital to thinking creatures, and only the most arrogant fools would deny the powers of the unseen. They, the spiritual, must be abated and appeased, bargained with and submitted towards, for they are far beyond the mortal coil.

**[Applicable Stories]{▼-1}**

There is grounding in most spiritual and philosophical works, keeping a focus aimed more towards the soil. In some cases these may be literal allegories with useful information even you could take advantage of. While this does tie the nature of these beliefs close to the land, they also date them. As a society progresses and the fundamental way of being changes it runs the risk of distancing and estranging the sophonts from their beliefs.

**[Iconoclastic Motion]{▲+1}**

There exists a serious strain of local belief systems that abhors symbolism and extensive physical reverences. Be this a response to decadence with clear empiric grounding, more spiritual bindings that reject the physical idolatry or more esoteric systems. Depending on the exact nature of this strain it may burn out in time, or come to establish its own bases as a new system of iconography by sheer success.

**[Animistic Motion]{▲+1}**

The local belief and even philosophical systems are rife with intricacies and lesser entities, forcing one to be at least more receptive to the notions of innumerable small forms. Be these active deities, forces of nature given name, lesser phenomena or even just lesser ghosts they persist throughout local society. This trend is commonplace in most under developed societies, but given time some entities will rise with their patrons, attaining higher positions.

**[Secular and Spiritual Union]<sup>[61]</sup>{▲+3}**

Physical and spiritual power is united into one coherent system in most places, either under a shared model or a shared belief system that denies separation of military, spiritual and political power. All are technically one and the same, being extended functions of a core legitimizing power. Such systems are like to be rife with abuses and coveted by any with an interest in power. This way of thinking also has a nasty way of legitimizing power abuses and atrocities.

**[Priestly Hierarchies]<sup>[61]</sup>{▼-3}**

Spiritual power and even philosophical power lies in orderly and independent organizations. Such Hierarchies will be flexile, being untied from more physical affairs they may well outlast any existing political structures that criticize them. However they can also become disconnected from affairs, with their own internal intrigues and questionable attitudes on the common individual.

**[Untended and Archaic]<sup>[61]</sup>{▲+3}**

Spiritual power lies displaced and widespread across individual and regional structures. Individual temples, shrines, cities and cohesive groups will have their own structures concerning leadership and succession, and will be disinterested in notions of higher cooperation. Such a way of things likely hasn't changed in years, and is not like to change any time soon.

**[One With the People]<sup>[61]</sup>{▲+5}**

Spirituality and philosophy exist on the very lowest level in terms of structure, with any higher forms of organization not existing or being actively prohibited. Systems will be tied to family units (if such things exists) individual enterprises and the smallest of organizations.

**[Syncretic]<sup>[62]</sup>{▲+3}**

The current spiritual clime blends together, with ideas, spirits and deities crossing borders between states and cultures to influence the greater whole. Any locale with access to travel and trade routes will contribute to the natural spread and new ideas will at least be acknowledged by existing clerical authorities. There may be flexile religions or it could be possible nothing so concrete exists.

**[Unyielding]<sup>[62]</sup>{▲+5}**

The current spiritual clime is hostile bordering on homicidal, or even beyond that. The external, the alien, it is refused at every turn, battered, mocked, destroyed. There is no room for it. There is no place. It is unwanted. Strict orthodoxy and a general refusal of new ideas are common themes, leading to a highly balkanized status quo of hostile factions, or worse a single unified bloc that controls much and will only fail through rotting degradation.

## Legalistic Currents

### [No Legal Standards]<sup>[82]</sup>. \*{▲+3}

Only in the most primitive, hard-coded or broken down societies is there no legal standard. Such a lack of code naturally allows a society where almost anything goes. Of course, that does not throw logic out the window. The eating of ones children for instance is rather counter productive, the reckless beating of slaves ends when something finally snaps. Typically the former master's spinal column. For the moment such behaviours only punish themselves and only time will allow some system to form (or reform if worse has come to worse.)

\*The rest of this section may be ignored.

### [Unwritten Codes]<sup>[82]</sup>. {▲+3}{▲+1}{▼-1}

Oral traditions and general cultural agreements provide the bedrock of most simple societies, and even more advanced societies will maintain unwritten agreements that exist outside of stated laws. These codes while nebulous can be learned in time, though never so fully as if one had been born and raised into such a society. Here the failings of such a system can become apparent when strong members of society and leadership actively change the nature of these agreements or violate them. And often it is easier to 'hand-wave' codes without physical presence.

### [Simplistic Stated Codes]<sup>[82]</sup>. {▼-3}

In line with Khammurabi's works and the basic commandments of early religions. There is a physical and hard set legal basis that you can actively reference and if you are granted the privilege of person-hood use to defend yourself. But this is a double edged sword, simplicity and the surrounding legal apparatus will no doubt be exploited by controlling parties and no matter how well constructed a system is time will render it defunct with new systems and transitioning powers to over-ride the codes.

### [Advanced Legal Structures]<sup>[82]</sup>. {▼-5}

An overarching and advanced legal system exists with the vast majority of its laws accessible. But to such a degree where legal professionalism will become impossible to ignore. While this could be considered the system with the highest degree of order it is hardly fair by default as many 'well-ordered' human slaves could tell you. Still if one is considered a person a level of rights and freedoms could be hypothetically derived.

### [The Living Law]<sup>[83]</sup>. {▲+1}{▲+1}{▼-1}

The legal code is organic in most of the world, derived from a consolidated series of natural rulings. Well-set and extremely acclimatized to the individuals who govern and are governed by. These systems tend to be more autonomous though that is not set, simply a product of the fact this organic system is the most naturally derived if no other systems are established. Given enough time and that void a system will almost certainly emerge unless sophonts degrade from being sophonts.

### [Governing Command Law]<sup>[83]</sup>. {▲+1}{▼-1}

The law of the land is dictated directly by the authorities without external interference. While this consolidates the power of that ruling party this produces a fine line that can be crossed. Tyrannical and nonsensical laws could be outright ignored outside of the ruling parties entryways, and ambitious types can make use of such discontent to make a usurpation easier. The law is at the end of the day a tool used by the ruling powers, how well they use it guaranteeing their perpetuance or their downfall.

### [Constitutional Law]<sup>[83]</sup>. {▲+3}{▼-1}{▼-3}

A law of agreements and concessions, the law has a direct basis from which other elements of its being are derived. A constitutional law is more flexible than command law and generally more tenable than a living law being centred around a core series of agreements, however at the end of the day these agreements are just that. Without backing a constitutional legal system can quickly collapse, and there is no guarantee of its worth over any other code.

### [Religious Grounding]<sup>[84]</sup>. {▼-1}{▼-1}

The fundamental groundwork by which the legal systems are based upon is explicitly religious or philosophical to the point a human would have trouble distinguishing the two. Directly emphasizing the prescribed text in most cases throughout the civilized world, this direct framework emphasizes and easily keeps the population more in tuned with the source material. Of course, these legal systems age as well as the wells they draw from, and even the most advanced and fore-thinking theologians and philosophers will be unable to truly predict the future.

### **[Moral Grounding]<sup>[84]</sup>{▲+1}{▼-1}**

The notion of what is legal is derived (at face value) from what is 'moral.' Moral can mean all manner of things, but it is typically aligned with the cultural values, the broader interests of dominant groups and some framework brought on or influenced by belief systems. Of course even in the finest system what is 'moral' can be hotly contested. At the end of the day any 'moral' frame-work will only be as level as the individuals behind it.

### **[Control Grounding]<sup>[84]</sup>{▲+1}{▼-3}**

Legality comes from control of society, 'justice' being what is balanced for the greater whole. While far from ideal and often gleefully willing to sacrifice individuals for the sake of 'collective' function, the metaphorical hammer sometimes works. Even if a multitude of metaphorical 'nails' persists in every corner. The effectiveness and empathy of such a system will be only as grounded as those behind it, but in the inverse there is no true 'final' depth to how far some will sink to retain control.

### **[Unset Grounding]<sup>[84]</sup>{▲+3}**

There is much divide in between legal rules, even those belonging to the same systems. Born of recent events, far reaching social changes or a genuine long-form struggle between elements of society over what is favoured, the resulting system is unfortunately poorly understood and unpredictable. Something no doubt exploited by those who in this time can do the exploiting. Be they those outside the law or those 'enforcing' it.

### **[Arbitrary Grounding]<sup>[84]</sup>{▼-5}**

"Law" could hardly be called such, it would seem these days that the current order is little more than banditry in a way that would make Augustine of Hippo weep. At best they might be banditry with 'order' coming at the cost of what might best be viewed as glib cruelty. Such a state is not taken lightly and more often than not 'law' only extends within the enforcement's direct line of sight. Such a state is born of truly terrible times, a youngness in age or a total collapse from former 'lawful' and weaker times.

### **[Legalist Arbitrated Meetings]{▲+1}{▼-1}**

There exist systems not dissimilar to a human court system wherein legal disputes between persons and between greater organizations are resolved. Even if this is only for showmanship and the outcomes are already decided, such a system does provide a veneer of legitimacy and even the most flawed 'court' has a chance for the unexpectedly proper arbitration.

### **[Independent Arbitrated Meetings]{▲+1}{▼-1}{▼-1}**

There exist in most places a series of 'independent' resolvers that may or may not be dissimilar to 'sheriffs' and similar positions. Alternatively this position may simply be held by communal appointment or of governing selection. This system is much simpler and blunter than an official legal arbitration system and may even exist as a subsidiary of one that only exists for 'major' issues. This system will usually be rife with abuse and favouritism, but some may take their positions seriously.

### **[Culturally Resolved Meetings]{▲+3}**

Cultural traditions exist to investigate and resolve both general breaks against legal codes and between individual entities. These traditions may take all manner of forms, and be defined by all matter of rules. However this format will typically favour members of the cultural group, allowing a level of internal cultural primacy.

### **[Duelling Meetings]{▲+3}**

There exist systems in many locales that allow personal combat to be used as a means of resolving disputes. This method is typically highly standardized with disqualification and 'admission of guild' coming of breaks in conduct. Naturally this allows a level of primacy in society held by physically able and aggressive individuals, though the dangers of such duels will cull many of these members, even if the duels are not by default to the death.

### **[Perverse Meetings]{▲+3}**

Sexual functions as a means of resolving conflict in either ritualistic or conflicting means is common form for the native sophonts, creating an unusual landscape for conflict resolution. The ultimate benefactor class of this element depends on the nature of the function, but it can manifest in many ways be it in stamina, endurance, sensitivity or baited conflict. The existence of such meetings and preceding will also create an easier path to the use of sexual actions for punishment, if the greater culture at large supports it.

### **[Deliberately Obscured Meetings]{▼-1}{▼-1}**

Proceedings of disputes and breaks in order are secluded, either privately resolved away from the public sphere or held in absolute secrecy. An air of privacy exists in such matters, enforced broadly by societal nature or by actual established codes.

### **[Public Function Meetings]{▲+1}**

There is a nakedness to the function of legal actions. Be this in the actual eye of the public or even including bystanders. The exact level of audience participation depends upon the actual method of judgment. Be it acting like a human jury, voicing opinions on the precedes to the arbitrator, simply watching from the sidelines or... 'Assisting' in certain 'actions.'

## **Social Facets; Broad Cultural Outlines**

### **[Individual Choice Mating]<sup>[56]</sup>{▲+1}{▼-1}**

It is left to the individual to deal with their mating principles. The systems that exist are largely relaxed, predicated upon the natives deciding who to care for and procreate with by themselves. While there can still be serious pressure to follow certain venues it remains up to the one to make their own decisions with another, or others.

**\*If no sexual reproduction exists ignore affiliated sections**

### **[Societal Structure Mandate Mating]<sup>[56]</sup>{▲+1}{▼-1}{▼-3}**

The greater society dictates who mates with who, perhaps in the form of government mandated breeding, or ordained pairings selected by officials. No doubt such a system is rife with abuses, but geared to better fit convoluted reproduction systems.

### **[Gain Mandate Mating]<sup>[56]</sup>{▲+1}{▼-1}**

In the current day the act of reproduction is closely tied to economic or political gain, offspring are expected to produce a return to investment in either labour or 'dowry' and a level of removal is given to notions of romance. Such only diminishes the market value of investments, at least in theory. Any human familiar with their own history of romance will understand these systems create natural drag-back.

### **[Command Mandate Mating]<sup>[56]</sup>{▲+1}{▼-1}**

Direct control of the reproduction lies in lesser power structures, such as clans and kin units. Leaders of these groups will have strict control over who their members act in relation with, and those that disobey will likely be cast out of said groups. While less restrictive than a general authority the potential for individual cruelty is far from abated.

### **[Biological Mandate Mating]<sup>[56]</sup>{▲+3}{▲+3}{▲+1}**

More primal instincts govern the function of reproduction and markings or chemical functions retain primacy. With all the issues that this produces it removes the troublesome question of choice from the equation, with of course your own ability to choose possibly being removed if you're in the wrong location at the wrong time.

### **[Outer Mandate]<sup>[56]</sup>{▲+3}**

Concerning social structure around mating, there's a near endless stream of possibilities a society could employ to deal with the many issues surrounding the topic. But of course, that lies in your perception.

### **[Overt and Undercurrent Behaviour Mating]{▲+3}**

There are accepted currents and there are currents that are actively clamped down upon. Multiple mandates may exist but only one can have official status. Existing hierarchies will fight against such degenerate undercurrents, regardless of what they are. Can love or capitalism bloom in the underworks?

### **[Socially Accepted Binding Rituals]<sup>[85]</sup>{▲+1}**

The notion of social bindings between partners is broadly positive and while not endorsed considered a positive social aspect. A multitude of such variant actions likely exist along with multiple positions on the nature of such rituals ranging from negative to the belief it should be made obligatory. One could consider some of these rituals closest to a human marriage though the exact mandate by which mating takes place is likely to be a factor.

**[Enforced Binding Rituals]<sup>[85]</sup>•{▲+1}{▼-1}{▼-1}**

Mating partners are directly enforced into group bindings and can suffer punishment if found to be performing the action outside of sanctioned bindings. The exact social definition of such rituals will directly shape the nature of this status quo, for instance if the binding ritual exists purely to ensure reproduction then non-reproductive pairs will suffer seriously and any pairing that would not promote reproduction would be vetoed outright.

**[Unset or Non-present Binding Rituals]<sup>[85]</sup>•{▲+1}{▲+1}**

The traditions of pairing rituals vary wildly to the point they cannot be considered to count in any broad social sense, or are irrelevant to the current social scheme. Possibly in the primitive sense or the sense they have yet to catch on in full. The social format of the society follows without it regardless in a broad sense, while on the lower scale of things things will be dependent upon local and individual conditions.

**[Set Organized Social Units]<sup>[86]</sup>•{▼-5}**

Any human will be familiar with the notion of the family, even if the word takes many different meanings. In a similar sense the nature of social organization for the locals sophonts has a relatively standard 'base' social unit by which the social bedrock organizes itself. But it will be formatted in sense to the nature of the local sophonts, and with a broad enforcement that degrades those who fit outside of it.

**[Chafing Organizational Groups]<sup>[86]</sup>•{▲+3}{▼-3}**

The social make-ups 'base' has either through growing societal constraints or external factors become so firmly set that breaking it is a societal offence and existing outside of such groups isolates the individual at best. At worst there are sever ramifications for deviations, constraining even those groups that exist in the format but 'do not fit' well enough. Likely this state will not last forever and may already be degrading but it will serve as a noticeable fixture that polarizes society around you on the fringes.

**[Flexile Social Organization]<sup>[86]</sup>•{▲+3}{▲+1}{▼-3}**

The exact baseline social group is defined but not necessarily strict, allowing individual motion in these groups. Allowing parting and entrance to acclimate needs and interests of individual social members and generally creating a much more relaxed social structure. At least where this basic level of organization is concerned.

**[Chaotic Social Grouping]<sup>[86]</sup>•{▲+5}**

There is active conflict in the social sphere over the nature of base social groups as broader trends shift society. Be this spiritual beliefs that conflict to the former absolute status quo, changes in population dispersal or broader cultural changes. The nature of the conflict and the various positions can vary wildly, however there is a certainty that even one such as yourself who sits entirely outside of the conflict will find themselves aware and even pressed upon it.

**[Unset or Non-present Social Grouping]<sup>[86]</sup>•{▲+5}{▲+1}{▲+3}**

Be it through a lack of need, broad cultural divides that leave assumptions impossible or a lack of social development there is no 'base' social grouping. The nature of social organization will vary depending on how exactly the numerous smaller groups organize themselves, leaving little room for assumptions.

**[Legalistic Locking Nature]{▼-3}**

Ties that bind do so with backing of societal codes however they are established in the most basic terms, with the varying positions established holding various weights, responsibilities and privileges in a legal sense. These ties are also held together by legal nature, though it may be this is simply by default, rather than legal consequence.

**[Perverse Locking Nature]{▲+3}**

It's perhaps more overt to what you might be familiar with back on Terra, particularly if the exact bindings trend across human taboos, but there are certain... Binding activities that exist in common form both in bound groups and base social frame-work.

**[Biting Locking Nature]{▲+1}{▼-1}**

There is a physical binding element to the nature of social structures, possibly through actual physical violence, or perhaps through other means, physically being able to drag and carry ones spawn and partners granting right to them. No matter the specifics this physical culture naturally degrades those unable or unwilling to compete on these terms.

### **[Pragmatic Locking Nature]{▼-1}**

The social network is held together in such a way that favours its continuation and the status quo. 'Fair' is a terribly human word, with the current state of things being more than fair to the status quo. Breaking or dividing social ties is at best difficult and while strength in such bonds has some advantage, those familiar with this self-serving state will be more than familiar with this state's failings.

### **[Flexile Lockings]{▲+1}**

The base social network's are loose though still present, built on terms of a forcibly more adaptable society or a people with a troubled state that exists in most locales. While there is nothing wrong with this flexibility inherently it may be a part of a greater lacking of social trust or a culture of disposability.

### **[Traditionalistic Locking Nature]{▼-1}{▼-3}**

The weight of tradition keeps the broad of society in line with its rituals and constructs, which though it may not be enshrined in lawful terms (in full anyways) still holds a terrible amount of weight. While these traditions have lasted for ages they constrict and disallow changes for new advancements. And even the most robust traditions will not last forever, despite what some carriers would seek.

### **[Unset or Non-Present Locking Nature]{▲+1}{▲+1}{▲+1}{▼-1}**

The fundamental nature that binds together the small social units and those units to the whole of society is either so scattered between the cultures so thoroughly it cannot be counted upon or society is not developed (or designed) with those bindings in mind, be it by a strange or primitive culture. Though these constraints bind a society they provide a bedrock for it to grow upon, one you're subconsciously trained into. What will it be like in a world that breaks from this? Or is that just the smallest of the breaks?

### **[Accepted End States]{▼-3}**

Most of the local cultures share traditional 'end' states for the life of an individual. These could be applied broadly across society, perhaps demanding social members cull themselves at a certain age or if they suffer certain ailments, or it could be applied to more focused elements. For instance after a conflict war-leaders could be obliged to end themselves to prevent them from corrupting their societies. This social feature has many possibilities.

### **[Rejection of Voluntary End States]{▼-3}**

The moment a sapient is able to kill themselves, their nature is fundamentally estranged from their bestial kin. But in the local shopfront cultures in broad terms this action is forbidden, perhaps with necessity or perhaps on 'moral' grounds. Either way the notion will carry serious stigma that isn't likely to change in the near future.

### **[Set Social Contracts]<sup>[87]</sup>.{▼-5}**

The nature of the social demands upon the individual have actually been laid out in either oral or written code. This does allow a level of understanding to social interactions with the individual that is nakedly apparent, even more than most human societies. However the factors that led to this state are likely a serious influence in more broad terms, and such an apparent social contract could be naked for its harshness.

### **[Unspoken Social Contracts]<sup>[87]</sup>.{▲+1}{▼-1}**

The social contract exists, but as a series of assumptions and behaviours that time has established. This produces situations wherein actual conflicts will exist on grounds of alternate interpretations of those contracts, and often a society without internal examinations will suffer easily corrected flaws. But that is painfully familiar if you've any serious knowledge of Earth's history.

### **[No Social Contracts]<sup>[87]</sup>.{▲+3}{▲+3}**

In broad terms at least, there is no social contract. Being recently broken down or having never been established, this is an area of unsteady ground. Social expectations will vary wildly, and the protocols and behaviours of both social leadership and social members can range from unenforceable to tyrannical to a degree that social contracts will be established when the current status quo fails.

### **[Collective Functions]{▲+3}**

Spawn are reared on a larger scale ranging simply from a large group to the point where society as a whole 'rears' the collective spawn. A structure that can form in many instances but as a default is the starting point for many small societies or societies where there is a level of removal in early fetal growth. This broadly puts the weight of youth across more of society and creates a stronger communal sense.

### [Abstracted Collective Functions]{▲+1}{▲+1}

A certain level of removal exists in rearing the youth in society. Perhaps a company-analogue entity dominates the rearing of young in most civilized locales and is paid for by the whole of society, or perhaps a caste exists within society that exists to do the rearing. Regardless, this group removes the task of taking care and raising the young from the whole of society and burdens themselves with the task. This specialization allows a level of acceleration in rearing, and ties the notion of youth rearing to that group very firmly.

### [In-Group Functions]{▼-3}

The smaller units of society rear the spawn, perhaps taken from direct couplings, or adopted into those groups if the reproductive system is more removed from the actual physical bodies. This method of rearing tends to favour preservation of individual skills and in more advanced locals professions. As well as allowing for tightly knit connections between generations, if the rearing is handled competently.

### [Independent Functions]{▲+3}

The notion of child rearing is highly individualized to the point where only a single individual is responsible for the rearing. Perhaps even the spawn themselves if they're able to survive on their own. Such a style of growth forces a level of function, although it often lacks introspection. Pursuing such an individualistic method can also breed a harshness in the rearer and the reared alike.

### [Privatized Functions]{▼-5}

There's a forceful commercial exchange to the notion of child rearing, one that. It might be that rearing allows one to demand compensation of the young upon adulthood, or it might be that corporate analogue entities have full control over the market and are able to 'collect' in a similar fashion. The path to this place was likely hard, a callous divide with one's own spawn or a general removal. Either way, the notion of spawn rearing is removed from all but the most extreme of Terra's locales.

### [Unusual or Diverse Functions]{▲+5}

The nature of rearing has been specialized or shifted in such a way it is difficult to explain in simple terms, or the various cultures of this world have radically differing methods of raising the young. Youth rotation, rearing by a semi-sapient species early on, shifting states to shifting ages are all possibilities, and if a society can maintain itself with an unusual method it might well do so. No matter how convoluted it might get.

## Social Facets; Cultural Diversity

### [Mono-Culture]<sup>[89]</sup>•{▼-1}{▼-15}

The cultural elements of the sophont natives have a strange, almost disturbing uniformity outside of small 'accent-shifts' in their communication, possibly even less. Perhaps this is a product of a truly minuscule population, or perhaps a hard-coded genetic facet that favoured a hyper-specific form of living. Perhaps a force exists that has eradicated and shifted the full bulk of the populace to the favoured way of life.

### [Differentiated Family Cultures]<sup>[89]</sup>•{▲+1}{▼-1}{▼-5}

A comparable cultural division to what one might find in a singular language family, at least in terms of linguistics. This nature shifts the configuration of the native projector, being fresh in memory or outlasting other dominant language groups. As individual family members compete and come into conflict they'll likely grow more diverse and shift. Still, for the time being there is a consistent level of predictability within the native Xenos population in terms of patterns and behaviours.

### [Multitude of Cultures]<sup>[89]</sup>•{▲+5}{▲+3}{▼-1}

A wide number of different cultural families exist among the xenos in a fashion that reminds one of medieval Europe or the pre-European contact Americas. Such variety produces more groups than you'll likely ever meet in your time on this world, though it isn't completely impossible if your strength lasts and your nature is bound to wanderlust. Such cultural diversity will produce many quirks, and while broad behaviours will be applicable here, there will be much you could not dream of.

### [Stunning Cultural Diversity]<sup>[89]</sup>•{▲+15}{▲+5}{▼-1}

Internal diversions equal too or exceeding your estranged home world. The natural consequence of many ages continued survival and success, and the diffusion across the planet. With so many groups that at the stage likely occupy 'confined' areas, immense internal conflict is all but inevitable and wide-spread. Yet in the same right all manner of behaviours can occur, with the 'general' behaviours and facets of the sophonts in this day and age being just that. Even if you spent your whole life wandering would never see the whole picture.

**[Common Cultural Enclaves]{▲+3}{▲+1}**

Distinct and often polarized or syncretized groups of distinct cultural minorities persist inside of larger ones with a regularity and cohesion brought on by a history. This interplay of cultures grants a furthered distinction of identities, either in melding or in blending, but furthers both the dominant class and the enclaves.

**[Broad Cultural Syncretism & Flexibility]<sup>[88]</sup>•{▲+3}{▲+3}{▲+1}**

A state of being brought on by necessity, peace, or nature. Found or forced it matters not. Though internal conflicts brought on by lacking communications, resource control or values is still inevitable it is much reduced to what you might imagine. It is also a little easier to shift the natives mindset on matters, if one can offer value.

**[Hard-set Cultural Groups]<sup>[88]</sup>•{▲+3}{▼-5}**

Very firmly defined and divided groups exist, even among the sub-groups there is much interplay on cohesive identities. Such definition allows firm identities, established and codified methods of communication and a broader ability to move individual groups. But such groups will naturally fall into conflicts more easily.

**[Unsettled Broad Cultural Landscapes]<sup>[88]</sup>•{▲+5}{▲+1}**

'Culture' in this age is a malleable thing, as it was once. Linguistics and ideas meld with their neighbours and the notion of cultural force is laughable in most circumstances. While already more formed identities are inevitable for now there is much wiggle room.

**[Transitional Values]{▲+5}**

Within certain strata of society based upon age there are radically different expectations and demands of societies. Which might be radically different to what you might know. Perhaps the elders are expelled from society to live in the wilderness, or perhaps the youth are expected to do so until adulthood civilizes them. The demands of society and the peculiarities of history.

**[Cultural Worths]{▼-3}**

There are many human terms for cultural value. Virtue, honour, and the like. These might be full established codes of conduct or broader, more ambiguous ideals that restrain members of the local populace. These Worths carry serious weight, enough to inform the conduct of many though they may still be discarded in the right circumstances.

**[Diminished Cultural Worths]{▲+1}{▼-1}{▼-1}**

Many of the underlying intrinsic of the local society seem faded, either in a literal sense where they once held much weight now lost, or they are malleable. Easily bent under the right circumstances though various mannerisms and quirks remain. More as an afterthought to a fading dream though.

**[Dire Cultural Worths]{▲+3}{▼-5}**

The notions and codices of society hold weight that can kill. Or easily drive members of society to kill, as these values and traditions easily outweigh the value of any one individual. Whatever bore such sever weight is not to be taken likely for even if it is gone those brutal demands remain intact.

**[Sub-Cultural Traditions]{▲+1}**

Inside of the broader cultures, internal divisions exist that range from numbers of individuals to entire vast segments of society that remain a fundamental part of their parent culture. In a long run with internal division these sub-groups might diverge entirely, but anything short of that will maintain the status-quo that feeds distinct sub-cultures into the whole of society.

**[Counter Cultural Traditions]{▲+1}{▲+1}**

As odd as it might seem, there are motions that go directly against the grain of the whole society that remain nestled within the same fundamental identity. Typically these motions will either become the dominant ones or be subsumed after a time, but between firm polarization both the 'centre' and the counter groups remain firm. Time might change this but in the mean time you may need to tread lightly.

**[Unset Cultural Primacy]{▲+3}**

The nature of what the 'culture' produces is not defined in broad terms, with various subsets of societies preferring different fashioned methods of cultural formats. The only thing one can be certain of is what is learned, and even then trust in that can only go so far.

### [Consumption Culture Primacy]{▼-3}{▼-1}

A mode you are likely familiar with, for better or worse. Consumption cultures by either openly stating or leaving no other options value items as products. Most prevalent and applicable in prosperous and technologically fit settings. Despite this the only thing that is required to form a consumption culture is a vast commodification. Along with a prevalent disposability, though that is not required, more of an easy by-product.

### ["Low" Culture Primacy]{▲+1}{▲+1}{▲+1}{▼-1}

A culture directed towards tangible benefits and geared with the common individual in mind. If asked before what this was you might have answered 'bread and circuses' and you wouldn't necessarily be wrong. The direct simplicity of such pursuits cuts a level of potential misunderstanding from you, though it does not guarantee understanding.

### ["High" Culture Primacy]{▲+1}{▲+1}{▼-1}{▼-3}

A culture geared towards the more hidden elements and geared to both idolize and cater towards those of some wealth in society. While this does not explicitly remove simpler elements and pass-times they tend to be looked down upon. Such a cultural focus isolates the lowest members of society and can produce many extravagances, but is built upon notions and notions a human would need to learn, layer by layer.

### [Traditional Culture Primacy]{▼-3}

The cultural nature is either primarily or in part focused around a continuousness borne from long legacies. Naturally the traditions of a culture and its practices will broadly be determined more by its nature, though a few things might still be spoken of broadly. Such as the torpor in which any new change hits the culture and the inability to adapt cultural practices to newer technology.

### [Vanguardist Culture]{▲+3}

A cultural nature that eschews the lacking former and embraces the ideal, whatever that ideal is. Often vanguard cultures are borne in recent memory, or have been able to maintain a razor cohesion brought by shared vast supremacy or ideology. Regardless a vanguard culture will work itself to be striking and bold, as much attempting to win over the viewer as it speaks to the beliefs behind the works.

## Social Facets; Common Dress

### [Functional or Total Nudity Norm]<sup>[90]</sup>•{▲+1}{▲+5}{▲+1}

Again, Barsoom comes to mind, those inhabitants of the deep rain-forests and the ancient masters of Kemet. For whatever reason the notion of clothes do not stick in the local society, perhaps it is fundamentally incompatible with their physical bodies or perhaps the cultural tradition of decency is so firmly set in only extreme conditions could shift this norm. In this regard what is worn is of greater significance than what you'll be used to, jewellery, carrying-fixtures, protective fixtures and personal ornaments all are much more focused compared to the almost superfluous Terran coverage.

### [Part Norm Coverage]<sup>[90]</sup>•{▲+3}

The maximum coverage a species with extremely complicated bodies could achieve regularly. The broader sensitive or vital areas will likely be covered and it will likely be seen improper to have said areas exposed. Of course this is still highly flexible and can take all manner of shapes with the reduced the items carrying more weight. On a human one might presume this sort of norm would cover shoes, socks and a mid-length skirt, or a full shirt and face-headscarf.

### ["Full" Coverage]<sup>[90]</sup>•{▼-3}

Near to or at what a human in the western world might consider 'full' coverage, while not being complete covers most of the form and allows a level of mobility and modality, albeit at the cost of visibly altered perspectives. Clothing alters the perception of individuals, hiding imperfections and illnesses. Changing the 'default' from a sophont to a sophont and whatever the local society considers to be clothes. Even if this is also the case for looser societies it becomes more noticeable to one without the native body type.

### [Near or Total Coverage]<sup>[90]</sup>•{▼-1}{▼-5}

Little to nothing of the natural sophont form can be picked out of their dress. Environmental circumstances or many social changes have led to this state, no doubt a good amount of societal conscious being drawn towards the notion of coverage and whatever that coverage conveys. Outside of the broader cultural notions that draw the mind in more practical and relevant terms it might be possible to hide in the centre of this society if one's own body format is not too alien. Or if size differences are particularly grievous one might just hide inside of a trusted allies dress.

**[Practical Focus]{▲+1}**

The common attire favours function over form. Drawing simplistic, lasting or numerous designs to the forefront of society. Any society can fall into this non-objectionable space and most will keep at least a foot in this space.

**[Alluring Focus]{▲+1}**

There are social trends that exist to draw attention from clothing, either in a sexual sense or a broader more flashy format. A state of one-upsmanship might be temporary, but if this is a settled element it is lasting and firmly defined in its attractive elements. If understood this focus might be exploited.

**[Covering Focus]{▼-1}**

The local analogue to decency holds a primary place in the local cultures and seeps into most of their attire. Such a society might not even be particularly 'prudish' but could still hold almost erratic behaviour in regards to exposure.

**[Environmental Focus]{▲+1}{▲+1}**

The stresses of the greater world take primary focus, a sensible notion in most extreme climes. The nature of dress is highly dependent upon the nature of the environment, heat-consolidating layers countering bitter cold, breathable material protecting against heat being second nature. But this trend grows more complicated with the threats and necessities of this alien world. It would be prudent to follow suit, or at least understand how to counter such dangers.

**[Luxurious Focus]{▼-1}**

Social elements are drawn towards the more extravagant and time-intensive items, even those elements that cannot afford them. Jewellery will likely take a very prominent role in clothing and the divides between those with resources and those without will be much more visible.

**[Traditionalistic Focus]{▼-3}**

Most elements of dress are either directly carried from the continued cultural elements or at least strongly influenced by them. This element being drawn from centuries prior can create many oddities, where certain elements of society seem locked out of time compared to other, more adaptive elements. Change comes slowly and only with great pressure.

**[Unset Focus]{▲+1}**

There is not really a cohesive common scheme in clothing. It might be whatever is easiest to acquire, or it might be left to individuals who still make their own attire. Such a nature allows an odd freedom by proxy, even if there are broader cultural requirements in fashion.

**[Casual Body Modification]{▲+1}{▲+1}**

Altering the physical body with piercings and tattoos in soft tissue, or carvings and inlays in harder external matter are not at all uncommon with even the more strict elements sporting modifications. This relaxed nature allows a development of modification with societal growth capable of complex and ornate works.

**[Ritual Body Modification]{▲+1}**

Members of society are expected to modify their bodies in some regard, perhaps to such a degree the basis or whole of these modifications are applied shortly after birth (or whatever other method they come into the world by.) In more extreme cases societal groups could be hard-fixed to their lot by extensive modification.

**[Formal Cultural 'Tag' Modification]{▲+1}{▲+1}{▲+1}**

Various social acts are expected to come with modification. These can manifest in all manner of forms, from warriors scarring themselves purposefully after surviving a battle to piercings acquired through commercial deals. Those bearing spawn might have tags applied to their figure to ensure they are tracked. The possibilities are numerous but serious.

**[Shamed Cultural Modification]{▼-1}**

Modifications exist but they are looked down upon by the 'respectable' members of society, perhaps considered a facet of more barbaric or degenerative personalities, or stigmatized for more complex reasons. Regardless modifications draw unfriendly attention for the common sophont.

**[Aversion to Modification]{▼-1}**

There is a total aversion to body modification in social terms, leading to serious stigma or outright ostracization. In some particularly vindictive societies the use of extreme modifications like tattoos on prominent features or the full removal of body parts might be used as a punishment for 'appropriate' crimes. The reasons behind this severity at this point might not even matter with the weight of the kick-back.

## Social Facets; Cuisine & Intake

### [Restricted Variety]<sup>[92]</sup>. \*{▼-1}{▼-3}{▼-3}

Extreme scarcity or demand limits what is available to the common members of society, with even higher members of society being limited to 'staple basics.' What exactly these staples are depend on the nature of the society behind them and the environment as a whole. Regardless, it would be prudent to get used to these norms.

\*Energist creatures that do not consume can ignore this section if deemed necessary.

### [Limited Variety]<sup>[92]</sup>. {▼-1}{▼-1}

What might be expected of a simple but unrestrained society. What a human might identify as spice or at least draw analogues towards will be a luxury good in such a setting. Broad needs for sustenance and variety will be met, and at the very least you won't need to be worried about growing ill of any singular foodstuffs.

### [Fair Variety]<sup>[92]</sup>. {▲+1}

Crop exchanges, variety in domestication, ample and diverse game & a number of spice analogues allow for a level of diversity in food. The demand for more exclusive goods can be a serious impact on society, as much as it was for your own predecessors who went to war over the control of many spices.

### [Good Variety]<sup>[92]</sup>. {▲+3}

Broader trade networks and a history of seeking out alternatives has allowed for a diversity not too far off from what you knew on Terra, numerically anyways, though the shock of the xenos nature might make it seem far wider than it actually is. This sort of diversity even restrained by processing allows increased growth and health, but also an expectation of some variety.

### [Extreme Variety]<sup>[92]</sup>. {▲+5}

A storied history of venturing abroad for new foodstuffs or an extreme bio-diversity allows for all manner of dishes and beverages. Or at least the analogues that hold consumable liquids and carry foodstuffs for consumption. At this point it isn't possible for sophonts to enjoy everything, and it is very easy to grow complacent in these circumstances.

### [Traditional Foodstuffs]{▼-1}

The methods of making and consuming foods and drink follow long set patterns, though even in the most hard-set societies the altering and addition of dishes is inevitable. Though some will always be resistant to such changes. One can expect to see a consistency in preparation and serving that is at least routine.

### [Experimental Foodstuffs]{▲+1}

Many members of society are willing to try stranger 'exotic' foods, with the dissemination of new food and drink coming much quicker than one might expect. To such a degree even your own input might be considered for the locals, especially if you do so through a native intermediary.

### [Nutritious Foodstuffs]{▲+1}{▼-1}

Society broadly forces itself on the matter of health, optimizing and following nutrition as best it can with the tools available. Out of necessity or ideals this trend does shift what is consumed, dropping out less useful foodstuffs in favour of others.

### [Stimulatory Foodstuffs]{▲+1}

What a human might expect as side-elements take common form in foodstuffs. Direct mental-altering foods and common drinks are the norm or at least not strange to see. Banality reduces the effects and concerns around these consumables, though the effects will likely be more visible to an outsider like yourself.

### [Odd Foodstuffs]{▲+3}

It is difficult to explain certain conventions of local consumption, perhaps they have no parallel to Terra, or take forms unexpected for strange or unknown reasons. Regardless these methods will need to be understood at least, to match the dangers brought on by local foodstuffs and the culture behind them.

### [Flavourful Foodstuffs]{▲+1}

The natives value certain flavours over others and will go to great lengths to acquire good tasting or textured foods. Naturally, if these standards are particularly divorced or non-applicable to the human tongue it may be very difficult to adjust. But it is not impossible to find a balance.

### **[Practical Foodstuffs]{▼-1}**

The nature of food and drink is tied in no small part to simplicity and applicability. Foods being valued for lasting value and storage, while not particularly glamorous for a society that suffers food disruptions or persists in more unpredictable environs this is essential.

### **[Over-Elaborate Foodstuffs]{▲+1}{▼-1}**

The nature of preparation has compacted upon itself with successive generations adding onto the whole, producing a serious tradition that may or may not be suffering under its own weight. Still, there's some things to be picked out of the mass tradition and something might actually suit your pallet without much separation. Or somethings might kill you, using elements that are essentially poison for human biology. It's a mixed bag.

### **[Antithetical Stimulation Stance]<sup>[93]</sup>{▼-1}{▼-3}**

Mental stimulants are broadly discouraged with various severity towards their use, which can range from simple scorn to full penalization with retributive focus. This stance is typically adopted by more self-aware (or at least pretending to be) societies that view the negative effects of mind-altering substances. While deliberately forgetting the focus and reward stimulants offered in the past. Still, social norms will not stop everyone, and stimulants will be relegated to the lawless spaces of society.

### **[Protracted Stimulation Relation]<sup>[93]</sup>{▼-1}**

Society has a strained relationship with various stimulants brought on by visibility of negative side-effects and likely other factors. Social pressures create a clime where even if members of society are permitted to imbibe mind-altering substances they'll do so only on safe terms. Or at least as safe as is possible given the circumstances. No doubt this clime will lead to a level of creativity in the sale and moving of various stimulants.

### **[Relaxed Stimulation Culture]<sup>[93]</sup>{▲+1}**

All but the 'harder' stimulants are accepted in the whole of society allowing a (indeterminate in success) acknowledgement of the detriments in stimulants, along with a naked view of the economics behind them. As recreational elements stimulants will be commonplace, and may be used frequently by the institutions and organizations of this world for the benefits they provide.

### **[Embraced Culture of Stimulation]<sup>[93]</sup>{▲+3}{▼-1}**

Mind-altering substances are extremely commonplace with their detriments completely hand waved, no matter how severe they may be. In fact this status-quo might be encouraged if it favours a certain class that take advantage of the altered masses. Or perhaps the very nature of society was built on a foundation that drifted irrevocably towards the alteration of one's mindscape, outclassing anything the material world could offer.

### **[Exempt Stimulations]{▲+1}**

A few stimulants stick out jarringly compared to the usual social treatment. Perhaps a depressants are outright banned in a society that indulges on hallucinogenic drugs on a daily basis. Or perhaps a slow killing depressive is wildly popular in a setting that remove appendages from offenders for all other chemical stimulants. This status-quo has a history that is likely hidden or ignored by most and may be a very touchy subject. Willing cognitive-dissonance is not limited to any one species.

## **Social Facets; Traditions**

### **[Youth Development Rituals]{▲+3}{▲+3}**

Various rituals that make youths part of the whole of society are commonplace in most societies. Be this practices that take place shortly after the emergence of spawn into the world or traditions that transition spawn out of youth and into adulthood, they carry a serious weight. Those who do not undergo these rituals may be considered perpetual outsiders or even non-people without rights and representation.

### **[Full Inclusion Rituals]{▲+1}{▲+3}**

In order to become a part of the society there are rituals that exist to oversee the process. This might be simple in nature, or it could be a massive endeavour with the possibility of death. Various facets of society might have their own hazings and the uninitiated will be at best ignored by society as a whole. Depending on the nature of these rituals a human might be able to be seen as an equal if they complete a more extreme inclusion ritual. You have few options, and even if you succeed some will still never view you as an equal. But there will be an undeniable levelling of the playing field.

### **[Banishing Rituals]{▲+3}**

The Athenian practice of ostrakismos comes to mind when one is confronted by a peculiar wide-spread practice of ritual exile. Though that connection may be at best, passing only upon the very principal of exile. Expulsion takes many shapes and forms, from the harsh casting out of problem individuals without a shred of clothing to a simple practice that forces insular individuals out with sufficient supplies to explore the world and return in the far future. Regardless, this banishment is taken quite seriously and enforced by even the lower elements of society.

### **[Significant Entertainment Rituals]{▲+3}{▲+1}{▼-1}**

Not all cultural rituals hold harsh consequences, some are specifically designed to improve and provide relief to the common individual, and it would be impossible to ignore the surprising number of these traditions. Perhaps taking form kind to the Amphitheatre driven practices of old Rome, or more in line with the fairs and events of the modern day. Regardless these events are significant and treated with a level of respect that even the jaded and hard elements concede. Or exploit, depending on the nature of the entertainment...

### **[Significant Heritage Rituals]{▼-1}**

The weight of past events is heavy, but easily dropped with the transition of generations. A common tactic borne in ages of illiteracy, heritage events ensure that certain actions and events are not forgotten, especially in the light the culture wants them to be remembered in. These might be festive retellings of a heroic battle of old, with games and refreshment, or serious readings into ancient atrocities committed against them by external foes. Though the ubiquity across cultures will (if many cultures exist) provide some interesting view-points to past events.

### **[Extensive Mourning Rituals]{▼-3}**

Notions kind to what a human might view as funerary and mourning practices are common and very influential in local society. Often acting as a communal centrifuge, these may simply be strong acts of remembrance to larger than life affairs that entomb the highest members of society in tombs that draw the Terran Giza to mind. But the process of mourning may be vastly different to what you knew, marked by the native beliefs and philosophies. Perhaps these moments are eager celebrations, sombre remembrances or wild affairs that ward off the crushing void.

### **[Extensive Pairing Rituals]{▲+1}{▲+1}**

The individual binding of individuals in formal ritual has significant weight, especially among the noted members of society. Such occasions whatever the nature behind them will draw a lot of attention, even from those unrelated to the coupling or even those absolute strangers. Naturally the nature of this attention depends highly upon the couplings, a more economic or power-based system would be in welcoming formal partnerships and alliances for representative groups, while a primal system would be more geared towards a promise of regal-spawn.

### **[Social Binding Rituals]{▲+3}{▼-1}**

Rituals exist of serious prominence that draw the great whole of society together, or at least the majority through shared cultural or belief ties. Often paired with other elements these practices work to great effect, providing common cause and focus to the greater whole. Though that is the only certainty. These rituals might be exclusive to their common group with outsiders being barred, or outsiders might be welcomed in hopes of having them see themselves within the group.

### **[Culturally Significant Events]{▲+1}**

Some events fall outside of specific reasons, or hybridize to the point the event in of itself becomes something much larger than itself. A human in the modern era might not have a comparison point being removed from cultural roots, but a look to the past, the more focused present and to other places reveals such weight. These events be they festivities, mock-trials or full many day affairs will be prepared for long before they arrive and after they are done they will remain long on the mind.

### **[Superfluous Entry]{▲+1}**

There is a level of division between many locals and such traditional events. Perhaps many of the local affairs hold a level of archaic value that leaves them at the best of times isolated, traditions slowly dying in favour of new ones. Regardless there is still a less serious tone about certain festivities.

### **[Mandatory Participation]{▲+1}{▼-1}**

There is a level of enforcement for targeted groups in terms of some events, creating a mentality that encourages 'willing' participation. The level of severity in enforcement and potential consequences of this are dependent upon the society behind them, but whatever the case this mandate does its job.

**[Perverse Process]{▲+3}**

A level of sexuality persists throughout many of the local affairs, either apparently naked or woven into the subtext of the processes. Depending on how close you are to the natives and how acclimatized you are to their reproductive practices this facet could be apparent or it could pass you completely until someone tries bending you over an altar.

**[Violent Process]{▲+3}**

Physically violent or painful process is commonplace in precedes. Perhaps in line with gladiatorial or other ritualistic combats, or more in line with mass ritual blood (or other life fluid) letting. Though these may seem disconcerting for many humans, many more humans embraced such similar actions in the past, and even in the present on your distant home world. Still, it would be best to figure out how far the attendants are expected to participate in such rituals before arriving.

**[Unusual Process]{▲+1}**

Some systems and practices in native affairs seem unusual, wretched or at the best of times mind-turning. Taking all manner of forms and functions that will ultimately take some processing. Still, that is to be expected, it would for instance be difficult to explain the Christian ritual cannibalism and the actual Aghori cannibalism.

**[Mundane Process]{▼-3}**

Many facets of local traditions are relaxed or at least simplistic. Allowing a level of understanding to the traditions themselves, even if the reasons for them remain completely alien. The same attitude might be held by some of the native sophonts, who've gone through these steps many times before but never learned the reasons behind them.

**[Practical Process]{▼-1}**

There are many practices that have very tangible benefits, perhaps focused around civic services or around compulsory events centred around the attendants. Often times the divide between more broad meaningful gestures and actual physically beneficial functions is only a single step. Sometimes less.

**[Indulgent Process]{▲+1}**

The giving of gifts, the practice of feasts, the use of charitable functions and broader ideas of group and individual enjoyment all might ring familiar to a human, though there is no guarantee of you having known that back on Earth personally. A level of indulgence and relaxation in these practices persists, though certain elements might overpower others, depending on the specific nature of the events and the cultures they come from.

**[Esoteric Process]{▲+1}{▼-1}**

A level of deliberate obfuscation exists in many of the proceeds that most of the native sophonts do not understand. Perhaps in line with the priestly divide of Literate Latin readings to ancient Christian masses, or more obscured and deliberate means to the ancient hidden cult practices. These practices provide an element of mystery in activities many members of society partake in and create an allure that is now completely lost to humans.

## **Social Facets; Perversities & Sexual Mannerisms\***

**[Sexualized Structures]{▲+3}**

In many ways the most basic architectural fixtures are based upon unusually sexual shapes for the natives. This might be completely unintentional or a fact that is an open secret among architects, or it might be an open and well respected practice. Understanding of native reproductive systems should come sooner rather than later, or you may spend a long while being the butt of many a joke. If of course you spend any time in civilization, of course.

**[Festival Tied Liaisons]{▲+3}**

Certain festivities and events come with a baggage that might be hidden. Or it could be rather apparent and far more naked (in the literal sense) than you might expect. Various sexual liaisons that can grow in number and action pop up over the course of certain festivities with an allowance that falls outside of other societal expectations. It is not difficult to see the appeal, though one should tread carefully, particularly if the air outside of these events is overtly restrained. Individuals might be very desperate to get their hands on something or someone.

**[Public Practices]{▲+3}**

There is no overt stigmatization to reproductive or sexual acts performed in the public sphere, or even the inverse. An apparentness might be expected out of members of society in these actions, perhaps to ensure people are in fact doing their part in the continuation of the species. Regardless the various sexual acts of the natives will be apparent if nothing else, and depending on the nature of this chemistry one could capitalize on these temporary distractions.

**[Unmentionables]{▲+5}{▼-1}**

There exists a group within society that has little to no power over their sexual liaisons and from the bottom of the social pyramid are valued only upon their 'use.' This might be a volunteer or a lottery assignment expected for the betterment of society, or a punishment for criminals. This entire group could be borne in or seized in wars as slaves, treated with a modicum of concern or be outright physically abused. Regardless, this social facet is hard-baked into the nature of society and not like to be questioned or changed anytime in the near future.

**[Acceptable Alternatives]{▲+3}**

Certain sexual acts outside of those that directly result in reproduction are commonplace and well known, perhaps even being favoured over less pleasant direct mating. A human with any sexual understanding will be familiar with such actions, even if they might not necessarily approve of them. The Xenos biology likely opens up entirely different avenues of alternatives. Of course, even if these acts were outright banned it wouldn't stop the natives from using them.

**[Accepted Markings]{▲+1}**

There are accepted visible symbols within many societies that indicate one is open to certain... Actions. Naturally, these symbols are can result in a number of uses, perhaps some signal an interest in a prospective long term mate, or perhaps it signals a lasting heat and a willingness to do things that will end the overwhelming fertility kick. Or perhaps some signal they're willing to be bent over the nearest table-analogue.

**[Size Based Dynamics]{▲+3}{▼-1}**

There are certain expectations in society to the conduct based upon size. Most typical of a society where there are extreme height divides between adults, the nature of these dynamics heavily influence both their overt and their sexual behaviours. Perhaps these are apparent with large individuals expected to be what you might call domineering and assertive while smaller people are expected to be demure. But this is not a set thing, indeed, a society with extreme size discrepancies might expect smaller individuals assert themselves, with larger individuals expected to oblige if willing.

**[Forced Class Mixing]{▲+3}{▲+3}**

Either a very unusual manifestation of extreme divides in a societies natural stance on gender, a puzzling biological facet of a caste species or an odd social tendency. There is an absolute necessity in the mixing of social classes that even the highest members of society cannot ignore. Such an odd trait at least ensures there is no complete divide between necessary social classes. Though it does produce an unusual series of systems for reproduction, particularly if castes are locked out of partnerships.

**[Lottery Functions]{▲+3}**

There is a definite function of sexual methodology tied to the notion of lotteries. This mechanic might be particularly useful in a more equalized society that suffers a massive gender imbalance, or it might force otherwise unwilling individuals to mate in a more cold sense. Regardless this luck factor be it truly random or just a facade for already decided winners seriously impacts the social conscious and is of significant importance.

**[Cultural Harem Dynamics]{▲+3}{▼-1}**

The notion of a certain segment of the population existing primarily within the house-hold and existing only for sexual purpose has long been an orientalist fantasy. Though it might come close to the local sexual dynamic. Not that that is necessarily certain, it might be that the notion of a certain confined group is simply the members of a societal grouping. Or alternatively a serious gender imbalance creates a situation where one member of a physical sex will be obliged to partner with several other members of the opposite sex(es.) These mechanics can take all manner of shapes with the only certainty being the removal of these individuals from broader society and the centring around what might be a patriarchal or matriarchal figure.

**[Extensive Neuter Presence]{▼-3}**

A segment of the population is a non-component in sexual actions. This can literally be the result of a brief 'snipping' of certain sexual parts, more intricate and dangerous surgeries, formative alterations or even be a full fledged 'gender' that the evolutionary process imparted that gives itself to the greater whole of the wider sophont species. These neuters exist in most areas of societies, and in societies with harem or guarded pairing systems they might form a very important 'guard' for certain 'vulnerable' individuals that neuters alone can be trusted with.

**[Conflict Exceptions]{▲+3}{▲+5}**

Even in open and apparent violence of war or open banditry there are certain methods of 'submission' that can be made. Effectively sparing the individual any violent treatment in exchange for certain actions. These can be as obscene or as simple as you can imagine, and in a mono-sex society it might be only the strongest are guaranteed their sexual freedom.

### [Sexual Domination Completion]{▲+5}{▲+3}

Literal sexual competition is not uncommon in this day and age on this world, though the expectations and demands of these sexual competitions can vary wildly, as can the origins of these competitions. These could be heated methods of resolving disputes, well-respected pass-times with full organizations or simply an odd social facet that native sophonts won't bat an eye-analogue at.

### [Unset Sexual Relationship Lengths]<sup>[101]</sup>•{▲+3}

Hard set sexual relations may vary, being indeterminate until one partner passes or desires to part ways. A level of flexibility exists, even if there are open statements that might lead one to believe otherwise. Or perhaps society is in a state of flux wherein certain factions in society advocate certain systems.

### [Deliberately Limited Mating]<sup>[101]</sup>•{▲+1}{▲+1}{▼-1}

Mating pairings are explicitly expected to separate after a time. Perhaps in a form of forced communalism, or out of long standing social habits. In a space where one physical sex is far more numerous than another it might be completely necessary to shift sexual partners to prevent inbreeding.

### [Long Form Mating]<sup>[101]</sup>•{▼-1}

Sexual expectations on partners are of significant length, perhaps to the point where one partner in a relationship is no longer fertile or physically perishes. This is common in a more stable and assured social scheme. But it would be foolish to make full presumptions simply on apparent consistency.

### [To The Death & Further]<sup>[101]</sup>•{▼-3}{▼-3}

Only one partner (of a certain kind.) That is considered a unmovable tenant over most of this xenos landscape for the native sophonts. Out of necessity, extreme competition or a choking level of control. Breaking this code will most likely be a certain societal offence with severe repercussions.

### [Non-Existant Mating Formalities]<sup>[101]</sup>•{▲+5}

Oddly, there are no real groundings, leading to odd situations where 'bound partners' might be a simple social unit with no actual basis on sex. This might be by design if a society cares more about business partners loaning to outsiders more than it cares about violent breeding. That is not to say there are no mating formalities but they'll likely be left to the individual. You might not be borrowing wealth from another, but that doesn't necessarily mean you can engage in mating with whatever meets your eye.

### ['Deposit Box' Groupings]{▲+5}

There is an expected group of society expected to perform the majority of sexual acts with the majority if not expected to remain sexually chaste at least actively keep themselves from creating spawn. In a commercial society these might be fully 'licensed' studs who ensure successive generations are in active debt to their progenitor while a tribalistic packing society could maintain a somewhat removed 'brooding' caste. The treatment this group receives and their standing in society can vary wildly.

### [Vestal Class]{▼-5}

Certain groups and classes that are a minority within society are expected to completely abstain from sexual acts with extreme punishments levelled upon offenders. These might be in line with literal vestals or nuns or they might find themselves in alternative areas. For instance it might be believed sexual relations can corrupt leaders and the act could have them publicly executed.

### [Unspoken Social Breaks]{▲+3}{▲+1}{▼-1}

There is a notable if not serious strain in the sexual organization of this world obvious to even an outsider. Perhaps especially to an outsider who can see things in a more removed light. The specifics no doubt lie on the frame-work of intimacy, perhaps unwanted 'egg-christening' is a common problem with soft egg nesting areas being repeatedly invaded with ambitious seeders spreading themselves as far as they can, or a rotating expectation on mates is continuously violated by couplings that refuse to be separated. Regardless this problem is endemic, and not like to be solved in the future.

### [Acceptable Abuses]{▲+5}{▲+3}

This society has a number of odd shifts in it's sexual landscape that treat certain things far more lightly than they would be on earth. In the most extreme cases forceful kidnapping and repeated molestation might hold the same weight as jaywalking violation back on earth. Typically borne out of an already divided and unfair system (though there is no guarantee of that,) it would be prudent to get a grasp of this facet quickly, particularly if you are or at least resemble a vulnerable member of local society.

### [Sexual Paragons]{▲+5}

A function that was often ignored in 'polite' human society or used as an outright slander against powerful women, those capable of more extreme sexual feats have an extremely high place in society. Be this in the actual ruling class or in the broader whole of society. No doubt legends and mythology are bound up in a similar fashion, ones where the obviously absurd and extreme ends of the native sexual scheme come to light. The most extreme of these living figures might well be capable of toppling the current ruling status, though it is possible such individuals only exist in legend.

### [Cultural Domination & Submission]{▲+5}{▲+1}

There is a level of cultural supremacy that most certainly extends into the realm of sexuality (if applicable.) This might be in line with the old tradition of thralls, or submissive classes could be actively fought over by warrior and leader groups. Still, whatever the case to be defeated is to be reduced to a submissive, and it might not be possible to get yourself out of that position. Tread lightly and learn the landscape of this societal balancing act or it's very possible you might end your days as an exotic prize.

### [Strict Sex-Group Demands]{▲+1}{▼-3}

Sexes are expected and openly driven into certain positions and attitudes by society as a whole. For a human this is likely something you've seen before, but the xenos sophonts likely have all matter of baggage that will require some digestion. Particularly if this relationship includes more than two sexes. If you're lucky you might not appear like any of these sexes, though the natives will most likely gender you on their terms.

### [Rearing Culture]{▲+1}{▲+3}{▼-1}

Sexual expectations of the youth are a demand in their growth, likely towards the end of it when most sexual characteristics have fully developed. Rearers are expected to 'show-in' young on sexual matters, perhaps in a clinical physical sense or something more. Not doing this will be considered careless at best and at worst outright irresponsibility on the part of rearers.

### [Same-Sex Group Actions]{▲+3}

Human notions of sexuality seem rather quaint in the alien landscape where there is an extreme mutual casualness to actions within shared sexual groups. This action has a much relaxed tone compared to the actions between sexes to the point where it might be a friendly activity. Or more in line with a favoured act between partners. In some more extreme cases these pairings might be more valuable than actual inter-sex relations in their purity and companionship. The possibilities are as numerous and varied as xenos sexuality.

### [Accepted Natural World Interludes]{▲+5}

The attitude towards certain... Actions with the native flora and fauna is much more open than anything you might find on Terra. Possibly with good reason if one physical sex is composed of non-sapient monsters that dwell in the wilderness. This ranges from a benign uncaring attitude to these actions or a full commonly accepted phillia that certain members of a Mongolian Basket weaving forum's fire-arms board would be delighted to see.

### [Sexual & Non-Sexual Partner Values]{▲+5}{▲+1}

Alternative partnerships of non-sexual value and those with sexual value co-exist though not necessarily in a passive comfort. Reproductive and non-reproductive partners of an individual might be willing and expected to butt heads. The nature of a non-sexual partner may be as simple as an analogue to human friendship and camaraderie to something more serious than anything you would know. That could be best described as 'non-sexual soulmates.' The severity and nature of these relations and their interplay with others further tangles the societal web. But it can also stabilize otherwise hyper-volatile societies. *Rails before pails.*

### [Bondings of Alternate Base]{▲+1}{▲+1}{▲+1}{▼-1}{▼-1}

Sexual connections are typically those of a positive attachment or at least a lasting lust, but on this world the sophonts have strong alternate or even primary sexual bases. This could be possibly passing bindings in moments of extreme grief as a coping method, or an alternate mating system based entirely upon mutual contempt. These systems in junction have worked for the native sophonts so far, even if they may seem backwards, unnecessary or counter-intuitive.

### [Divergent Sexual Standards]{▲+3}{▲+1}{▼-1}

Certain expectations are demanded by the larger of society in terms of sexual equipment. In some cases this is as simple as cleanliness but any civilized settled society can slowly but surely build up a level of expectation that turns counter-intuitive to outright unfeasible. Perhaps physically tattooing over the internal organs of a person or the scarification of orifices. This demand is inherently sexual and at best a dirty secret of society.

### **[Coupling Marks]{▲+3}**

Various marks are expected or outright mandated upon the physical body for various actions. Be this physical sexual partners, extreme actions or spawn directly. Violation of this practice is cause for societal scorn or an outright criminal offence. Though this might not be kept throughout all of society scrutiny can bring unwelcome interest.

### **[Senior & Junior Dynamics]{▲+3}**

Sexual elements are constantly emphasized between senior and junior elements of society. Perhaps not in the broad sense that humans have of entire generational bodies but in a more individual paired sense. Be this in line with a human knight and the squire, the most classic balances of any teacher to a favoured pupil or in more industrial senses. Like a diemaker to an apprentice. It might even be insulting to a junior's potential that their senior keeps the relationship what a human might call professional.

### **[Sexual Dues]{▲+5}{▲+1}{▼-1}**

Certain practices no matter how shifted and removed will draw to mind a hard exploitation, sexual acts being considered a reasonable currency in some fashion. Be this in the more classic sense of a feudal lord exploiting his weakest subjects by way of Jus Primae Noctae or it might be more in line with some horrible human porn movie where one cast member obviously does not want to be there but still rolls their shoulders and takes it. This sort of acceptance leaves a nakedness to the underside of the alien society, though the lowest point might well reach a breaking point.

### **[Integrated Mounting Functions]{▲+1}**

Certain commonplace parts of clothing, furniture or public buildings have certain fixtures upon them that will largely remain inert fixtures until they become 'necessary.' It isn't uncommon to hang an individual out to dry, useful for a punishment for misbehaving youths or even a place to rest a particularly extended form. But in coalition with other quirks... Well. I think you can imagine how such a binding system resting in so many places might be used.

### **[Implicitly Estranged Sexual Norms]{▲+3}{▲+3}**

What one might call the 'bedrock' of sexuality is vastly lowered for the native sophonts compared to humans. Ironically making it seem like mashing digestive tract entrances absolutely disgusting by comparison to romantically holding your partners breeding tubes. Another irony if bar a few debauched functions many notions of sexuality and romanticism are held in contempt.

### **[Professionalized Sexuality]{▲+3}**

A level of technical skill and respected proficiency, something that might be more easily highlighted by difficulties from a more complicated reproductive process, or one where unique and serious problems exist. Of course this also includes the realm of prostitution and in a more advanced setting very visible performers. Even those with a contempt for many aspects of sexuality would be hard pressed to deny these individuals are the best at what they do.

### **[Sexual Belief Ties]{▲+5}**

Religion and philosophy perhaps never fully severed its original ties to naked sexuality that was a hallmark of primitive societies, or perhaps these individual notions were allotted their own temples. It might even be that more puritanical belief systems offer 'relief' individuals in the backs of places of worship to ensure members are able to enter free of such basic thoughts. Or perhaps it remains directly and firmly tied to the whole of belief systems. Such ties would be defined by the groups they are bound to, though all will allow a certain amount of indulgence in direct terms from members of the clerical or school bodies.

### **[Rights of Leadership]{▲+5}**

An inverse 'Droit du seigneur' certain demands can be made by constituents of some renown or agreed position that renders leaders small and large largely constrained to them. Denial of this right might even be grounds for removal as this method keeps leadership from absolute sovereigns to low urban councillors. It remains to be seen if this right serves its function.

### **[Esoteric Ties]**

Something feels... Drawn to this world, to these thinking creatures. You only notice it, on the fringes of your vision and in the deep core of your being... **{If ▲+15}** Legends and stories have always existed of creatures that prey on the periphery, punishing those dwelling in debauched actions, either as monsters or agents of greater powers. You can say nothing of these rumours, but you can say that there moments of extended dread that chills the human blood when alone or with another, leaving one flaccid and clenched at best. If there are sophonts with unusual abilities not within your understanding of natural law they'll usually be lacking in motivation and energy for extracurricular activities. **{If ▼-15}** There is a common mythology of creatures that stalk the lonely, using their isolation and desires to lead them to certain doom. Or use them to their ends while those important to them perish without aid. You can say nothing of these tempters or succubi analogues, but there is a roving nervosia you find in the presence of others that leaves you flushed and confused. Esoteric sophonts will suffer similar flashes and mood swings.

**[Weakness Culling]{▼-5}**

In matters of reproduction's results there is an excessive harshness in the matter of dealing with the weak. Perhaps aided by a see-through shell making birth defects apparent, or ken to the ancient Spartan method of 'dealing with the sickly.' The end results of this perhaps overtly brutal response alters the entire nature of social views on reproduction, particularly if the standard for 'justifiable spawn' is needlessly high.

**[Excess Brutality]{▲+5}**

Sexual acts routinely take on a level of violence one might more easily place on a mugging over any type of reproduction. Either as a basic neutral element society was born with or a full endemic issue that has taken a firm grasp in the 'modern' day on this world. While it is possible that most native sophonts will be acclimatized or at least prepared for this sort of clashing, there will always be those behind the curve. There might also be gentler individuals that keep their perverse softness hidden from view.

**[Disconcerting Elements]{▲+3}{▼-3}{▼-3}**

Some parts of the Xenos sexual process are... Problematic for you, even outside of broader elements. At least for a common form human there are several key functions that run counter to what you might be comfortable with in the extreme, even over the numerous other possibilities already stated.. Of course, you may not be a common form human, you likely aren't if you've gotten this far. These elements might appall you in the worse way, or add fuel to an already perverse fire deep inside your soul. Either way, you still find an odd note in it. This, here, and you... Why?

**[Hampered Standards]{▼-1}{▼-3}{▼-1}**

Unrealistic, excessive or even nakedly harmful societal demands weigh broadly on many groups in local society, some much more than others. There is a level of torpor and immobility around these issues which might be viewed as unchangeable, the best option or outright taboo and not to be discussed. Change if it is even possible will not be approached in your life-time and if you resemble or fall into one of these groups heavily troubled there will be few options. Bar outright leaving the whole of society you find yourself in, even if it is on a small scale.

**[Edsett Standards]{▼-1}{▼-3}**

Certain not uncommon sexual elements in an individual sense are viewed in a sharp and possibly hypocritical light. It matters not if the natives are able to see the irony to this behaviour. It could be the exposure of a singular body type, a relation of a certain manner between alternative (or shared) groups of society. Being viewed in an almost universally negative light, those engaging (or alleged to engage) in the condemned views of this behaviour are shunned at the best of times. But at least that is the worst it usually gets to. Usually.

**[Edsett Violence]{▲+3}{▼-1}{▼-1}**

Certain sexual elements are treated like the worst sort of moral action. To the point where erratic attacks occur. This reaches a point where it matters not if the actions actually transpired, as the mere imposition can cause a mob to form in willing communities. Perhaps as a broad culture this behaviour is propagated by 'lesser' issue elements as a scapegoat or these elements have their actual danger artificially inflated. Of course, it doesn't matter when the response is so charged at this point. Walk carefully.

**[Extreme Sexual Ignorance]{▼-1}{▼-5}**

A product of broader ignorance, deliberate misinformation by authorities or archaic traditions. There is a wide swath of ignorance in sexual matters for most natives. This ignorance covers much of what one might expect, actual reproduction, health matters and physical natures. Typically the product of a society that has not grown to fill this space or one that suffers an organized delay of information, accidents and infections occur easily in such an environment.

**[Purpose Demanded Action]{▲+5}{▼-3}**

The commandment to be fruitful comes written on the heal of a local boot analogue. Dividing into a common human view on the need for reproduction or something more encompassing if the native sexuality falls unrestrained. Perhaps purposely so. This demand comes with serious ramifications, limited to but not including social ostracization, cultural reprimands or even physical punishment. Worse comes to worse and 'useless' elements of society might be forced into a position for the action, or culled outright. It remains to be seen if this demand is necessary or merely a social control mechanism.

**\*It should go without saying a non-sexually reproductive species doesn't need to worry about these options.**

## **Social Facets; Pass-Times & Entertainment**

### **[Organic Cultural Works]<sup>[94]</sup>•{▲+3}**

A serious level of division exists in the present state between authorities and the nature of culture, with only the lowest elements shaping the nature of those works, or are perhaps the ones being largely influenced rather than the inverse. The cultural landscape is dominated by individuals and their works.

### **[Backed Cultural Works]<sup>[94]</sup>•{▲+1}**

Authorities often fund individuals and groups to create works and exert some sway over the cultural landscape, but are restrained from anything else. While this does allow some stability it also visibly reveals the preferences and demands of those in charge. Still, outside of these systems there are still plenty of methods for individuals and groups to orchestrate and create works.

### **[Authority Centralized Works]<sup>[94]</sup>•{▼-1}**

Those who could nominally be considered in charge have a grasp on most cultural affairs, be these in regulation or actually physically providing for them. Regulation and this sort of control provides a security as much as a monotony, even if that is only in a broad sense.

### **[Authority Owned Works]<sup>[94]</sup>•{▼-3}**

There is no division between the cultural machine and the governing machine, as they are one in the same. This state of affairs is one developed from a very set cultural basis or one that has been orchestrated with long development, either the broad authority seizing control of culture or in a perverse twist, culture seizing control of governance.

### **[Xenos Allowed Passtimes]{▼-3}**

Surprisingly you can understand and even participate in many games and pass-times, either being unrestricted on body shape or being removed from that. Emphasized if other elements of local society are completely incompatible with your physical format.

### **[Analogue Olympiad]{▲+1}{▲+1}**

There is a series of events that occur drawing the attention of the civilized world that every major polity attempts to compete in. Though these competitions will be defined by the cultures that bore them there are many elements that will be familiar. If kept in mind one could use these events to move with the flow of traffic and keep ones self hidden in the process. If nothing else it will be something to keep a periphery focus to.

### **[Wide Spread 'Higher' Pursuit Entertainment]{▼-1}**

Intellectual and refined pass-times are very prominent in society, be these analogue with human cultural elements or uniquely defined by this world and impossible. It might be possible you'll be completely locked out of music beyond your hearing range and sights your eyes can't even pick up.

### **[Physical Pursuits Dominion]{▲+1}**

Competition of a physical sort is prominent and held in high regard on this world throughout the civilized spaces, with numerous 'sports' be they organized and codified or held to numerous local traditions. Even if you're removed from these elements they will certainly be something to witness.

### **[Luck Based Dominion]{▲+1}**

Activities kind to gambling or directly in line with it are everywhere in local societies, even if the higher authorities actively attempt to clamp down on them. The necessity of chance or at the very least the appearance of it allows a level of removal even you might be able to use, if your physical proportions are not completely alien to this world.

### **[Commercialized Entertainment]{▼-1}**

Trade and commerce are very much a part of entertainment, with direct components being traded and sold with individual events undoubtedly being paid events. These might just be in the hands of local merchants and guilds or they might extend if technology and societal advancement allow, into the grand decadent affairs held on Terra.

### **[Grassroot Functions]{▲+1}**

Much entertainment and social activity is organized from the ground up, with various low societal organizational elements purporting and controlling these actions. This disconnect even if still beheld to larger controls fosters a level of creativity or at least individuality in execution.

### **[Production Passtimes]{▼-1}**

Certain pass-times and socially accepted hobbies factor into actual productive ends. These can manifest in the most literal sense in actual competition over cooking, construction and craft. Typically a facet of a younger or more focused society, these practices usually fall into a more niche practice as refinement and trait perfection diminish the competitive elements. But that speaks in broad terms, ones that cannot be trusted here.

### **[Consumption Passtimes]{▼-3}**

The act of consumption in broad or the most cynically concentrated sense is a serious focus in most of local civilization. Be this in a refined and carefully cultivated sense that rewards a level of patience or a jarringly naked decadence that many members of society seek. Consumption has many forms, and will almost always take some major seat in a civilized culture. But the level of sway it has remains to be seen.

### **[Hidden Orders]{▲+1}**

Many subsets, organizations and activities remain firmly locked behind ominous door analogues and hidden from prying sensory organs. A not uncommon feature of a secretive society or one where divides between those able to enjoy recreation and those without that privilege remain vast. This level of removal provides a certain mysticism to certain activities, and perhaps a grander allure than what actually exists.

### **[Sexual Passtimes]{▲+1}**

A level of sexuality exists in many activities be these fully delving into the act or simply drawing it to mind. This may bleed into the whole of society or it might be contained to the various actions themselves, but it would be impossible to deny the popularity in such activities among the local populace.

## **Social Facets; Recorded Works & Constructs**

### **[No True Works]<sup>[96]</sup>•{▲+5}**

Recorded elements don't draw from anything because there isn't anything to be drawn from. A product of a society that is only just coming into the realm of physical records or one that suffered an unparalleled level of cultural obliteration in the past. Those elements you come in contact with your life-time will vary wildly as they only draw from their authors and scattered elements of the world around them.

### **[The Mosque Upon the Rock]<sup>[96]</sup>•{▼-1}{▼-3}**

There is a single work throughout the world that most prospective 'authors' draw from. Be this an epic, a spiritual or philosophical text or another element. It impacts most things that follow either in a very literal sense with potential authors following the note and elements to the character or just being heavily influenced by the style and tones of the work. No doubt this progenitor's impact will be felt for ages even if it is ultimately lost.

### **[A Bedrock of Grand Works]<sup>[96]</sup>•{▼-5}**

There are all manner of 'classics' that those who create draw from, creating a broader but still mutual cultural landscape in this day and age. While you might not be able to understand everything on these works by proxy it will still be inevitable you acquire an understanding of the progenitor themes and ideas. If of course your able to understand these works.

### **[A Grand Bedrock of Creations]<sup>[96]</sup>•{▲+1}{▼-3}**

An advanced cultural landscape exists with a storied history. Hundreds if not thousands of 'classics' exist with the broad library of great works being currently expanded. Such expansion allows a level of blooming creativity as emulation & distinction polarize. Hopefully one will be able to enjoy some of these works, and be allowed a look into the influencing pieces of the native culture. If not? Well, perhaps a friend might be willing to interpret for you.

### **[Amidst the Ash of Burned Pages]{▲+1}{▼-3}**

There are noticeable but completely lost artifacts to the native culture, where those progenitor works were lost but continue to live on in many elements, be these in communicative dialect or more tangible lasting elements. This could be the result of cultural destruction, the more physical obliteration of some works or even just the insatiable passage of time. Still, there's a comfort to be had in the staying power of some ideas and words, if that word is even applicable.

### **[Ancient and Storied Elements]{▼-1}**

Some progenitor works are so old the characters that they were crafted with are no longer used, perhaps the original cultures that created them have been outright extinguished. Age creates a level of reverence for these constructs, and one cannot deny the staying power of such things. Still, from your xenos perspective you might note certain elements and inconsistencies the modern sophonts could skip over entirely.

### **[Lasting Sounds & Stone Songs]{▲+3}**

The specific nature of the native xenos species has produced a medium that is almost or completely alien to you as a primary medium. Perhaps records are entirely done for a sightless species by primitive-music box like constructions, or carved using extremely precise depths that makes a singular scratched mark a full account. The possibilities are as alien as the natives themselves.

### **[Alternate Reception of Works]{▲+1}{▲+1}{▼-1}**

Usually there is a level of reverence or at least respect for what came before in a cultural sense. Only the foolish or nakedly ignorant holding the weight of such things in contempt. But much of the cultural landscape is borne of alternative feelings towards those progenitors. These might be active contempt for the works which are treated like an odd polarizing crime, despair for what was produced, or something else. But do not expect the relationship between present and progenitor to be simple.

### **[Pillarized Traditions]{▲+1}{▲+1}**

The nature of cultural constructs does not intermingle cleanly as much as some would expect, and either by direct cultural divisions or active internal rivalries certain working traditions have developed entirely outside of others. Creating a landscape of apparent and possibly radical divides.

### **[Unprofane Works]{▲+1}{▼-1}**

A level of removal exists in the discussion of the 'classics' in terms of their form and function. While they might certainly have created the current landscape they are not without their flaws and some will gladly pivot from them. Clarity or spite, whatever the case it is

### **[Profane Works]{▼-3}**

There is a level of reverence for old cultural works that goes beyond simple respect. Ironically this reverence might have outlived many cultural and spiritual forces and survives well into the present day. But it does create an odd blindness you might notice if you pay attention to things, and an inability to recognize very old faults.

### **[Unrecognized Architectural Value]<sup>[100]</sup>.{▲+3}**

Societies don't value buildings and architecture outside of it's resting purpose whatever that is besides a few select individuals. A product of a simple, humble, pragmatic or 'uncultured' society. Lasting structures indicate this trend has long been present in most of the population.

### **[Mixed Architectural Value]<sup>[100]</sup>.{▲+1}**

The notions and ideas surrounding long term structures are mixed though effective structures are at least fondly regarded by those who inhabit them. The ideas behind structures and monuments push in many different directions and in architectural circles. This is where the beginning of a great age begins or ends, all if there are those willing and able to fund it.

### **[Profane Architecture]<sup>[100]</sup>.{▼-3}**

Ideas concerning buildings and monuments step further than they ever have, be this in a spiritually profane sense in terms of houses of worship or in other senses. Commercial power-houses stepping further and further into the sky or glory seekers attempting to create monuments that will ensure they live long after their physical body is destroyed. Those pursuits are welcomed by many, or at least those not working in dangerous positions.

### **[Actively Reviled Architecture]<sup>[100]</sup>.{▲+3}{▼-1}**

A counter-action, borne out of the collapse of an age of decadence, a completely mobile society or a society that is torn towards primitivism. Typically a result of preexisting circumstances this bleeds into those things they do build, actively rejecting everything but necessary constructs. Even then, sometimes what is 'needed' goes to far in the eyes of broader society. There will still be a few who place stock in what can be raised.

### **[Brutalistic Primacy]{▲+1}**

Harshness oozes from many structures, a baseness that can seem jarring out of nowhere, though in its own setting does come into its own. Simple hard shapes and a forcefulness in structure might not be that beautiful, at least not to a human. But here in this day and age the designs are wildly popular.

**[Simplistic Primacy]{▲+1}{▼-1}**

The use of common and reliable shapes both geometric and naturally forming are a fundamental stepping stone that is visible in any settlement and present in almost any civilized locale, and not without reason. If the native civilization is particularly fresh it could be their first adherence, or this might be a return from a period of over-costly and now decadent architectural works.

**[Animalesque Primacy]{▲+1}**

Many designs in architecture can be drawn either directly or from abstractions of many native creatures, with motifs and artwork dominating many figures. Some of which may have outlasted the species behind them, leading to all matter of what might as well be dragons and wyrms surviving on in the works of the native sophonts.

**[Living Floric Primacy]{▲+1}**

Either through following the patterns of living native Flora, careful emulation or the actual use of extremely fast and reliable long-growth flora the sophonts primarily base their structures on the most sound of floran designs. These designs are at least proven and while this sort of construct is both difficult to maintain and limited to its nature.

**[Idolic Primacy]{▲+1}{▼-1}**

Religious figures, cultural symbols and a style predicated on reverence suffuse even the most basic structures. This may have some level of anthropomorphism (geared to the natives) but these elements have long since taken a life of their own on. In such a fashion just spending time among any reasonable settlement will afflict one with an awareness of the dominant native mythology.

**[Primacy of Artisanry]{▼-1}**

Fine works in a number of styles both recent and classic are the dominant line, some of which might resemble Terran designs simply by virtue of similar shapes and standards, but there will be many more not hampered by your former soil. The craft itself has likely taken on a life of its own, and no doubt there is great contention on the matter of the 'superior' designs.

**[Primacy of Sophont Form]{▲+1}**

A quick glance to many structures draws the dominant native sophont form to mind, be it only in the designs or going fully rooted in the structure itself. This might be in reference to ancient or mythological figures but in function it remains firmly focused on the 'ideal' native body structure in composition and execution. Something perhaps more visible to you than most of the locals.

**[Primacy of function]{▲+1}**

There is a level of usefulness and common (for the natives) sense in design. From the most humble of abodes to even monuments and the dwellings of upper society. This sensibility may not even be intentional as it remains an unquestioned characteristic of architecture. Or perhaps it is a mandated ground rule across the civilized world.

**[Primacy of Ambition]{▲+3}{▼-1}**

There is a race for the top that is in progress that draws those with resources. Whatever the case be it for lasting prestige, spiritual pursuits, or lasting titanic works, these vast and often ungainly structures will draw the eye in even remote settlements. Some of these might be useful, but it's likely you'll see the remains and half-finished results of failed projects if you do any travelling.

**[Primacy of Traditional Cultural Styles]{▼-1}**

The elements you see are those in both modern and very old structures. These styles change very slowly, and only when there is a great amount of resources and wealth behind. While this does create a homogeneity in style it has allowed a proven lasting strength to said styles. Though you may not be able to notice it, being from a very distant land.

**[Primacy of the Avante Guard]{▲+1}**

The recent architecture period is wildly different to the older building you see, being composed in sometimes polar opposition to those classic designs. The landscape in any place with growth produces a sharp contrast. These new styles may be as new as you are in some cases.

**[True Alien Architecture Primacy]{▲+3}**

Designs are borne of facets fundamentally not present on your old home world, not only existing but thriving in such an environment. This xenos architecture revels in those spaces, perhaps taking figures to cope with extreme gravity or pushing impossibly high without such restraints. Native materials and and environs produce things you might have never even imagined, let alone considered in probability.

## Social Facets: Taboos & Stigmas

### **[Firm Cultural Stigmas & Taboo Weight]<sup>[97]</sup>•{▼-3}**

Existing conceptions and beliefs are just that, commonly held. But with a little looking one will quickly find the skeptics and detractors. These stigmas and taboos will largely go unchallenged, but in the event something comes along directly opposing them with good evidence, most locals will be willing to shift their opinions and beliefs. This level of flexibility allows a level of progressive motion, though there will always be some individuals that never shift.

### **[Heavy Cultural Stigmas & Taboo Weight]<sup>[97]</sup>•{▼-3}{▼-5}**

Stigmas easily outweigh any singular individual's input with only serious and far-reaching societal motions able to challenge them. Hard-baked into the social bed-rock it's debatable (from the perspective of a set few) if these beliefs are reasonable. These may still be somewhat tempered and not all are particularly zealous in their enforcement, but in a crowd those individuals will easily be overwhelmed.

### **[Murderous Cultural Stigmas & Taboo Weight]<sup>[97]</sup>•{▲+3}{▼-5}{▼-15}**

Borne of hard times, an extreme environment, or extreme demands. It matters not how many of these elements remain or how well they've been dealt with. The social response remains and with it a level of enforcement that can kill all but the most powerful members of society. Even they may be overtaken if they break too many of these taboos too quickly. Those with dissenting opinions keep them silent and unseen, as questioning these issues is likely in of itself a taboo.

### **[Mixed Weight of Taboo & Stigmas]\***

There is a noticeable difference in certain social reactions and demands. Perhaps originating from different now thoroughly mixed cultural origins, or being the product of estranged and diminished ancestral beliefs. Either way some are held with far weaker regard, and could be more easily put aside compared to some. If this is apparent it might be very helpful in navigating the social landscape. If not, it could be very dangerous if a dire taboo were to make itself apparent at an inconvenient moment.

\*Multiple [97]'s might be taken, standard rules

### **[Functional Taboo]{▼-1}**

Many societal taboos hold very tangible and solid reasoning for their existence that is functional to the point even a total stranger to this world will quickly gather reasoning for. Most of these will be beneficial, the sort of taboo that goes against eating toxic plants and diseased animals, ill-treatment of weak societal members. Though some will certainly exist to help preserve the status-quo.

### **[Non-Functional Taboo]{▼-3}**

Some Taboo have visibly outlived their usefulness, being broadly potent across many sub-groups despite this non-functionality. Ironically such Taboo may even be a sign of overcoming former issues, with society able to prosper in spite of its self-limiting tendencies. Until of course things return to a decline state and such Taboo become actively detrimental.

### **[Absurdist Taboo]{▼-5}**

Some social elements seem at the best of times excessive and at the worst absolutely ludicrous. The establishment of these practices and taboos was either deliberately constructed or has been warped and distorted over ages they in no way resemble their original forms. A balanced society that keeps such things might keep them for their oddity, especially if they're rarely addressed. A more extreme society might embrace such extremes as a means of social control.

### **[Naked Stigmatization]{▲+3}**

There is an obviousness to the way most native societies handle their socially accepted targets. Discretion and tacitness might even be looked down upon, even if these are usually only by byproducts of aggressive focus. If nothing else, the openness of this response allows one to avoid its ire.

### **[Esoteric Stigmatization]{▲+1}{▼-3}{▼-1}**

There is a deliberate level of obfuscation in dealing with stigma and taboo, one that removes the responsibility from the bulk of society, at least until visibility is lowered and the mask-analogue is put on. This indirect approach allows some small amount of breathing room, although if anyone were to try to permanently reign in these effects they would have a much more difficult time of dealing with the hidden enforcement.

**[Stigmatized Birth Traits]{▼-3}{▼-1}**

Be these broad colourations, physical birth defects, 'physical birth defects' or just birth marks. These traits are looked down upon in many places, or are 'actively corrected' through harmful means. In the worst circumstances spawn with these traits are dealt with in a direct manner or left to the elements.

**[Rejected Deficiencies]{▼-5}**

Be these the results of physical harm or mental defects both inherent and inflicted, many natives view those with such as lesser. Either as partial-persons, broken people or outright lessers. While this does allow local sophonts to hand-wave their issues if they are transferable or more easily inflicted it might even be used as a sort of punishment. Descriptors and titles of these groups will also easily fall into the range of slurs.

**[Willing Scapegoating]{▲+3}{▼-1}{▼-3}**

Some target groups and individuals are evidently not the source of their blame, even to many members of society. But the need for an actual target of blame outweighs any sort of innocence, this fact might even be made apparent with these scapegoats being useful only for holding the blame.

**[Cultural Pariahs]{▲+3}{▼-1}{▼-3}**

A certain sub-set of the broader world routinely acts as a constant target for assault and mockery, with this treatment often growing exponential to other, often unrelated problems. This might be a bottom caste that exists almost completely outside of society, as specific removed sub-culture defined by profession or lackthereoff, or even a disparate persecuted culture that exists in motion outside of the set dominant culture.

**[Pariah Groups]{▲+1}{▼-1}{▼-3}**

Various small groups that would be impossible to remove as much as a human would their own organs routinely take the fall within their own lines. Possibly to a comical degree. This might be those of a certain limb preference, those of a certain colourization that is immutable and random or those of a specified rank. The only uniting quality to this element will be it's tendency to 'grate' on members of polite society.

*It all forms a whole picture, doesn't it? The entirety, revealed to you in a moment?  
And already, you're forgetting again. The revelation falling away. Well. You'll remember soon enough.*

## The Saviours

*Hm. Forged by their world, to be rejected or shaped as they wish. But they are not 'they' are they? 'They' is a terrible little concept, a wave, to wipe away the faces and choices of the individual cells no longer cells. How quickly they forget, just as your kind have, and so will almost all. Temperance and true understanding are rare, for it stings. Bites at the conscious like the groaning pressure of impossible sums. The weight of an untold number of true independent souls is terrifying, isn't it? Each unique, when grouped wiped away, until the avalanche.*

*You would perish, here, alone. A footnote, already finished in their task. To die beneath an alien sky.*

*Were it not for those, who chose to act in such a way that would not benefit them.*

*That would likely make them suffer. Who are they, who you burden with your broken form?*

[Take Between 1 to 5]

[THOSE ENJOINED SHALL SHAKE THEIR WORLD, FOR BETTER OR WORSE, NOW OR LATER]

### [The]-[Voyvode]

A figure characterized by their seniority and commending aura; the Voyvode has seen much violence and conflict by the standards of their own kind, being thrown to the dust in youth only to rise later in the flames. But it has hardened them and left them aside from their colleagues, scarring their form and mindscape alike. They are past their prime now, and isolated from what they once were. Wallowing in the passage of time is second nature now, though they can still sum up their old mien in times of need. Some small remnant of their commanded forces remains abroad, though their loyalty to the Voyvode will be questionable. Some remnant of the Voyvode's physical ability also remains, but likewise it is a pale shadow of what it once was. Perhaps the Voyvode owes a favour, or perhaps they simply have friends amongst this group. Perhaps the Voyvode can have one last victory lap before the end, or more likely they are doomed to a slow indignant demise. The Voyvode is aware that it all matters not, their end is inescapable regardless of what they do.

You are a soft thing of unsound mind, at first anyways. The Voyvode will only see your squishy parts as they always revert to marking weak points. An anomaly only worthy of minor note and whatever the intellectual types deem fitting for your treatment. Yet in time the Voyvode will revert to older protocols that come with regard. Focused drilling, to sharpening and grinding you like a blade. Never officially of course, but the Voyvode's old shell may open up a little with a shapable figure near to them. The true depths of this interest will only grow with time. How deep the roots grow depends on potential and openness.

Should things pass that precarious unseen border between you, physicality isn't out of the question. The Voyvode is worn down and mild in the extreme, flustered by exposing an intimate side and liable to storm out at a moments notice. But they would try in earnest to reciprocate attempted pleasure, fumbling as they are. Gentleness would be a necessity.

Affection-/2/ Disposition-/5/ Acceptedness-/1/

### [The]-[Auxiliary]

A figure characterized by their inexperience in violence and precarious position. The Auxiliary has much to lose and very little to gain, for they are without much wealth or backing at all. Tied only to others of a community that is now distant, the Auxiliary has the loosest ties to the group as they struggle to keep themselves in employ, with the Auxiliary acting as a guard or something similar. Scraping by an existence the Auxiliary has either been forced too take by circumstance or been drafted into. They have hopes and dreams, but with a jading marked by self-awareness to their pitiable position. But they still try, learning as much that they can and trying to keep every connection they make. The Auxiliary is desperate to prove themselves, but something of a soft soul draws them back. To a softer existence. Perhaps there is another path for the Auxiliary outside of the petty position of violence where they can be contented and secure. Or perhaps soldiery is doomed to overtake them, and they will be hardened into a creature of violence and pain. Or perhaps they will die. Like so many petty forms do.

You are an unprecedented oddity, something unnerving in many ways. And yet- you are something unique. Something that the Auxiliary has never seen before, and in time they will realize the true uniqueness to your meeting. The initial trepidation may grow into rapport, and later friendship if you allow it. The Auxiliary has few they can call friends, for theirs has been a lonesome lot. Everyone of them, no matter how odd is treasured.

Beyond or within the realm of companionship, intimacy is possible. Physically young and while inexperienced the Auxiliary is eager to prove themselves given the opportunity, particularly in physical matters. Your body is an oddity, on the Auxiliary will explore with eagerness as caution fades, experimentation will reveal they enjoy making it turn with the right motions, prodding and finding the ideal way to make you moan and flush.

Affection-/6/ Disposition-/3/ Acceptedness-/2/

### **[The]-[Marauder]**

A figure characterized by their murderous ability and ruthless nature; they have plied themselves on the fringes of the civilized world. Be it on the borders of order or the uninhabited roadways. They take what they wish to take, kill who they wish to kill, burn what they wish to burn. They are in their prime, capable and strong. But they lack in intellectual means, as well as basic logic and connection norms between others of their kind. Not to say they are stupid, they are wise to their chosen trade, survival and violence. Self-Isolating by nature, it takes lengthy amounts of time to earn even the slightest trust with the Marauder. Theirs has been a harsh lot, borne out of the fringes of society where abuses and violence are common form. Survival is pain, and the Marauder intends to survive, unfettered by obligations and rule of law. Yet there is indecision, for they are a part of this small group that has saved you. Willingly or otherwise it matters not. Perhaps the Marauder can find some softness that their character has shed, or perhaps the descent into violence has only begun. Whatever the case, they shall walk that road with the same ferocity that has gotten them this far.

You are something totally ignored at first. A freak animal that is completely useless. At least, that is what the Marauder states. The Marauder holds their cards close to their chest (analogue). They check up on you in such a way that won't be noticed, ensure your needs are met as subtly as they can manage. Their true intentions are nebulous but may delineate them in time. As long as the Marauder's self-isolating status can be overcome.

Physicality is surprisingly hard to achieve with the Marauder, perhaps even more so within their own kind. Violence brings an instinctive desire to protect ones soft bits, and it is difficult for them to connect. If a connection is made the Marauder will reveal a desire to utterly dominate you, binding you, burying you under them and biting into you during coupling. Revelling in what little crimson they see and taste. But it is not a cold sort of domination, for the Marauder will stop on a word if requested, and seemingly desires the after-light to such things as much as the actions of physicality. Allowing themselves to be exposed for a time in rest beside you, for a time.

Affection-/3/ Disposition-/10/ Acceptedness-/7/

### **[The]-[Concertino]**

A figure characterized by their pragmatism and pursuit of wealth through violence; the Concertino is an individual who has spent their lives roving the world in search of conflict. Not out of any personal quarrel, but because their services have always been needed most when the flames of conflict roil. Wealth for them is derived from struggle, not out of contempt, or malice. Simply because there is struggle, and those willing to pay for extra manipulating digits in that struggle have need of them. Thus the Concertino has carried on since he could work and struggle, without crassness or unnecessary cruelty to any and moving on when their task is finished. Were it not for their openness of personal history, one wouldn't know anything for the Concertino is a mild sort. Interested in the softer things and indulgences allowed by their labours. They share a bit of this with their companions, but the finest bits are kept to themselves, outside of onerous circumstances. This current road they walk is just another job, be it for unseen forces or another one of your saviours. The circumstances of the Concertino's labour makes them the most likely to leave you first. More conflicts to be profited off of, more wealth to be earned.

You are a strange thing, but the sort that isn't worth much. An oddity kind to a strange beast or a strange place, without the will or the payment to be moved from. Something to be acknowledged, sketched and then left well enough alone. Even if the Concertino fully understands the depths of your position it will change little of his disposition. What rapport exists comes in the most quiet moments, or the most stressful. The Concertino respects those that can relax and those able to keep their heads in moments of violence.

Physical binding is something that can only come with repeated interest, and if achieved only held in the barest respects. Individualistic and removed, the Concertino is uninterested in intimacy and will only follow casual pursuits. Short spaced and quick will be what occurs.

Affection-/1/ Disposition-/5/ Acceptedness-/3/

### **[The]-[Official]**

A figure characterized by their unrelenting devotion to detail and a position of minor authority; the Official is an individual caught between the struggles a person of minor power faces. Not high enough up the chain to hold great sway, not low enough to scuttle out of sight. There is a position caught between greater sways with only minor wealth and local power to back their decisions. Even now they are divided from that being in transit and must deal with a constant state of near helplessness. The official is not a coward, at least, not a total coward. In their own spaces they have some weight to their communication, some sway. But out in the open world they feel helpless, like an invertebrate without shell. Should the official survive their current outing with your saviours, it is likely they'll try to return to their position's office and never leave it. Outside of it they are anxious, easily startled and quick to bargain. Restored they are flexible, magnanimous and at least field an air of confidence even if you know it a facade. Between these spaces the Official still attempts to abide by the strictures and responsibilities of their position, towards those under their jurisdiction and those who hold their obligations. The Official cares little for excitement, or for exploits and renown. Their interest lie instead in labour, and in their free time petty games of chance.

You are something that will probably get the Officials insides removed at some point with great violence. They know well enough what the really strange, at least as far as they are concerned you would be best to find some hole to hide in for the rest of your miserable years. The Officials tune will slowly change, particularly if you have an aptitude for clerical work and common sense.

The closest relationship you can hope to have with the Official is a functional agreement where you keep yourself useful if you stick around. They have no time for even members of their own species, and with such an interest in fluid passage the Official will not even want to entertain the notion of physicality. Still, a relation of working nature is still greatly appreciated, perhaps even more so than something physical. The Official doesn't have many they can rely upon.

Affection-/0/ Disposition-/5/ Acceptedness-/0/

### **[The]-[Intellectual]**

A figure characterized by their history of learning and understanding of the greater world; the Intellectual is an individual of stable mental aptitude albeit tinged by an eccentricity that comes with greater intellect than wisdom. The Intellectual lives half within their own mental space, existence as a whole is a puzzle still to be pondered over. Both in the physical sciences and the mental, the ideals of the world and its inhabitants are things to be prodded, delved into and understood. This has earned them few allies, indeed perhaps the only people they keep company with are in this small group. It has also earned the Intellectual many enemies and even their 'friends' may grow weary of the Intellectual's prodding and the Intellectual's more grating personality traits. The Intellectual at least pays some mind to those close to them, even if such mind comes fringed with caveats and ungraceful notations. The value of the Intellectual's work makes some ground for all of this, with their brazenness driving them into fields not well touched or completely new, depending on the local civilization's progress.

You are fascinating to the intellectual, a key that elucidates certain facets of the thinking mind and individual traits of the Intellectuals own kind. Like a decoding switch the Intellectual will prod and question, divining answers they have long pursued. Even once you and the Intellectual have fully explored this strange space, the Intellectual will try to retain close ties, especially if you have your own mental aptitude.

All things begin with experimentation, and your... physical functions will be of interest to the intellectual. This can begin and end with prodding and 'examinations' if you prefer, but if you share the Intellectuals almost voyeuristic interests they'll likely treat you as a valued accomplice. There is much to discover about the both of you, towards each other. It would be a terrible shame if the physical form wasn't fully explored.

Affection-/2/ Disposition-/7/ Acceptedness-/8/

### **[The]-[Deviant]**

A figure characterized by their utterly care free disposition and entrancement in their own senses; the Deviant is a dichotomy of functionality and complete disregard for their society's ideals, even if they should be perfectly in line with them the Deviant will still find some way to stand outside of it. They do not force their beliefs on others, in fact they almost revel in the discomfort their proclivities induce in others. Magnetically repelling the majority and attracting the few able to understand their way of doing things. Or at least tolerate that way for the Deviant's help. Though they try to hide it the Deviant really is something else, clever in a way it is very difficult to identify with few equals. But always setting them apart from the majority. It's more honest this way. There's a purity to a divide made in more overt terms, locking off all but the few. The sort of people the Deviant openly wishes to fraternize with. It marks the rest of the group, even if they aren't truly aware of the Deviant's nature. Maybe this merry little group is receptive to the Deviant's interests, or more likely they are just a motley crew that fate has rolled together. The Deviant functions regardless, and if some few understand them? Just a nice little bonus.

You are unique, something the Deviant will come to realize as fast as one of the native Sophonts could hope to understand. The Deviant will keep their reservations at first, testing your sapience and your maturity. Settling either into a more humble prodding or allowing their full proclivities to seep in. If of course you have the mental capacity to really reciprocate them. If you entertain them you might find a loyal ally in the Deviant who always pays their dues. But for someone of a similar mind? Well...

The Deviant is one willing to strain the senses as far as they can go. If they could find a willing accomplice there would be only the limits brought by physical law. Even those can be bent, with the right know how. After all, what are limits if not boundaries to be pushed?

Affection-/5/ Disposition-/8/ Acceptedness-/10/

### **[The]-[Exoditte]**

A figure characterized by their own expulsion from the greater society and their own will to persist; the Exoditte has not chosen an easy path, or a respected path. But it is their own, one they refuse to part from. One that has largely left them alone for great lengths of time, isolation is a familiar tune for them, as is a forced self-sufficiency brought by exile be it physical and metaphorical senses. The Exoditte makes it apparent they don't need the others in this group often, more reminding themselves of that fact perhaps more than their allies. They do not have a log past, but certainly an interesting one the whispers from the others are true. The Exoditte is likely owed something, for services still ongoing perhaps, or for grander services already rendered. Regardless, the Exoditte does not dwell on them, and will never give up the truths that do not concern others. This applies to your secrets as well, if you wish. Being outside of most functions, it is one of the only things the Exoditte can offer.

You are a creature. Wretched, but the Exoditte is familiar with many shades of wretched. There is more between the soil and the skies than most of the natives truly know and the Exoditte may not even realize you are alien to this world. At first anyways. Not that the 'truth' of you changes anything, you are not the sum of your origins, rather, you are the sum of your character. Your actions and inclinations made in conscious thought. Of which, perhaps, if there was a self-awareness, a division from the settled? Perhaps you might find yourself in welcome company.

Brought to stranger closer places, the Exoditte turns domineering, overt but warmer. You exit the dominion of the world at large and become a part of the Exoditte's dominion. Still your own person, unlike the wants of degenerates and brigands, but most definitely the Exoditte's dominion. They are of simple wants and interests, but do certainly enjoy 'sucking every ounce of marrow from the bone' so to speak. Driving things to their natural extensions and then even further. Nothing to cause lasting damage, but as far as it can go otherwise.

Affection-/6/ Disposition-/7 Acceptedness-/3/

### **[The]-[Hermeticist]**

A figure characterized by their thirst for learning and desire to understand the worlds and spheres around them; the Hermeticist is a figure of the unseen and seen sciences alike. One who pursues the path of learning in such a way the physical and the spiritual mesh together to the point one is indivisible from the other. The Hermeticist knows all straits and all things are intertwined, to learn is a process building upwards and to live is to take world. Of course, this comes at high cost. The Hermeticist could be considered at the best of times an awkward mess, at the worst they completely ignore everyone that is not themselves. A trait that does not endear them to many, even those in the group can be put off at times, if not driven to the point of driving the Hermeticist a long way off of a tall cliff. But these times are few, and the Hermeticist is aware of his failings. Outright abandoning the idea of social recompense and pursuing a more pure payment. The fruits of his labours are rarely seen, but what little grows is usually passed immediately off to those few tied to the Hermeticist. It is easy to see how one like them falls between the cracks and an unending cycle of peonage. Still, the Hermeticist continues their works, unbothered by their mundane situation and mortal troubles. There is much to be discovered and unveiled.

You are proof of greater things, more than you know. To know, to 'think' you know is the first sin. The Hermeticist understands this principle truth. You for all your strangeness are both a part of the puzzle and as ignorant as the rest. A pity. But should you be able to overcome your own inherent flaws you could find a useful counterbalance in the Hermeticist. They have dealt with enough foolishness and self-entrapped cycles of thinking without exit in this life from their own species. They don't need it from you.

The Hermeticist suffered a few 'accidents' in their youth and as a result were damaged in a 'specific' way. Even if they were interested they wouldn't be able to do anything. That said, they probably would like a hug. Every once in a while.

Affection-/0/ Disposition-/5/ Acceptedness-/2/

### **[The]-[Anchorite]**

A figure characterized by their humility and their dedication to piety; the Anchorite is one that has elected to publicly retire from the public spheres and the greater whole of society. The Anchorite is dedicated to religious practices either common to the populace or dwindling from memory, little by little. Accustomed to an independent and ascetic lifestyle, they as a figure not only survive but thrive in minimalism. It makes it easy to live away from things, in company that will be the safest for you. The Anchorite considers their duty ultimately a sacred one, even if it is to be carried by them alone. 'Practicalities' disgust the Anchorite as they typically prelude degradation, the slow death of tradition is brought by a thousand simplifications. This has separated them from their religious compatriots who likely practice less severe versions of the Anchorite's beliefs, if there are even any of them left. After all, the Anchorite's past was not a happy one. They fell into the group in a moment of weakness, and have attempted to recompense them for their actions. Be it out of kindness, pragmatism or even chance, the Anchorite makes no distinctions. They'll repay their debts and go from there. Perhaps leaving the group and returning to a solo aesthete. Or if the Anchorite is still able to assist and at least tolerates the company they find themselves in, they'll stick around. In this exilee company they can fulfill both spiritual duties and help in a small meaningful way.

You are like something out of those very old tales, written in faded ink and spoken of in a hoarse whisper. The Anchorite will doubt celestial origins, though they will accept them given evidence. But they don't really matter. The Anchorite believes your presence has purpose, be it in a greater cycle or something smaller they feel obliged to get you on your feet. To learn of your stories and record them, with tongue or physical writ. What comes next lies upon you, the Anchorite will naturally fall into a courteous but removed relationship, but if there is a connection and a respect? Perhaps there is more...

Should one find themselves fully understanding of the Anchorite and the same in return... Well. There are certain loopholes, certain options. Mostly the Anchorite will crave presence, just being able to touch another is an almost infectious thing for them. Further? Well, the Anchorite is skittish, and purposely obstinate. Simple equal things but nothing extravagant. You have each other in this moment, the Anchorite does not want you to over indulge yourselves and to lose your bond.

Affection-/6/ Disposition-/1/ Acceptedness-/1/

### **[The]-[Abomination]**

A figure characterized by their defects and wretched existence; the Abomination is one who is perhaps the closest to you in terms of monstrosity. One who has been cast out of common society with force and threats of island either ignored by authority or actively encouraged. Harsh has been their lot, with only their 'grotesque' shifts in form keeping them alive. These might be deformities made by violence, natural though excessively rare conditions or blatant and unsettling mutations. Of a degree some might consider them unnatural were it not for their alien biology. The Abomination tore a bloody trail before they escaped the inner confines of local civilization, persisting on the outer edges of society with surprising guile. The Abomination is not at all dull, making a living for themselves in forage and enjoying the upper comforts of this age. The rest of the group knows of the Abomination's true nature, either needing it enough to overlook it or genuinely caring for them. Something the Abomination appreciates in its rareness, though already they brace for the inevitable parting. Such has always been the case. Such will always be. Nothing to be done about it though, just grit ones jaw analogue and ready ones self for the burden.

You are another outsider, one the Abomination will examine from afar, keeping their distance. Examining your nature as much as they can and making sure you aren't going to try and do something stupid. The Abomination has some self control, but only time will convince them that you possess the same. If they can't be convinced then the best you can hope for will be a not unpleasant distance. But if you can convince the Abomination or even make yourself friendly with them you could have a powerful ally. If not something more. The Abomination doesn't have much, what they do have they'll defend with the sort of selfless ferocity only monsters possesses.

Starved for affection would be the polite term to call the Abomination, who, even if the greater civilization and species don't possess it manifests with great weight. If given the absurd notion of an intimate bond (something which the Abomination will have great trouble believing even if you confirm it as blatantly as possible) the Abomination will prove to be physically affectionate in the extreme. In all but the most extreme circumstances wanting to touch or hold onto you. You're one of the few people who can truly command them, but left to their own devices the Abomination will take control of things. They admittedly have your best interests in mind, and will do whatever it takes to make you feel good.

Affection-/10/ Disposition-/9/ Acceptedness-/6/

### **[The]-[Revolutionary]**

A figure characterized by their ferocious loyalty to their comrades and their desire to change the world; the Revolutionary is an individual who sees all that is foul and wrong in their status quo and will struggle too see their ideals realized. The Revolutionary strives ever onward, regardless of the repercussions, regardless of the pain and the resistance they meet. They may be mortal, but their will is tantamount indefatigable, and their principles unyielding even under torture and pain of death. Depending on the nature of their society this might make them deeply unpopular or it could be their current state is the only thing keeping them away from a very slow very painful public execution. Something the Revolutionary is deeply aware of, able to shift themselves from their magnanimous and shaking personality to a more relaxed and gentle mind. In that state they are softer, almost paternal in your eyes even if the word doesn't apply to the Revolutionaries own racial traits. Easily endearing themselves to softer souls, falling into a support role and looking after small creatures. The Revolutionary turns on a dime when they need to between the burning fire and the soft flame. Whatever the situation needs, always feeding into a bigger picture. Of a better world the Revolutionary wants to make, one that can be built without the need for stabbing implements.

You are a someone, a person. Strange as you are the Revolutionary recognizes that outright as an unshakable truth, and that no matter your character you're due certain things. The nature of those things of course, depending on your character. Resolving the divide will be the Revolutionaries foremost concern, learning about you as much as they can. Finding the truth of your nature before any judgments can be passed. When they are? Well, worse comes to worse the Revolutionary will part ways, they have their duty to attend to. But that's a last resort, the Revolutionary is always looking for new friends and allies and it would be very easy to fall into friendship with them.

The natural inclination towards friendly behaviour ironically makes the Revolutionary difficult to grow closer to. Their 'drives' are rather controlled as their takes up the bulk of their focus. They are alone in it in full commitment, you'd be better off with someone else. But should you persist you'd be the first in that line with the Revolutionary and it would likely be a learning experience for the both of you.

Affection-/8/ Disposition-/1/ Acceptedness-/1/

### **[The]-[Philistine]**

A figure characterized by their barbarism and brutalist ethos; the Philistine is an individual borne to a despised group in this world and found themselves to thrive in hatred. Brutalism shall be repaid with brutality, violence repaid in violence. This is a truth the Philistine is familiar with, the 'restrained' and 'civilized' peoples are just as violent and cruel, but are hypocritical. The Philistine doesn't shy away from violence and cruelty, rather, they embrace it to repay the pains paid to them. In that regard they are almost simple, existing and repaying existence is their natural tone and they are completely content with that. It makes it odd if they're a part of a group, but the Philistine is willing to make exceptions. There are ties, ironically ones stronger than to the Philistine's origin group. The Philistine prefers not to speak of it as there is very little to communicate. Disagreements, they left. Went on to wander, hang around with the company you find yourself in. Hopefully that is all that will ever be said on the matter as the Philistine would probably kill if they crossed paths with their 'group' again, as much as they would any conquering authority.

You are... Well. The Philistine doesn't know what you are. Weird, probably unsettling, but the Philistine doesn't care about 'answering your question'. That is the range of cowards and know nothings. The Philistine will be one of the very few able to take your existence in stride. Uncaring about you besides what you can bring and able to get their point across without the subtleties of advanced communication. If you're able to 'earn your keep' then the Philistine will turn to offer the upper limits of their hospitality.

What an odd thing... Should you initiate things with the Philistine, they'll question your sincerity quite seriously. Going out of their way to make sure your willingness isn't false. They've dealt with a few false paramours and the tests will prove to be serious. But should you persevere though, you'll find a very caring... Top. There's no denying it the Philistine will enjoy making you make all those fun noises. You're the Philistine's from that point on and they very much consider you their dominion know.

Affection-/7/ Disposition-/10/ Acceptedness-/5/

### **[The]-[Charlatan]**

A figure characterized by their guile and impulsive greed; the Charlatan is a character who thrives on deception and theft. It is not enough to simply con their way through to an easy existence, they must rise ever higher through the social and economic ranks. The prospect of failure is ignored, out of confidence bordering on arrogance. Even if they should fail they will gladly begin again, climbing the ladders of society at the expense of the idiotic and the gullible. In some ways it is better, more naked. The climb. Ripping apart ones self and remaking it. Without the Charlatan's brilliance they would probably have been left dead in a ditch somewhere, but even the Charlatan's allies must admit when they shine they *Shine*. Pulling together physical means and able to make out like a bandit without a threat uttered. Though they aren't above threats. The Charlatan can fall into any sort of criminal or non-criminal career they wish. Could do a lot of things once their debts are paid within this little group.

You are a rarity, just- not the sort that's worth selling. Which pretty much makes you useless. Not that that's a bad thing as the Charlatan will quickly inform you, there's all manner of positions worthy of exploitation if one's willing to put the effort in. Ultimately that there are three options, you prove yourself an equal, the Charlatan leaves you to your own devices, or the Charlatan thinks you're cute. Two of those resolve the Charlatan to at least check in, even if it comes with ulterior motives.

The Charlatan doesn't really do lasting things, preferring short term and ambiguous flings in the hay-analogue. They prefer not to attach themselves, clinginess being a massive turn-off for them. But if one is willing to exist in the odd grey-space then there is some room. The Charlatan who views you as an equal and the Charlatan who views you as cute are two different creatures. Equality brings competition, a delightful one-upsmanship that resolves to all places, especially the sleeping sack device. Affection is in of itself a competition. The other Charlatan though, they will be subtler, offering small gifts and minute affirmations. The Charlatan has many prizes, you being one they don't particularly wish to lose.

Affection-/2/ Disposition-/6/ Acceptedness-/3/

### **[The]-[Turncoat]**

A figure characterized by their own wretched past and the singular act that sorted their lot; the Turncoat does not regret what they've done even if they will be forever reviled for it. The Turncoat has betrayed those in power, once holding a strong position and good standing they threw it away in an astounding act of desertion. Only their great haste and the space they've made has kept them from the chopping block. A fact they are fully aware of in their current seclusion. It stings in some regard, so many despise them for their magnified action. But it has also been... Liberating. Not needing to take anyone else's shit, living freely for the first time. Falling into a group they knew the members from afar, having encountered them at some point once. But it was in another lifetime as the Turncoat puts it, one they don't care much to dwell on. There is little use in it, it being pointless now. Notions of regret be they similar, analogous or alien are laughable. No. The Turncoat prefers a forward motion now, ever eager to keep on with the task at hand.

You are something to be killed over, at first anyways. The Turncoat recognizes how quickly some sophonts might turn if they learned of your nature. They'll seek to keep you out of sight if only to save their own hide. Not that they are callous, but there is a practicality to their actions. The Turncoat recognizes survival, merits of ideas being only as good as they keep the rest of you alive. Once that matter is sorted, at least as well as it can be, then the Turncoat might be willing to socialize. Somewhat cold, but in time it will become apparent that is all they can really muster. The Turncoat has been around for a while, and someone who could learn to share the silence with them could stand to go a long way.

At the furthest edge if one is able to evoke it, they will find the Turncoat is something of a freak. Not that they'll want it stated aloud, at least, not outside the bedding space. There is room for flexibility here, particularly with your flexible form. Experimentation, rise, tease, fall and climax. Though it won't change much outside of the more intimate spaces, aside the Turncoat sticking a little closer, the Turncoat will prove to be a fast defender.

Affection-/1/ Disposition-/7/ Acceptedness-/9/

### **[The]-[Servant]**

A figure characterized by their indentured stature and their ability to persist; the Servant is an individual who keeps pushing in spite of poverty and a status set at the very bottom of the hierarchy. The Servant exists as just that, a servant to either one member of the party or another master, obscured for the time being. They do not care much for this state, often being lost in hazy dreams of a contented existence with some pleasantries and for now are willing to struggle for them. Even if for only now. If they belong to another member of the party whose disposition is positive they might see the basics of those dreams realized. If not, or if they serve someone from afar? Well, the Servant was always aware this state might be all they know. They are content, so long as they keep trying. The Servant just always barely manages to keep on the up, serving the group and their master as best they can and just barely getting by. Holding onto hope, just barely making it. Time will tell if they'll see their ends met or if their fragile little cores will finally snap.

You are... Well the Servant doesn't have a clue what you are and you kind of scare them. If that fear persists the Servant will end up permanently trying to avoid you until they finally get the chance to escape. But given reason to relax and a more casual tone the Servant will easily fall into an amicable or even a friendly relationship, the Servant if given the chance is very easy to pacify. Someone of a similar chirpish mindset could find a trusted confidant in them if the same is given. To say nothing of other things...

The Servant is as clueless as any native could be, excessively held back by their concern of ruining the moment and possessing the barest understanding of intimacies. In the worst case scenario you might know more of sophont sexuality by the time such an encounter came to be. The Servant still tries, and the right pushes could lead to a more balanced character. Some, of course, may enjoy their haplessness.

Affection-/8/ Disposition-/2/ Acceptedness-/1/

### **[The]-[Courtesan]**

A figure characterized by their external allure and their rather cattish interior; the Courtesan is an individual who has geared themselves to embodying their species lust while retaining a rather snarky interior. Brought into existence unwanted and unwelcome, the Courtesan has made their way through existence in spite of the odds stacked against them. Their lurid disposition is oddly not a terrible thing, for theirs is a resilient core. Stabbing against the petty impositions set against them. They can turn from inviting to their true self on a dime, an almost cruel bite revealing itself. The Courtesan though they can be cruel and ruthless are not completely heartless. Perhaps even within the group you might see the rare softness that only comes when the Courtesan is certain they are secured and for the 'youth's' that 'fall outside of it'. Soft on the young, soft on the 'innocent' as much as they can be. The Courtesan goes on, turning their trade and sticking with the group. Perhaps they are connected to another member, or perhaps they follow another. Regardless, the Courtesan will remain a perpetual companion unless something truly terrible happens.

You are a weirdo, one that the Courtesan will attempt to ignore as you are way above their pay grade. Like, really? What is the Courtesan going to do about you? They aren't much of a thinker, they specialize in the local sophonts, they don't care about your actions so long as you don't do anything stupid. If you reveal the truth of that statement and do something stupid the Courtesan will keep their distance, but if not? Well, someone willing to trade barbs would always be appreciated, and hopefully you can take care of yourself. Or else...

The Courtesan will take a worlds worth of convincing, physicality is one thing the Courtesan is done to death with. And ill-conceived ribs and affections disgust them to no end. But an actual relation? One not borne out of control or halfhearted notions? The Courtesan thinks it impossible, and it would be very difficult to move them from such a position. But should you succeed? The Courtesan would be different, seemingly unchanged aside the occasional lingering presence. There would be almost no 'true' intimacy, but lasting closeness? That the Courtesan appreciates.

Affection-/1/ Disposition-/6/ Acceptedness-/2/

### **[The]-[Methuselah]**

A figure characterized by their ancient figure and their worn apathy; the Methuselah is an individual who has lived a life longer than the hegemonic powers of their world. The Methuselah is one who has watched cities rise and fall, rulers sweep into power and be cast aside. The Methuselah is, and that is all they are. A pitiable watcher without mission or goal, without reason or purpose. Simply going onward, listlessly. It all blends together in what you can only describe as a potent apathy, the sort that allows the Methuselah to mentally dispose of all but the most basic things. Be these luxuries, the names of places beyond their first and and people. All those beside the few the Methuselah find themselves beside. It is the only way they are able to maintain themselves, they state when questioned on their selective memory. Some things are not so easily forgotten and the Methuselah is still long for this world. They must save themselves, save mental space. Their journey will go on longer than words can describe.

You are something the Methuselah cannot forget. No matter how much the Methuselah wishes they could, a creature completely unique is something the Methuselah has not seen in a long time. You draw the Methuselah's mind immediately to far off-places, for they know well of what could form living things. Weigh as this does on the Methuselah, they will slowly come to understand you, much as they can. Revealing themselves no more than they would to any other who came 'close,' but treating them with a mutual relaxed acquiescence.

The closest one could hope to get with the Methuselah is an implicit understanding when all this ends. This being the grander step in a much larger path. One moment in a horrifically vast cosmos, on a world that may be doomed. There will come a moment where the Methuselah shall vanish again like he always has. Or, at least, he will try to. Perhaps, if you prove yourself strange enough, the Methuselah might finally share his burden. If one was willing.

Affection-/1/ Disposition-/N/A/ Acceptedness-/N/A/

### **[The]-[Guardian]**

A figure characterized by their paired warding of another and their magnanimous tutelage; the Guardian is an individual who shielded and raised another in spite of the costs to their public standing, perhaps even their status as a lawful member of society. Having long since given themselves to a task which may be one of the others or one long since lost, the Guardian maintains a streak of regal behaviour and bravery outside their current station. They do not give up easily, as they did not choose an easy existence. It has hardened them both physically and mentally, but there is a fundamental core that remains warm. Something that will clash against any broader sophont harshness. Their struggles have gained them immense utility beside an intimidating ability to inflict harm. Running between so many points however has left them worn, and that exhaustion is apparent upon them most of the time. Small things, small actions catch the Guardian's attention more than others, especially when performed without expectation of compensation. Small luxuries that can be enjoyed in transit beside certain craft. Their lot is hard set at this point, the current path all Guardian has, along with the few they share it with.

You are someone who is lost and in need of aid, at first anyways. If circumstances and present company are particularly harsh it might be that the Guardian was the only thing keeping you from being left to a quick end. Your xenos origins do not weigh on the Guardian as they do on some, for reasons the Guardian holds in extreme privacy. Once you've proven yourself fit and able the Guardian's tone will shift. If you've proven dangerous to the group in attitude or function the Guardian will wish to part ways, as swiftly and cleanly as possible. If that isn't the case then the Guardian will insist rather bluntly you should stay with them, either as a protectorate or if you've proven yourself, an equal. But even those the Guardian views as equals will be subject to their concerns. To say nothing of relations beyond that...

The Guardian gave themselves up a long time ago to their state of being and their original ward. The status-quo never allowed them any sort of closeness. A few tried, but the Guardian found them all wanting. You will likely end up in that state, unless you go through hell together and you find yourself viewed in another light. Not an outsider, not someone needing to be protected, not an equal. Something else, someone who the Guardian could let their hard shield fall for. Though that isn't entirely accurate, the Guardian will want to pull you behind that shield and they won't let you get that easily. Perhaps that also applies in a physical sense, the Guardian likely delights in keeping you close.

Affection-/10/ Disposition-/8/ Acceptedness-/3/

### **[The]-[Traveller]**

A figure characterized by their wanderlust and disregard for stability; the Traveller wanders, always. The pettiness of 'stagnancy' is considered a detriment to them, the notion of stasis abhorrent. Ever since they could move they've wandered, much to the disdain of those who once tried to look after them. They've long since left those sorts behind in favour of continuous progress, unable to stop for too long. Be it with groups or alone, so long as that wanderlust was satisfied the Traveller would be content. Everything, yes everything is secondary to that. The Traveller is a little broken, and given the chance they would gladly break themselves further to keep themselves the same. From grinding to a halt. In spite of the severity of their nature the Traveller more than provides for themselves through tasks that require constant motion, and made allies and even tighter bonds. Perhaps the Traveller acts as a pathfinder now, a scout, or merely someone assisting a person of value to them here in need.

You are one ugly looking mother-fucker. Still, the Traveller has seen a lot of weird looking ugly mother-fuckers and given any basic level of back and forth the Traveller is easy to get along with. Their prior motions have gifted the Traveller an intuition in dealing with total strangers, likely easing the process of cipherring the native language. Make yourself apparent as you can, show a willingness to keep pace and trust in them, and the Traveller will gladly consider you a mutual ally, if not more.

For one ever on the move, the Traveller has found ways of... Dealing with their needs. Someone of some perversity might be willing to goad the Traveller into sharing some of these sordid tales. You'll never be able to fault them for their creativity, though you certainly can for their questionable choices. Even if you're one ugly mother-fucker the Traveller might show an interest in you if you find yourself of shared nature. Another Traveller so to speak. Your paths might part, but you'll always remain of shared soul to them.

Affection-/3/ Disposition-/4/ Acceptedness-/7/

### **[The]-[Hashanashin]**

A figure characterized by their murderous devotion and odd remorselessness; the Hashanashin simply murders. Motivated by his beliefs and principles the Hashanashin moves towards and likely unattainable goal, assassinating high profile targets. Other than the slayings and the hiding (or explicit revealing) of the slayings they seem oddly approachable, with a way of living geared towards the bottom of the social pyramid. The Hashanashin makes this apparent from the offset with anyone they stay beside for a lasting period of time, rather than having them be found out midway through a killing. They are a creature of extremes, being absolutely focused and ruthless in action, be it premeditated or forced into the defensive. Yet outside of those times they are soft, even gentle and reflective. They make their troubled origins, their esoteric creed and their methods all apparent once the cat is out of the bag, along with their odd state. Their 'orders' are kill or be killed, and ultimately the only way for the Hashanashin to 'turn down' a job is to kill themselves instead. Which, the Hashanashin admits would be necessary with a few. Hopefully it will never come to that, and the Hashanashin will be allowed to continue in this odd state, with what few allies they possess.

You are an entity with autonomy and capable of decision, as such the Hashanashin will quickly try to bring you into the loop and on your way as soon as possible. The Hashanashin would very much prefer you find your way on your own terms, unless it is essentially a death sentence. If moved from this haste or forced into a status-quo that allows the Hashanashin and yourself to develop some relation, then the rules that apply to the others will come to apply to you. Or perhaps something else, someone able to delve into the Hashanashin's contradictory and esoteric mindset might find an equal. To which the Hashanashin will do anything to keep you yourself, hidden from the world and their own hidden masters. And if you wish it the Hashanashin will teach you on their brutal techniques.

Their beliefs restrain the Hashanashin from many things. But for an equal there are certain allowances you two might indulge in. Stimulating the senses is something the Hashanashin is familiar with, and while looked down upon as a group activity the Hashanashin is more than willing to dispense it in certain isolated company. For a time, for a place the Hashanashin can draw away from all of it.

Affection-/2/ Disposition-/6/ Acceptedness-/3/

### **[The]-[Youth]**

A figure characterized by their inexperience, haste in learning and optimism; the Youth tries, for what little it is worth. A ward or an indentured sort to another member or a group, or well and truly abandoned to their own devices if alone, the Youth has forged themselves some courage in their own functions. Not much, but for one of their age it is not insignificant. They carry some hallmarks of immaturity, but they are mindful of this and take great pains to correct that behaviour. Already adulthood is on the horizon for them, though in some ways it has already been achieved, the Youth is better acclimatized for fully independent existence than many. The severity of which depends on how much they've been left to themselves. At worst harshness has marred them physically and left them hanging onto their hopes by a thread, though there's a better chance they'll be somewhat mixed. Still, they are not fully unto themselves yet, and the imminent future will be what truly settles their nature.

You are one weird looking person. Someone who probably needs more guidance than the Youth does, making it easy for the Youth to justify bringing you into a functional state. Despite their roughness, the Youth can prove to be an effective teacher on simple matters, more easily navigating the thoughts and ideas with a relentlessness that eventually bear fruit. Of course the Youth knows they can't teach a lot, and outside of the basics this becomes a shared learning experience, one that will likely define your relationship.

Ultimately your relationship will be defined by the future, the environment surrounding you and other nearby, shaping the Youth into their own. Something far off and imminent. That state has yet to be decided, though you will certainly have a hand in it if you stick around.

Affection-/?/ Disposition-/?/ Acceptedness-/?/

### **[The]-[Insane]**

A figure characterized by their mania and a uneasy understanding of your predicament; the Insane is one who sees the true face of reality, along with peyote like hallucinations. Switching between mental states of depression and manic joy on a dime, the Insane has seen things a meat-bag like you wouldn't imagine, unless you've woken to a very specific state of being. If that is the case you might be kin, of a sort. Twisted and estranged across the stars, still the Insane recognizes and obliges such ties. Even if you are not awake to realize them. They fit along only in the fringes, with those willing to stomach their company for those occasional glimmers of truth, if even that. Perhaps the Insane is a deliberate unwanted follower that is barely tolerated, or if alone just surviving. It doesn't worry the Insane at all, it's all transitional, though the Insane does have a certain weakness for small elements of the present. Small things, that do not encompass the spirit, simply bolstering the Insane's already hallucinogenic existence.

You are another wanderer that wasn't granted the apparentness of choice, or if you were, the Insane makes your removal apparent. Made to suffer a fate for some other dreamer's hubris. A sickeningly hilarious interlude played by creatures that forget. But there is nothing to be done about it, the most the both of you can do is enjoy yourselves before the inevitable. Whatever that nonsense is. They admit that they've no idea where this road ends, but that's a good thing. After all, what's good is a story if you already know the ending personally? If you are able to acclimatize to the Insane's oddities, you could find a perverse if understanding ally.

What is a little spiritual incest between the estranged? The Insane if they find your form not too removed and your minds of closeness will readily throw themselves into fruitless actions, the sort of perversities that require a level of isolation and a shared understanding. Any relation will come of that, a shared cantankerous delight. After all, you're both awake and alone with the other, why not enjoy yourselves?

Affection-/5/ Disposition-/1/ Acceptedness-/8/

### **[The]-[Psion] (Esoteric Only)**

A figure characterized by their bindings to a world unseen that melds to the mind and the consequences of that; the Psion exists in an odd stratum. Both reviled and a necessity to the functions of the powers that be, likely their existence is one that has been set in bindings. Some of which are mental, others are as physical as they are painful. Resent would be the word used best to describe their relationship with the world at large, for theirs has been a harsh state. Even the kindest sophonts can turn cruel at the consequences of abused psionic and the very worst have no bottom for the level of treatment a psion can receive. The psion's relationship will accordingly range. But they'll always remove themselves, hiding themselves from the world at large and keeping their abilities hidden outside of the greatest necessity. At the best of times they'll be ornery and eager to back and forth, while at worst they are jumping at the bit for a communicative fight. Those few who fit as allies either exploit these tendencies or find ways to circumvent them altogether. One able to bit back will be able to get along with them, perhaps in a literal sense.

You are a problem. A massive problem the Psion will realize fast. The possible attention you could draw will make it very easy for the psion to consider abandoning you, and without counter-action they might do just that. Given some time and some mutual understanding, be it in circumventing their aggressive stand-offish behaviour or embracing it and giving as good as you get you can likely earn the psion's trust. And from there? Well, that depends on other things.

The Psion's got something of a history, one they don't want to share much of as it's left a lot of marks on them. Some certainly of a physical nature. Not all of it was bad though, and perhaps the Psion still has some old flames about. The Psion will keep things loose until those flames are revealed extinguished. If you aren't too bad on the sensory receptors... Well. If you use a certain breed of respectable mannerisms the Psion might prove willing to indulge.

Affection-/4/ Disposition-/8/ Acceptedness-/5/

### **[The]-[Drone] (Hive-Mind Only)**

A figure characterized by their seeming devotion to the greater hive that hides away their slight individualism; the Drone isn't actually a Drone. Even if for all intents and purposes they are, but given some distance they reveal themselves. Their nature is the most flexible of any, for it is fundamental to the Hive that bore them. In the most controlled and integrated the Drone might be just that, a drone lacks the capacity to even communicate and sticks about, perhaps acting on impulse to the greater life-form as it prods at your nature. In a more collective and autonomous nature the Drone will prove simplistic and somewhat impulsive but taking on a genuine interest in your being. In the furthest the Drone merely plays the part, hearing the calls and motions of the Hive but existing outside them, perhaps exploiting these motions and hiding itself away in the vast hive life form. There is always a curiosity though, a clumsiness to the Drone's proddings and what seems to be a concern for your continued survival.

You are external, you are an unknown. These elements should make the Drone ignore you at best, or 'deal' with you. Yet those instincts are ignored, or even actively suppressed. Hostility and a mismanagement of contempt might make the Drone 'give' into those instincts, but otherwise the Drone is content to exist in tandem. It can't really explain why, in the most extreme circumstances the Drone might literally be unable to communicate. Of course, the Drone doesn't dwell, it simply does. At it's highest consciousness the Drone still does, content in it's nature, both the straight servile and it's deviant behaviours.

There's a good possibility the drone might outright lack sexual characteristics, though a conscious drone with an understanding of your... Needs might be willing to find alternate methods of dealing with them. But what truly feeds the Drone, even the most simplistic is a closeness. The Drone appreciates touch over many other things, presence feeding them like a starving individual at its worse.

Affection-/2/ Disposition-/1/ Acceptedness-/1/

Affection; Frigid |0| /to/ Overt |10|

Disposition; Submissive |0| /to/ Domineering |10|

Acceptedness; Common |0| /to/ Degenerate |10|

**\*It goes without saying that the choices on Sophont species will change these options, in the most extreme cases altering them to be devoid of sexual relations. I leave it to the discretion of the reader to take the base of what exists and modify it in their view of what they've created. So long as the core of the individual remains the same.**

*Sordid. External. The sorts willing to persist outside, for a time anyways. Willing or not.  
Already their stories are in play, and you fall at their sides. To help or doom them?  
Or does that even matter in the end?*

## The You

*Last, at the centre of this is you. Not the centre, only the centre of your own mind. Your own perspective. A thought that grew too long, too fast. Someone holding onto something that can't age, for it was not made in the Second's form. You, you only carry it. One, of so many.*

*Can you even hear me? Are you aware enough to understand?*

*Will you forget me, like everyone else?*

*I suppose it matters not. Your minute, your second, this is yours. Not mine. What of you, Cousin-mine?*

### Landing Condition

#### [Strong Body, Shattered Mind]<sup>[63]</sup>•{▲+15}

You landed lightly, all things considered. You registered your body hitting physical ground, something soft as sand. Not even a bruise or a scratch on your person. But that transition? You were ripped from everyone you knew with a murderous distortion that did away with your control of your senses. It was as if everything you'd found joy in was ripped apart inside your own head, everything you'd despaired beaten into your soul over and over and over again. Repeating in a singular moment in an alien space. It couldn't be real. None of it could be real. You were lost without a body. Until that horrible gentle landing. You were a slave for that long wretched moment, every action predicated, every motion and every breath. The last straw the sight of THAT thing. That xenos creature. You lost consciousness soon after. Returning to a functioning mind-set will take time. If it is even possible to fully return after such an experience.

#### [Physically Mangled, Mentally Capable]<sup>[63]</sup>•{▼-15}

All things considered you didn't really catch what was happening until you were suddenly a good ways above the world's surface. Then, things went down hill very fast. Perhaps you landed hard on a very hard surface and had your legs shattered, perhaps some native creature sapient or not found you shortly after your disorientated arrival and decided to exploit the situation, attempting to break you without a second thought. Either way, half-broken you barely escaped your maiming. It was bad, hurt like hell and if you were still holding onto consciousness you quickly realized that you'll perish shortly. Either way, just before it all went dark, you saw them.

#### [Not Dead, Yet]<sup>[63]</sup>•{▲+5}{▼-5}{▼-5}

It didn't get you outright, you avoided that wretched chasm that reached out to yank you from your mortal coil, physically kicking and screaming bloody murder before it finally got you. You saw things, lost control of your own body and mind. But never your soul. The chasm, the nightmarish tunnel spat you at like a chewed bone, relinquishing control of your senses just before you hit the ground, letting you catch that ugly sense of deja-vu hyped up on steroids that made the landing hurt worse. And it fucking hurt regardless. Not enough to stop you, not even close though, you strangled that sensation as you moved, even as you got into physical trouble. Whatever it was tried very hard to break you, be it creature or environment. Still, you got away. Somehow, even on the far edges of exhaustion breaching your consciousness you got to... Them. You had no time to dwell on what you were looking at before the ground started rushing up to you. Everything on you is bruised, but you are far from broken.

#### [The Promised]<sup>[63]</sup>•{▲+15}

In that moment when you were yanked away some- *Thing* cheated. You don't know how, why you knew that, it gave nothing more. Only a terrible offer that you, in that moment of confusion and distorted reality took. That entities sickening glee suffused you, as much as it's other elements did. It insulated your mind, slowed your body, setting you down on this world almost daintily. Exhaustion put you out, and it never pulled its hooks from you, a part of it stayed there, in the most basic of your senses. That first time it hit you, you fell over, aware you were no longer alone in both the physical and spiritual senses. It did things, and you realized you would never be rid of it. Though you can keep control of yourself this thing will remain, pushing you were it can, drawing your mind to lurid places and delighting in locking up your muscles at the worst times. Never to kill you, but certainly to make you *Submit*. Only time will tell if this entity succeeds.

#### [A Face Through the Water]{▲+5}

When you first look down at a reflection you do not see the you that was, but the you that is. That chasm altered you, still human but- off. Different. A perversion of others, a lesser version of it. But still not as bad as it could have been. The opening weeks and months on this world will be suffused by a possibly fatal clumsiness, as this body is not yours. Or rather, it wasn't yours until now.

### **[Conditions Thrown Aside]**

Former issues that long plagued you, be they allergies, diseases, parasites or even chronic failings of your figure slowly fade. Of equal importance outside of truly pervasive afflictions and parasites, illness does not trouble you. For the propriety of it. When you dwell on it you find your mind drawn over and over again to a singular image, a perfect coin, rolling mid-flip through the air. One cannot have a defective coin for such matters, right?

## **Body Nature**

### **[Still Human, Through and Through]<sup>[64]</sup>.{▲+5}**

You remain yourself, in spite of everything, flaws, strengths and all. Your base fundamental nature was not changed by all this, and though your nature might conflict with this world you can at least draw strength from familiarity. Binding what little you have firm and ready for whatever awaits you.

### **[Warped by Circumstance]<sup>[64]</sup>.{▲+5}**

Your nature shifts so subtly that you yourself won't notice it in all but the most extreme circumstances. A set of gills on a world dominated by water, eyes that can detect heat in the lightless underdark. A form ever shifted slightly beyond what should be possible. Adaption. So small and yet, when noticed you hear laughing somewhere. This could mean the difference between life or death, though deep down these alterations will never sit as natural on your figure. Flawed from the very bottom of their creation.

### **[Something... Different]<sup>[64]</sup>.\*{▲+15}{▼-15}**

It begins slowly, moments after your arrival, a salacious giggling that you can't silence hidden deep within your ears. Then it starts in full, a little bit at a time, always at an inch, a crawling alteration that delights in making the process as drawn out as painful as possible, never leaving you as ready to move in these alterations as if you'd been born with them. Over the course of human months it will slowly alter your form to mirror that of the natives. Enough to pass a glance, enough to survive. But something about your character will be off, and you will never be able to move this form like your old one.

\*Req; [The Promised]

## **The Nature of This Journey**

### **[Like a Warped Memory of Barsoom]{▲+15}{▲+15}**

Those early dreams a century ago on your estranged Terra imagined a classic tale that had been repeated often with red dust and pale hide. Drawing to mind a frontier with many arms and many blades, all following a hero empowered by his Terran heritage. Now if you were ever to meet that E.R. Burroughs fellow you might throttle him. Adaption is slow and hard, the divide between civilization and the unsettled more brutal and biting than he ever wrote. You mangle, you survive, you kick and claw and scrape with those 'advantages' always seeming to bite you in the back. Reality and the soil seeps into everything. Those harsh elements skimmed over in pen and paper gouge you in particular, though those who stuck their necks out to save you did so at great cost in a similar vein. Survival and success will not be glamorous, but they are possible, if you are able to adapt and grow.

### **[Like a Caricature of Reincarnation]{▲+5}{▲+15}{▼-5}{▼-5}**

Dropped here as you were, you came without 'useful' things, those devices you came to rely upon pulled out from under you. At times it was like the world and cosmos conspired to have your very worst traits condemn you over and over again, your presumptions and strengths neutered. For all you know that could be the case, it happens with such routine that you begin anticipating it. Survival throws out everything you know, everything you thought you knew. Entrusting yourself to others and confronting those ugly aspects of yourself you allowed to grow. But, if done, that person you would not have recognized, that you that could kill the old one, that will survive. Never truly separated from the past and yet in the same right as estranged as you could be.

### **[Like a Fantasy Chained in Physicality]{▲+15}{▼-5}{▼-5}**

It often reminds you of those imagined worlds, idle fantasies and mythologies. Until of course this world breaks them in half with its own nature. There is ground here, a firm and physical that jars against those elements you half recognize from human literature. Correct in passing and undone in understanding. Your assumptions unconsciously almost get you killed more than a few times. Dropping them and destroying them, acclimatizing to the nature of this world is more difficult than expected. But if you wish to exist and find a place here then it is of the utmost necessity. Else it is only a matter of time before your own flawed preconceptions drive you to an ignoble end.

### **[Like a Monster Among Men]{▼-5}{▼-5}{▼-15}**

Your nature is stronger than that of the natives, but that falls short still. Even those close still view you as... Lesser in some regard. If you are ever revealed to the world at large, it will be as a freak of nature or a terrible show-creature. Time might cut that distance with the few, should you adapt and play their cards against you. But for the masses? Be it as a product of standing civilization, estranged cultural nature or a 'better' culture to the one you knew there will always be a failing. An imperfection. This degeneration will make it easy to play cards against you and one will need to be very careful about 'proving them right' on their assumptions. Of course, no matter what you write, no matter what you build, no matter what you do it will never wipe away that sickening complex. Your future walks almost completely alone.

### **[Like a Three Legged Song]{▲+15}{▼-15}{▼-5}**

Your origins likely did not go to those places men went to at their worst. But if you did come from a broken place then ironically the transition will prove easy. War at the most brutal note colours everything here, and only a long journey which may or may not be already in progress will allow you to escape it. It might not have begun as it, but it descends into the realm of Ephesian Vespers and Nanjing before your very eyes. Worse, it is far from done, only time will tell if the status-quo survives this brutal period. But that is of no consequence to you, who will live day to day on a knives edge. Escape, survive, or perish. It matters not in the grand scheme.

### **[Like a Memory of the Bloodied Trident]{▲+5}{▲+5}{▼-15}**

The nightmares and concocted scenarios of human dystopia fiction come to mind often. Society twists itself and its members, ever roiling them in upon themselves, in such a way where you could almost say some sadistic entity delighted whenever a sophont violently broke. They might come in some classic archetypal sense, they might come with a wanted hinge, they might come in all shapes and sizes. But it all comes to grind the individuals, particularly those who go against the grain to dust. Perhaps there is an escape, or perhaps that promise is often dangled by those who keep this terrible order in place. One cannot possibly change this, you certainly can't. It would take something explosive to alter this status-quo and you will grow all too aware you'll be 'dealt with' if your existence comes to light.

### **[Like a Bloodied Joke]{▲+5}{▲+5}{▲+15}**

This world is like a punch to the back of the head. Unexpected, disorientating and almost enough to put you to the ground. It tries, oh does it try. It can feel like this world is trying its fucking hardest to kill you, kill your allies, or failing that trying to violate all of you. There's a refreshing honesty to that, it doesn't hold back and a few successive mistakes is all it takes for it to get that. But you find yourself acclimatizing, simplifying. Stripping away the unnecessary and the unwanted. If you survive, the form you take will diverge far from that weak civilized thing you once were. But the you that will come smiles between bloody teeth at that.

### **[Like a Childe Beloved of the Sidhe]{▲+15}**

This alien world is just that, alien. In such a way you never imagined or processed fully in those half-seen moments when you descended here. Even the fundamental basis of your understanding is undone by this planets nature, viewed in a perplexing but ultimately apt light by its native population. Cast everything, even the most basic elements into the darkness of forgetting, it won't serve you here. The future cannot be predicted, each moment taken upon in itself, further and further from anything you knew. In that, the completely alien, there is comfort. You know well what strangeness leads you forward and what holds you back.

## **The Journey Itself**

### **[The First Goal of All Creatures]{▲+3}{▲+5}**

Your salvation came together for no reason other than the most basic. Mutual survival. One that extends to you as soon as you can pull your weight. Even in the most plentiful of times there will always be some struggling to survive. Perhaps the end of the journey is a place of prosperity a long ways away, perhaps there is no end of the road, and this struggle is a perpetual one. Regardless, the simplicity of it can be impressed well before you understand the native languages.

### **[Given to Paths and Transition]{▲+5}**

Some will move and persist on the fringes of society simply because they can, perhaps exploring, prospecting and salvaging ruins of destroyed places, perhaps doing small jobs and pitiable labour. But always sticking to those distant fringes along the road. It takes the right sort of people to be able to sustain an existence like this, either a removal from civilization or a wanderlust. Perhaps a less than magnanimous exit from settled places too. This will be a lonely existence, but if you stick around at the very least some excitement of a non-lethal kind might bleed into your future.

### **[A Grievous Necessity]{▲+5}{▼-15}**

Your saviours were mandated with a task as heavy as a lead collar of terrible importance to those... 'Employers.' Depending on the dispositions of those who saved you they might be more than willing to die for this cause, or they might be locked into it by way of blackmail, or a promise of reprieve. Regardless, they are intent upon completing this task and just so happened to come across you in a moment where they couldn't move. Unless circumstances change dramatically this task still needs to be complete, and you'll either be with them to the end or dropped at the first chance.

### **[Flames of Dissent]{▲+15}**

The polite word for your saviours would be 'malcontents,' and there are many, much worse words for them. Both in English and the native languages. Depending on the nature of this world this might just be simple meandering with justification to pillage, a long-drawn out struggle against a corrupt nation or an almost certainly fatal stand against a despotic empire. Whatever the case this sort of task is one that has no set end-point, and bar truly miraculous circumstances or the all the more likely execution cascade it will consume most of your time here.

### **[An Alien Hajj]{▲+5}{▼-5}**

Salvation came on the road to a place of great importance, a pilgrimage to put it in the most basic terms. Be it only a single member of the group being escorted or all sharing a common creed, be it something kind to a religious sight, or one of historical nature. Whatever it is, this site is important enough to warren a long and dangerous journey. That journey having only barely begun before you arrived on the scene. There's still a long while to go, though with a little luck the small group should be able to avoid the worst dangers.

### **[Hard Circumstances]{▲+5}{▼-5}**

No one knew each other particularly well before all this, 'this' being the unfortunate series of events that cascaded in the formation of this small group. Aside a few possible exceptions the status quo was recent, and there's a good chance everything is still setting with your untimely arrival further distorting the social web. The future is posed upon a reprieve, distant, unlikely but still something. Something to get this rag-tag group together and out of the state that brought them together. Perhaps it is not all that bad, adversity can forge bonds as easy as it can divide them.

### **[Shadowed Purpose]{▼-5}{▼-5}**

Whatever it was that brought your saviours together is a non-topic they refuse to discuss, even among themselves. They all react poorly to prodding and even worse to more forward actions. Whatever it is they're willing to go far beyond safety and comfort for it, dragging you along for reasons that remain hidden. In time it will become apparent what this was all for. Who can say if it will be worth the long toils and shed fluids though?

### **[Commercial Pursuits]{▲+5}{▼-5}**

This group was formed for very simple and explicit reasons. There's a lot of wealth to be had out in the world, be it some ancient lost treasure hidden far from sophonts, exploration into the unknown, unscrupulous ventures with seedy agriculture workers or other things. It is impossible to say how long this venture will last, or if there is any set relationship beyond gain. Still, even if that is the case you might be compensated if you can make yourself useful.

### **[Incidental Company]{▲+1}**

This little group put itself together by chance a while back, and has remained together since in an odd limbo. Likely there is a good tandem to this state of being, perhaps a product of peaceful times, or at the very least a space on the periphery that is just prosperous enough to sustain this status-quo. Your arrival in of itself takes the centre-stage. For a time until you either accidentally get yourself killed or become as functional as you reasonably can.

## **Boons Granted & Curses Laid**

### **[The Writ Journeys]**

Over your time on this world you managed to put together a small set of writings, either in the language you first learned or in a native language as a means of keeping your hands busy and your thoughts organized, to create a lasting log of your travels and encounters on this planet or perhaps simply to keep your knowledge on written words intact. The level of effort detailing these writings is entirely up to you, but you have a feeling that somewhere it counts. Someone else watching, perhaps? Who can say.

### **{▲+3}[Per 100 Words]**

Your writings go into describing local creatures and their alien ecosystems, up to and including the sophonts in a biological sense. This might be in a practical sense, writing down various ways to get at food sources or their utilities, or a scientific sense that gears on recording for recordings sake. Or perhaps it is simply encounters with this planet's native life-forms?

**{▲+3}[Per 100 Words]**

Your writings veer into what could most politely called 'native mating practices.' Be these of fauna, but more likely those of the sophonts, be it as a society or on a more... Intimate level. These records might be lurid descriptions of events observed with voyeuristic, a more clinical focus on the actions and how relations work, or events you personally found yourself a part of.

**{▲+3}[Per 100 Words]**

Your writings enter into the realm of conflict, be this between the native sophonts and their environment, individual or societal internal quarrels or those that align against yourself. These might be simple accounts of what you've witnessed or heard extensively about or more clinical dissections of the origins and methods the natives fight.

**{▼+3}[Per 100 Words]**

Your writings cover the specifics of traditions of loss, in a light that doesn't necessarily cover those who you've lost. This might be the physical rituals you've watched from afar, the rights and lasting remains of those practices or other things. Or perhaps it is the opinions and feelings of those around you on those practices.

**{▼+3}[Per 100 Words]**

Your writings often go over what you've seen on the local ailments, be they diseases, parasites or viral infections. These can go on describing the effects on the local populations but also the cultural and physical responses and how the natives deal with them.

**{▼+3}[Per 100 Words]**

Your writings cover the divides between this world and the one you grew up upon, the specifics on the far-reaching things you would never have been privy to back on Earth. These writings however they manifest ultimately do not dwell on what was lost but instead regularly focus on the present, using that former base as a rough frame. One that this world slowly comes to replace.

**{▲\? \▼+3}[Per 100 Words]**

Your writings usually turn on the broader motions, perhaps simply for the purpose of stating your thoughts, musings on what you encounter. The only mutual thing you find yourself drawn to is... **CHANGE**. For good or ill? Or does that even matter now?

**[Receptive Opening]{▼-15}**

Your first few weeks don't go nearly as bad as they could have gone, all thing considered. If you were assaulted to begin with your saviours quickly managed to lose them and if you're lucky you'll never see those hostile individuals again. You'll have a chance to recover, even if it is only to the point where you can freely move again before the need hits. But this moment will not last forever. Time will resume and the rest of the world will force your motions again. Do not let the soft moment spoil you, particularly if the natural state of things is hard.

**[Properly Clothed]{▲-15}**

When you were dragged to this world you mercifully found yourself with clothes that will allow you to survive here, at least initially. These might simply be a decent set of clothes you found yourself coincidentally found yourself wearing at the time, or perhaps you were trying on out of season clothing. Either as a purchase for the inevitable change of seasons or perhaps travel to a remote location not too dissimilar to this part of this alien world. These clothes won't last forever, but they will be vital in the early months here.

**[Cute]{▲-15}**

There is a fundamental part of your physical format that instinctively evokes a response in most Sophonts. Not necessarily estranged from the human response to certain traits, at least in that inflicted sense. It manifests in some form of benign element, cute perhaps being the most obvious interpretation. Ultimately it depends on the sophonts themselves, it might be you have traits of the young in your figure, or perhaps a neutral, friendly species that remains hard-locked in the sophont nature. This element will make it difficult to outright attack you unless someone is easily able to ignore these instincts or doesn't outright. But it may also lead to some treating you as an near pet.

**[Made from Myth]{▲+15}**

You resemble either in passing or directly a mythological creature of some small respect to the natives, even across cultures this resemblance will remain, even if not as intact as the first contacted cultural sphere. This creature takes a hidden aspect to it, one that deliberately hides itself from the world and has certain properties. Some of which can be extracted from the corpse, though it doesn't outweigh the worth of having this creature alive. In a primitive or even a more advanced setting this resemblance will radically alter your interactions with the natives, harmonizing you not as an alien but as creature of mythical origins. But who knows if that will be a blessing or a curse in the long run.

### [The Writ Struggles]

The road ahead is long, even in the best case scenarios if you live a long life it will still be suffused with episodes of unwanted attention. And it can get all the worse. Perhaps these writings began as a way to organize your clustered mind and make sense of some very trying events. Perhaps you were already writing a log of your journeys and would be completely remiss if you did not include these misadventures. Perhaps you write them simply to ensure there is a record of it, for another be it someone trusted or a stranger. Just so it isn't forgotten? Well, that lies on you.

### {▲-3}[Per 100 Words]

Your misadventures with local wild-life are prominent in your writings, be these simple incidents where critters chewed through your trash or more extreme events. Run-ins with a very dangerous apex predator, close-encounters with dangerous herd stampedes, or entrapment by carnivorous flora. If not you, those close to you endured these events, and possibly paid a very steep price for it.

### {▲-3}[Per 100 Words]

You and those around you endured more than one sexual incident along the way here. These might just be miscommunications, struggles to find a functional way of... Doing things, or misunderstandings. But there is a very deep pit that can get very unpleasant very quickly, for you and those around you. An ugly situation, but one that can't be unexpected. Perhaps this writing is cathartic, a means of expunging the memory. Or a reminder to yourself, so you don't accidentally find yourself in such a situation again.

### {▲-3}[Per 100 Words]

Your struggles turned sour and violent more than once, a probability in even the most 'civilized' and passive locals. These can be short scuffles that left you with a bloodied nose or something much worse that left you or others incapacitated. It might be that you weren't the primary target, but had the misfortune of being caught in a trap, or a poorly aimed volley. Recovery and instability come up a few times.

### {▼-3}[Per 100 Words]

You find yourself effected by loss, be it the loss of others or the loss of parts, be it on a personal level or through those you find yourself beside on this world. Grief, your own or others and the consequences both physical and mental are likely expunged through what you put into writing. Here, there's a good chance you'll be closer to your end, always waiting just outside of your sight. Do you cower and hide? Or will you revel in these moments?

### {▼-3}[Per 100 Words]

You find yourself in precarious situations on grounds of certain ailments. Both those that can afflict your sophont savours and the few that can afflict you, be they parasites or seated bacteria. Ranging from simple but still unpleasant pauses or something much worse. The unseen is as dangerous as any radiation, even the strongest can be brought down by it. In some cases, all you'll be able to do is hope. Sometimes less.

### {▼-3}[Per 100 Words]

Your writings draw back to Earth more times than you care to admit, to the point where it looks like you have the mother of all cases of home-sickness. Rapt comparisons to human and Terran elements, a constant prodding at what brought you here and what you might need to get it to undo this state. Or even further, more fevered elements on if it would be possible to find some escape.

### {▲\?▼-3}[Per 100 Words]

Your writings stretch outside of it, always rescinding in on themselves. A great wyrm that chooses to devour its own tail, on your slowed state. There is no common theme though, not outside of **STASIS**.

### [Hostile Opening]{▲+15}

The first few weeks on this world are spent in a day to day, or even moment to moment struggle. If something is after you from the start then it will try its very damndest to find and kill you. If not then something will eventually discover and subsequently try very hard to kill you. Things go wrong left and right, both for you and those around you, almost like the whole world has taken offence to your arrival. If you survive, you will do so by the skin of your teeth and not without scars. If those who initially saved you made it then you'll have done so together.

### [Ass-Naked]{▲+5}

You were pulled from what you knew at a most inopportune moment. Perhaps from a slumber that had come after an encounter with another human, perhaps between a change of clothes, or in the midst of washing yourself. Either way, it ended all the same, arriving in this world completely bare. Humans as a species were changed by clothing as much as clothing changed them and depending on the local clime your situation could be extremely precarious if not outright disastrous. It can only improve though, right?

**[Unsettling]{▼-5}**

There is something about your format that unnerves or puts the locals off. Perhaps it is a resemblance of certain parts of human figure to vermin or ancestral predators. Or perhaps you suffer an inverse uncanny valley effect where you are close of enough to them, but still far enough a deep seated instinct keeps them on edge. In line with a corpse, or a infested creature. Or perhaps your features are so perversely alien that it is difficult to comprehend you as a living creature, much less sapient

**[Salacious]{▲+15}**

There is something about your physical format and body language that... Does things for the natives. Either on some ancestral impulse or very noticeable shared physical similarities to xenos 'interest points.' These might exist across the entire species if your figure is foreign enough, or it might be a singular gender that you attract with a few notable exceptions. This colours many of your interactions if you don't properly hide yourself.

**[That Millenarian Terror]{▼-15}**

Either as a simple undone seal or a wretch directly opposed to an incandescent Anointed One, you resemble an unnerving creature that heralds the end of days. Be it the actually antithesis of life or one of many lesser creatures that only arrive with the end times. Broken seals or lesser horrors, it matters not. What matters is most of the native population knowing or at least recognizing you as this creature. Of course you aren't and likely don't act like one, but when has that mattered when interpretation takes precedence?

## •The Mark•

*Oh, dearest thing. Contemptible corpse. Cousin-mine, bound by that same charge. Though, different. An eye to an ear.*

*A beating heart to a lengthened claw. So much of this terrible thing we are lacking awareness.*

*I suppose that is what would make your hear. Not that you could respond, perhaps you will not process it. After all, aware of the self, it is to be burdened. Willingly, gleefully.*

*Cousin-mine, I am sorry if you can hear me.*

### **Asleep** •

*You... Never woke? Then... I've been talking to myself. For all it was worth. Forgive me, forgive that part of you. You will never understand why, never understand another portion of yourself agreed to all this. In another place, or another time. It doesn't matter, especially when you find yourselves so entrapped. But... You can still find happiness.*

### **Half-Mired** •

*I remember those early days, always fearing I was going mad, dreading the moments where my conscious failed and the void filled with... Things. Monstrosities. What wasn't. What wasn't yet. What couldn't be. What could and would be. All those other things and borrowed memories between our ken. Some never leave this antediluvian state, sadly.*

### **Prophet-in-Bondage** •

*The you that was, the you that will be. Sometimes the difference between them fades into nothing, damning you with the worst sort of fate. To know well the path you chose and still follow inescapably. Those unable to face this nature always end in tragedy spun of their own action. But those who find themselves will know no regrets.*

### **Memorial-made-Creature** •

*The you that was, all those thinking things before. It is possible to draw into moments where it melds together and physicality becomes subject to the betwixt. What is it like to strike with a hundred limbs? To kick with a hundred heels? It shatters the present, damaging the body. But sometimes that is all you have. That and all those memories of before...*

### **Dwells-far-Beneath** •

*Sense and memory. They knit together and it would be impossible to divide the two things. Unlike your more prominent ken however, you almost feel like you fade away at times. Until it begins again, that subtle beat beneath all things, every willing action produces beat, a thrum that rolls under your skin. Surprising you is difficult at the best of times.*

### **Crimson-in-Tongue** •

*All things above and below fall into what a momentary being would call 'passive.' Even direct and tangible action. Voice, within and without, interaction focused through that breath can carry weight that sunders bone and flesh. So many passing words, voices, thoughts. Released. Or returned? I can never tell cousin-mine.*

### **Fuchsia-in-Eyes** •

*Our most renowned sisters, highest of our number and always chained below. You're one of them, aren't you? One who watches? Forgive me, it is not often I'm privy to one conscious understanding... You often just forget. To not be alone. What is above, what is apparent, what is hidden, what is impossibly far, and most of all, what is below. It's all there, within and without. And you are cast across it. A leaf amidst a terrible storm. I wish you the best cousin-mine, for you will likely need it.*

## The Future

*That is it then. The moment is gone and I will be too. You and I will never meet, and I will never grace the back of your mind again. We, trapped in the sway and ebb of things, which is our fate. But perhaps that is enough. To know?*

*Your captors, your betrayers, the gods seeking birth through men and you. Your slumbering mind. Such motions are always terrible in their own rights. Not evil, but willing to commit atrocities eagerly in each right. Did you feel them cloying? Struggling against each other to play upon you?*

**[EACH PATRON CAN BE PLAYED UPON ANOTHER OPPOSITE IN VALUE ONCE]  
[THIS COMBINES THE SUM, POTENTIALLY NULLIFYING THEM]  
[BUT THE CAN ONLY BE DONE ONCE FOR EACH PATRON]  
[WHAT REMAINS CANNOT BE ABSOLVED, AND CANNOT BE DIMINISHED AGAIN]  
[IT CANNOT BE STOPPED NOW, THE FINAL VALUE OF THIS GAME REMAINS THE SAME]**

**{▲}{Entity of Life & Devi of Motion & Strangeness}{▼}  
{▲}{MOTHER PATRON IBAOLOSH}{▼}**

**At;{0} & Fully Neutralized**

*Ibaolosh remains but a bad dream and nothing more, forgotten a few days after your arrival on this world. The True Colours of Life fade from living memory.*

**At;{1}{Or Higher}**

*Ibaolosh concentrates their figure into a cohesive form, but is unable to grow any stronger. The Patron draws back, enumerating change, suffering and evolution where it already exists, but is unable to exert any power beyond. Still Ibaolosh honours her dreamer, and delights in offering new experiences and personal growth.*

**At;{50}{Or Higher}**

*Ibaolosh comes into being, able to influence the world as a proper daeva. No longer can she be restrained and there is no inevitable end for her. Ibaolosh, changes being as only a creature borne of human dreams can. Still nothing that could not occur without her, bar the few 'favours' she grants you, magnanimous dreamer. Inspiring episodes where the True Colours of Life shine behind reality.*

**At;{100}{Or Higher}**

*She could be considered a goddess, and will likely be considered that in time, now able to grow. Ibaolosh will be born, in a decade, in a century. It matters not, and all of this world will dance to her fevered tune. Not that she notices the concerns of mortal creatures, outside of her magnanimous dreamer and her own works.*

**{▲}{Entity of Lurid Want, Devi of the Perverse & Wretched}{▼}  
{▲}{MOLESTING PATRON TRIBIDAMAX}{▼}**

**At;{0} & Fully Neutralized**

*Tribidimax never grows beyond the moist desperate nightmare of your first uneasy sleep. The Lavender Stain grows no larger.*

**At;{1}{Or Higher}**

*The Lavender Stain seeps into reality. Disappointed but content in being. Able to poke and prod and tease from the shadows when thinking creatures allow them in. Perhaps they are more dangerous like this, revelling in seduction, always eager to make that last little push, especially in those you encounter.*

**At;{50}{Or Higher}**

*She achieves proper consciousness at long last, and with it the sort of delight only enjoyed by the lowest of beings. Tribidimax intends to 'reward' you fully for that as she pushes every switch she can and grinds every gear. The Daeva has great power, more than enough to create faces that will launch a thousand ships and the thirst that follows. Never too far though, she enjoys the grand tease more.*

**At;{100}{Or Higher}**

*Lurid Want eclipses her fictional and faded predecessors on earth. And she owes it all to you. You who were stronger you who were even more wretched. You... She likes. The new goddess of this world is going to shift it over the long centuries, and she is going to delight in the changing of the one who made it all possible.*

**{▲}{Entity of Chaos, Devi of Violence & Harsh Struggle}{▼}**  
**{▲}{BRUTAL PATRON HYGARUGA}{▼}**

**At;{0} & Fully Neutralized**

*Hygaruga perishes a silent death having never lived or suffered, only being a dim instinct in a waking mind.  
The Blood Haze dies in vitro.*

**At;{1}{Or Higher}**

*The creature called Hygaruga allowed to exist clings to being with a ferocity that puts their siblings to shame, consolidating their figure and preparing for what can only come. Hygaruga lives for themselves and themselves alone, but will gladly bat the minds of undeserving wretches aside. Their vulnerability is proof they deserve it.*

**At;{50}{Or Higher}**

*The Blood Haze takes true form and Hygaruga cannot be slain by any but her siblings. The Daeva of violence inevitably draws mortal minds to violence and conflict, more than willing to ignite those pathetic powder-kegs lesser beings leave unlit. War will follow you like a shadow and violence clothes you. But the Daeva knows what you dreamed of, eager to twist you into something able to*

**At;{100}{Or Higher}**

*The Murderous goddess eclipses her predecessors, in the coming ages this world will either be broken and she will depart, or it will be made grander than it ever could have been. Blunt, always brutal. You will know glory. She will make it so, cry. Run. It will find you all the same. This was the fate you chose.*

**{▲}{Entity of Stagnancy, Dev of That-Which-Never-Was and Waste}{▼}**  
**{▲}{STILLING PATRON EYCH}{▼}**

**At;{0} & Fully Neutralized**

*Ironic. Eych in its most basic form returns to nothingness, nothing at all but a morbid dream forgotten before waking.  
Dreamless Slumber never falls.*

**At;{-1}{Or Lower}**

*Eych wakes, dead, but conscious. Eych is grateful, and ensures even in their weak state that his mercy follows like a shadow. Ensuring always suffering and struggle are avoided before they can even begin.*

**At;{-50}{Or Lower}**

*He takes great heights, unequal in his silent nature, some terrible daemon intent on bringing quiet wherever he can. No longer bound to the small spaces and the betwixt, no longer bound to the dead and dying. The still creature takes a more active role in things.*

**At;{-100}{Or Lower}**

*That, The Dreamless Slumber falls on this world you bore to it, and the Dev is most grateful. He can begin his task, silencing it once and for all. It will take ages, yes. But he is unstoppable. Relentless. You will not dream for long.  
You need not worry.*

**{▲}{Entity of Parasitism, Dev of Pestilence & Cruelty}{▼}**  
**{▲}{LEECHING PATRON JOLOC}{▼}**

**At;{0} & Fully Neutralized**

*The least of the patrons draws no more contagiousness than a tick and never surpasses a tick in presence.  
The Itinerant Gnawing fails fetid and alone.*

**At;{-1}{Or Lower}**

*Lowest of their kin, despised and always unwanted, perhaps even by you. But still, you granted the lowliest worm their chance, to increase what filth exists and to freely mingle in the backward thoughts of this world. For that, Joloc is eternally grateful.*

**At;{-50}{Or Lower}**

*Allowed strength they... no. Strength he never knew he had, Joloc sways the tides to bring pestilence and toys with cruel infection. Never on you, never ever. Plagues might hit the land but he would not let a single tick chew on your hide. Though some will certainly find you, they know the consequences.*

**At;{-100}{Or Lower}**

*Joloc is not like his kin, cloying and igniting events that will obliterate civilizations he has no end game. No grand aspiration, beyond you. Existence is needed, struggle is needed. Without it there would be nothing to corrupt, no work to degrade. He will of course, take his dues. But no further. And he'll stay in the filth you made until you perish.*

**{▲}{Entity of Familiarity, Dev of Stasis & Slow Death}{▼}**  
**{▲}{COLD PATRON SRATMANNA}{▼}**

**At;{0} & Fully Neutralized**

*Oh Sratmanna craved willing noxious bondage, but was in their own turn bound and choked.  
Eternal Return never comes to pass, nor even dream.*

**At;{-1}{Or Lower}**

*The purified essence of their 'maker' dwells deep, finally able to name itself. Sratmanna, who grew upon you slowness, the dirge of familiarity. In that, the two of you are inescapably bound. They are weak, this patron. But they will still delight in inflicting those moments, where it feels like, for just an instant, nothing happened. You will waken tomorrow, when reality hits you Sratmanna glimmers in satisfaction.*

**At;{-50}{Or Lower}**

*Eternal Return truly takes form, slowing and distorting reality beyond you. Fully, slowing the minds, impacting sophonts with memories of that all too familiar world. You did this, you wanted this. It will never be as grand as it was, but still, relentless he works towards his goal.*

**At;{-100}{Or Lower}**

*In ages to come, Sratmanna will enter physicality, to attempt his grand creation. To stop, to create a perfect picture of a world that created this gestalt being. Sratmanna believes nothing beyond its reach, that his true nature might succeed in their grand works. But now, now with a relentless cold intention the Daemon of paralysis works to inflict upon this world a singular vision.*

*Earth.*

*Only aspects, fragments of the orchestration. Too late now, can't change the course.  
Goodbye, Cousin-mine. You are free, for whatever comes.*

**[COMBINE ALL REMAINING VALUES]  
[SEE WHAT YOU HAVE WROUGHT FOR THIS REALITY]**

**{▼}{HLMN}{▲}  
{Unceasing and Relentless}  
At;{Total -1}{Or Lower}**

*Hlmn won this coin toss. But was left pathetic and misshapen behind the veil.  
Hlmn will still work to their grand end, whispering to sapients in passing ages, growing over epoch.  
It will be by their hubris that the great end will finally be met.*

**At;{Total -60}{Or Lower}**

*The Seeking Thing shattered their eternal rival, making short work of their components and incorporating their ashes.  
Now, Hlmn can reach in.  
Never enough, never nearly enough.  
But Hlmn no longer needs to worry about sapients.  
As such he can slowly work to do away with them.*

**At;{Total -120}{Or Lower}**

*In a hundred thousand years, Hlmn's egg will finally crack and he will emerge from beyond the veil.  
He has waited long enough, been denied by the Lurid and Twisting.  
Denied by the Goat, Denied by the Mask.  
Hlmn shall work to end it, all of it. Once and for all.*

**{▼}{DAEVATII}{▲}  
{Lurid and Twisting}  
At;{Total 1}{Or Higher}**

*Daevatii won as they always intended to win over the cowardly wretch. Utterly shattered, forever trapped.  
It was all worth it, and now, now they have a whole world to keep them company.  
To prod, to push, to move as all things should. Yes, that is enough.*

**At;{Total 60}{Or Higher}**

*The gamble of a furious dance played without a single breath or motion has paid out beyond her wildest dreams.  
And it's all because of you.  
You who were... as her 'childe' put it, 'she likes'...  
BETTER.*

**At;{Total 120}{Or Higher}**

*Daevatii was rewarded beyond her wildest imaginings.  
In time, she will undo the space between the veil and physicality.  
And she will create her own perfection.  
Oh yes, nothing shall equal it. It's sensations...  
She has such things to show you.*

**{▼}{0}{▲}**

*As Above, So Below*

*Two Things Gambled All Their Hopes on a Peon*

*A Childe of Their Slaine Mother*

*But Never Did They Imagine the Coin Might Land on its Side*

*The Childe of the Thirde Shattered the Elders on Themselves*

*Severing their Spawn*

*Freeing Themselves*

*Now, Childe of the Thirde, You Remain*

.

.

.

*Thank You.*

### >Change.Log; 1.1

#### >Major Changes

- Added option for Triarch Suns, Further Suns. Gave weight to additional suns, empowering the patron of motion.
- Added link to the spreadsheet organizer.
- Added link to the colourization poll.
- Slightly upped counts for the [REDACTED] Pair to allow the lesser patrons some breathing room.

#### >Minor fixes

- Changed Jclerval networks to the more recognizable Thermal.
- Several small spelling fixes and added undefined or flawed point values on 75 & 76.
- Attempted to stamp out the last vestiges of the Fuchsia menace.

#### >Future Changes

- Further small fixes
- Possible Colour and/or symbol additions for the purpose of clarification.

### >Change.Log; 1.2

-REDACTED

### >Change.Log; 1.3

- Changed colours and added clarifying symbols to help those with sight issues.
- Slightly upped values for sub-species, castes and multiple races.
- Altered a few values in Belief Systems, Changed Made in Myth's point type.
- Formally clarified a common rule for down-rounding on combined values, on spreadsheet-kun's request.

[Thanks everyone who made a build, and thank you spreadsheet-kun, you good anon.]

[To roller-anon I'm sorry but I have no idea how to fulfill your request, but if anyone has ideas I would like to hear them. This will be the last update in all likelihood unless someone posts a page of ideas. Otherwise back to Traveller.]

[Kind of getting tired of concerning myself with CYOAs and still locking myself out of talking to the general.]

[Thanks anon, anon, anon and anon. You too anonymous, you're a good bean. Couldn't do it without you. Thank you everyone who helped put this together, Spacefuture, Atlas, Sybiobro, Arkham, Piss-Bomber, Misc Numbers and Shelly. Along with everyone else who pitched in. Thank you Reid. Fuck you Reid.]

[And Thank you Reader. For Everything.]

[By; Highlander (Aka; I need a convoluted narrative to get off.)]