

Species

Humans

In appearance, the humans of Insignia and beyond are pretty much the same as we know them today with some minor, usually invisible, adjustments.

Appearance: Normal human

Unique biological features: None

Average Height: 5'8 - 6'0

Misc notes:

- Genetically modifying babies isn't uncommon for humans, to try to match or even compete with the strengths of the other evolved races. However modifying their bloodline it's often reserved for more wealthy families.

Daxcis/ Dax

The most evolved form of humans, being the first of the other races that were created. Their home planet, known as Oceanus, consists mostly of water.

Appearance: Gills from top of neck to shoulders, Often lean and slim, smaller flat noses, flatter fin-like ears, slim faces, smooth skin that is often pale blue, green or pink/ brown. Similar coloured hair to skin tones, plus white and black.

Unique biological features: Can breathe underwater, thinner bones with more muscle though not stronger, faster and lightweight

Average Height: 6'0-6'5

Misc notes:

- While the Dax can breathe underwater, it isn't for an infinite amount of time, just much longer than the humans they evolved from. Roughly an hour or so.



Daxcis Eyes



Daxcis Skin & Hair



Otuma/ Uma

The least evolved from original humans. It's unclear why Otuma came to exist and they seem to be fewest in number. They originate from the few Kepler planets that have now been taken over by mankind, specifically Kepler-22.

Appearance: The same skin colours and eye colours as humans, horns in place of hair that are usually pale natural colours such as beiges, browns etc. Some have subtly pointed ears.

Unique biological features: Often more muscular

Average Height: 5'11-6'0

Misc notes:



Shylah

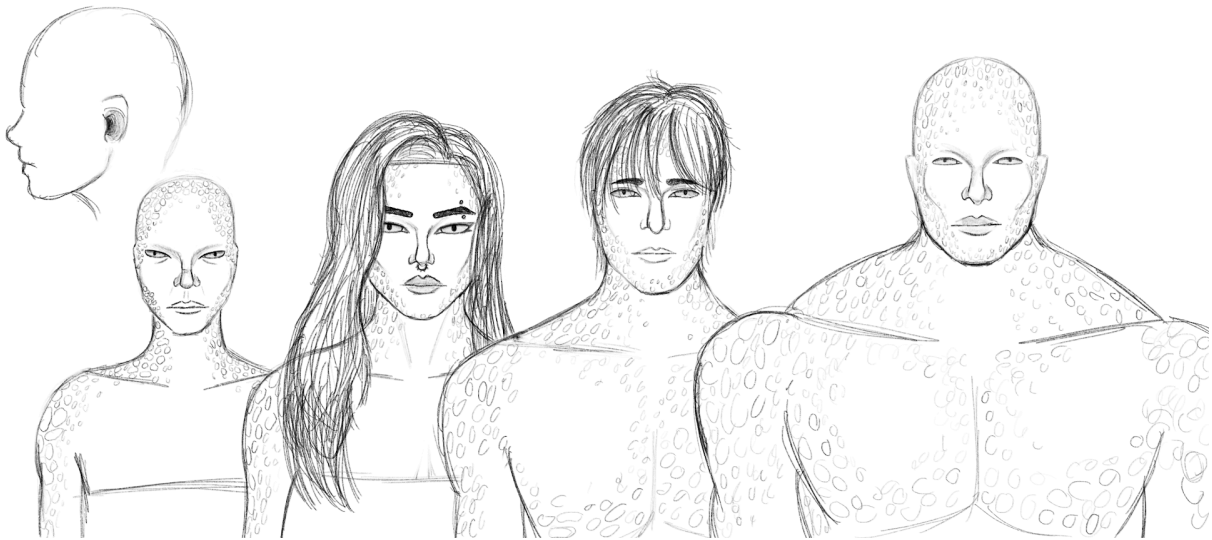
Originally from Kepler-62 before a majority of the population moved to a more diverse planet in a different system: Cyra.

Appearance: Hard and scaly skin, no hair (though common to wear wigs for fashion), smaller heads and larger body, usually bulky and much heavier, no ears, eyes one solid colour

Unique biological features: Strong and muscular, skin is thicker

Average Height: 6'8-7'2

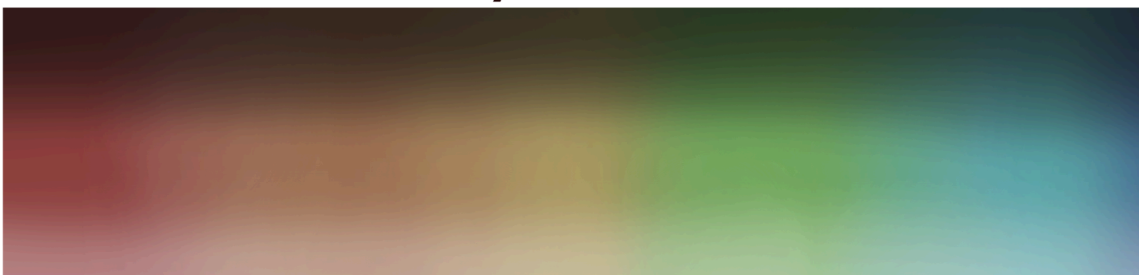
Misc notes:



Shylah Eyes



Shylah Skin



Noxon/ Nox

From a planet called Droma, which is darker and the night is much longer.

Appearance: Larger ears, larger eyes, grey/ purple/ blue skin, black to white hair,

Unique biological features: Good hearing and eyesight, can navigate well in the dark

Average Height: 4'5-5'5

Misc notes:



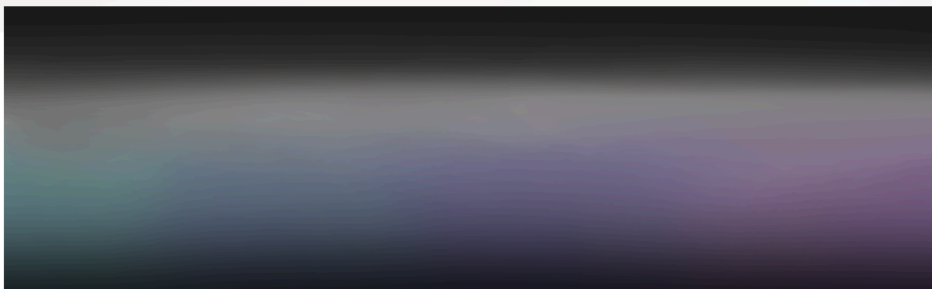
Noxon Hair



Noxon Eyes



Noxon Skin



Half Breeds

As races started to evolve more and more breeding between races became more of a problem. While pregnancies with different races have higher chances of miscarrying, those that live create half breeds.

Surviving half breeds have been known to be born with many disabilities, illnesses and mutations. And even if they aren't born with any mutations they are more susceptible to severe illnesses, diseases and disorders in life.

For decades there have been organisations campaigning for movements against breeding between races leading to a lot of discrimination. The most notable organisation called Fertile Future campaigns for many laws against half breeds and the care for existing ones.

Appearance: Varies depending on the mix of races they are

Unique biological features: Varies, usually none

Average Height: Varies

Misc notes:

- As all races are descended from humans, breeding across races is possible.
- Half breeds aren't expected to live as long as other races. Most usually die fairly young, at most reaching maybe slightly over middle age (about 60).

Droids

Not considered a real race/ species, though they certainly seem life-like at times. Droids are advanced robots with intricate AIs that can mimic humans or be programmed to fulfil a certain job. They have taken over many mundane jobs such as cleaners and factory workers.

Sentience in robots of any kind is illegal.

Society of 6013

Time and the Calendar

With mankind now scattered all over space, and on planets with different lengths of days, keeping track of time has become tricky.

Some still go by the earth calendar, known as Earthling time/ years, for age (including official documents), while some go by the planet where you were born and their length of years to figure out age.

Social Media

Various different apps for posting and social networking online currently exist, but the most commonly used is called Chitter, having mostly just text posts. Another popular app is Vox, which focuses more on image posting.

Money

All money is now digital and called Credits. This currency is used by all of mankind universally. There is no physical form of money anymore whether in coins or paper money. Some carry around a card while some have wearable tech that can be swiped at registers to pay for goods.

Education

Almost all education is now digital, however, there is one university on Insignia called Fletcher University that still carries out “classic” forms of education face-to-face.

Names

Despite Earth having been destroyed thousands of years ago, mankind of 6013 still pays homage to their origins. It's not uncommon for people to be named after places on Earth, whether after cities or entire countries.

Language

All races speak English, it is now considered the universal language.

Religion

Any religion we know to exist now likely still exists within all the races of mankind. However, it's been steadily becoming less and less popular. Houses of worship for any religion can be hard to find.

Medicine

Medical practices have come a long way since the days of Earth, especially emergency equipment that's readily available for anyone to acquire.

The most common form of advanced medical first aid is Stem Patches. These patches can be stuck onto a cut or stab wound to drastically slow bleeding and numb the area, making it much easier to move an injured person giving more time before proper medical attention is urgently needed.

Bodily Enhancements

While robotic enhancements are certainly very possible and common, if they are not for a medical purpose such as prosthetics for a missing limb, they are generally frowned upon and seen as something for the lower class and criminals. Especially since medical practices have come so far and genetic enhancements are so common.

Illegal prosthetic doctors are quite common in lower-class areas, but if anyone were to have these prosthetics anywhere but a lower-class area it's very likely they'll be arrested. *Any prosthetics with a weapon are highly illegal without a licence which is rarely given out and usually only to people within the Dux forces or AVAA.*

Weapons

Normal metal weapons are still the most common form of weaponry, but more expensive weapons are known as “Atom” weapons, using a battery to create a shape of burning light whether in the form of bullets or part of a blade.

Atom Weapon batteries are known for having a very short charge and being quite expensive. Atom Guns usually have an option for how much charge to use in one shot- the more charge used the more powerful and devastating the shot will be. Simply quickly pulling the trigger will be nothing more than like a normal bullet. Holding it down for longer makes the shot more deadly. Most guns, unless given to specific authorities, have a limit on how deadly shots can be.

Atom Blades usually duel purpose as a normal metal weapon at its core in case the charge runs out, the edges of the blade having the option to be charged.

Most decent armour and shields protect against Atom weapons. But a highly charged-up shot from an Atom Gun can slightly melt some materials.

Transport and Spaceships

Almost all forms of planet transport, including cars and motorbikes, are now powered by an electric system that makes them float slightly off the road, making wheels a thing of the past for most vehicles.

There are many different types of ships for space travel.

Small crafts often referred to as “brawlers” or “gulls” by pilots, are usually used in fights. Competitive space fights, without the risk of severe harm to the pilots, are quite common around certain planets or cities.

Medium-sized crafts can take on many purposes. Transport of people or goods, mercenaries, emergency services for other crafts- whatever may be needed. Also common among smugglers, pirates and other space criminals.

Then much larger ships are usually referred to as Starships. These are much slower though the same as the previous types can still be equipped with weapons and defences. Many larger starships can be used as residential ships, spaces cruises or hosts for many other smaller ships which is often the case for starships owned by authorities such as the council enforcers/ police or AVAA.

Super fast travel across extremely long distances is also possible through technology most commonly known as L-Drive. This enables ships to travel as fast as light. This technology is built into most larger ships, though L-Gates also exist in most ports where almost any ship can pass through and use L-Drive to travel long distances.

More details on spaceships are here: [☰ Spaceship basics](#)

The Eos Fleet

The Eos Fleet is the most famous and largest mercenary/ bounty hunter fleet. Most mercenaries are usually only a collection of one or two ships partnered together while The Eos Fleet is slowly but surely growing in numbers.

With connections in AVAA and many other organisations, they're known for getting the best and most well-paying jobs. However, due to their connections, there always must be at least one AVAA agent aboard each Eos Fleet ship.

In this RP, you have the option to become a member of The Eos Fleet, on the ship called the SC Zelima. While quite small for a starship, it's quite a hefty-sized ship with plenty of brawlers and a couple of smaller transport crafts stored inside.

Authorities

The Council/ The Dux

The Dux is the equivalent of the government and spans across space to almost any planet that has civilisation on it. There are representatives all over that represent their people in the creation of laws, enforcing the law, and just in general leading society.

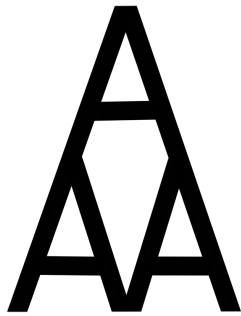
While Duxman (members of the Dux Council) are not available for RP characters- representatives, advisors, and other lower-ranking staff that work for them are allowed.

Dux Enforcers/ Police

Those that uphold the law and have done since even the days of Earth. However, they're now known for being quite militant, and due to understaffing many enforcer roles have been given to droids, which many don't trust to handle more delicate situations no matter how intricate the AI.

Enforcers are an option for RP characters.

AVAA



As the age of space travel began and spaceships of all kinds became more available to the public, the police and laws hadn't yet adapted quickly enough to keep the vast areas of space safe for the general public. This is when AVAA first rose up, starting as nothing more than glorified well-organised mercenaries.

Eventually, the Council noticed AVAA's efforts and created a partnership. Now the agents of this organisation work alongside the police/ Dux Enforcers, protecting the public both on land and in space. They're known for having better investigators and responding much faster to any crimes taking place in space.

AVAA Agents are available to play in RP, from the rank of Captain to trainees and Heritage school pupils.

For more info on AVAA, click here: [☰ AVAA Handbook](#)

Bounty Hunters/ Mercenaries

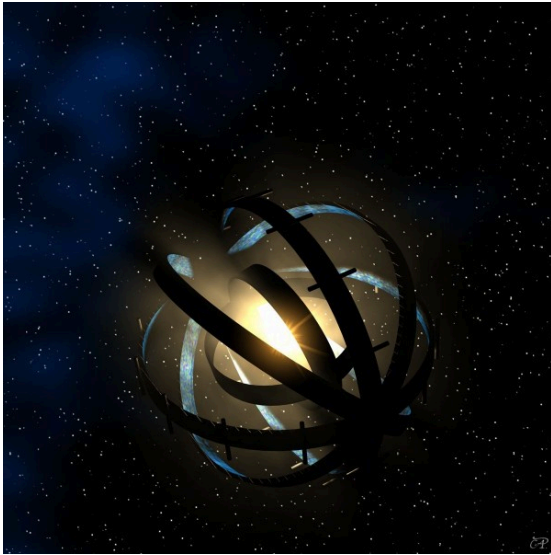
Whether they're being hired as bodyguards or seeking out a bounty over someone's head, mercenaries are steadily becoming more common, especially with the infamous Eos Fleet growing in size.

Within this RP, you're welcome to make your own mercenary ships and crews and/or join the Zelima.

Insignia

Insignia is the most developed of the colonised planets and includes the largest city: Liege city. The entire planet is known for having a megastructure that orbits around the planet. This megastructure that looks like rings around the planet regulates the weather, gravity etc to make the planet the most similar to Earth out of all the habitable planets. Sometimes large shadows cross over the ground that is clearly the megastructure due to the size and straight lines of the shadow. On clear nights or days, lights or sometimes an outline of the structure can also be seen in the sky.

(Inspiration, though this is around a star:)



The outskirts and the Diamond District are known to be for the more wealthy, with larger houses surrounded by the wild forests.

The central city is known for the HQ of AVAA as well as plenty of shops and businesses.

The Marble District is known to be an industrial area on the opposite side of the city from the Diamond District, stretching out for a long way into the wilds with factories and such.

The Lapis District is known as the lower-class area, with cramped and dirty streets where criminal businesses and gangs thrive.

(We generally direct new players to Insignia as it is the most busy planet, however there are more planets to RP on and learn about by checking out the channels and reading the Master Lore book.)

Occupations

All these listed jobs are options for RP character creation.

Common Starship Roles/ Jobs

- Pilot - Pilots the main ship/ starship. Varies from 1-3 people.
- Fighter/ Brawler pilot - Defend the ship and complete missions by piloting smaller space crafts
- Soldier - Defend the ships crew and complete missions on land
- Engineer - Maintain the ship, other vehicles, and digital aspects of the ship
- Medical team - Maintain the crew's health and well-being. 1-4 people per crew
- AVAA agents - Most often soldiers or fighter pilots. Varies from 1-2 people.

Hacker/ Fort Member

Hackers and other IT workers are very common, both working freelance and for companies. But the biggest and most known company of hackers is called Fort.

Fort is a network of anonymous and illegal hackers working mostly on the dark web. They can be hired for just about anything. Finding information, investigating, stealing, checking online security and so on. Authorities are either never able to track them down- or perhaps they just leave them be.

There are two types of Fort hackers, the usual cyber criminals, sometimes called Websters or Web Walkers, that remain at their desks and stay completely anonymous while doing work only on their computers.

Then there's also Runners. These hackers you're likely to see around the city, often travelling by rooftops or other harder-to-reach means. Runners are known for much more risky work, sneaking into locations to plant bugs, steal, or more directly plug into devices for a quick and more direct route of hacking.

Either type is possible to hire, and more are willing to do anything for a decent paycheck.

Engineers/ Mechanics

Robotics, spaceships, and transport- all need to be maintained by somebody. Since so much of this world has been taken over by robotics and droids, these jobs are in high demand as well as IT staff.

Scientist/ Doctors

With the research facility, hospital and university all within close vicinity of each other within the city medical students, doctors and scientists are plentiful in Liege city.

Brands/ Companies

Some well-known *legal* brands/ companies include:

- Ring Tech: Prosthetics and medical aid technology.
- Tora Studios: Creates artistic/aesthetic-looking prosthetics
- Roth Industries: Owns many mines, factories, etc.
- New World Entertainment: Owns both The Orbit Club and Ion Flow Club. Relies heavily on droids and unique tech for entertainment
- Zenti Arms: Legal weapons, including weapons for ships
- Aster Automotive: Makes and sells the most common/ somewhat affordable cars and other smaller vehicles

Some well-known *illegal* brands/ companies include:

- Aqua Weaponry: Illegal weapons made and sold on Mangle Street
- Sunset Prosthetics: Usually smuggled/ illegally required Ring Tech prosthetics, the circle-shaped logo altered to look like a half circle over some lines; a sunset. (Other homemade/ remade prosthetics are also illegal.)

Crime

The Bucks

The Bucks are the largest of the gangs on Insignia. They're known for causing the most chaos while parading around wearing masks usually in the design on some kind of forest animals like a deer or rabbit. They seem to be led by someone very wealthy who remains anonymous due to the use of the masks. They like to put on a show and flaunt their wealth and numbers whenever possible.

Created characters can be muscle or more respected members of the Bucks that are usually very wealthy, owning large businesses.

Leadership

The aptly named Buck family currently leads The Bucks. Originally this was a father and his three sons, however the father and eldest son was killed a few years ago. Now, the gang is led by the remaining brother duo. Sebastien Buck is the youngest, and then there's the new anonymous new "Mr Buck". The title of "Mr Buck", the leader of this gang, is one that's passed down from leader to leader and is almost always used instead of their real name.

Above the Buck family, there is known to be a "godfather" of the gang, the "main donor" as they sometimes call him that keeps their actions under the table and out of sight of the law. No one knows who this godfather is beyond his title letting others know they exist.

Asides from the Buck family, there are also other significant figureheads at a similar ranking to them.

The Roth family is the owners of the notorious mines in the Wilds and small towns of the planet Insignia. This family is headed by Jekyll Roth, one of the very few that survived a previous massacre that took out most of the long-standing leaders of the gang. While most of the current leaders are descendants, Jekyll seems to be going nowhere despite his old age.

There's also the Hellson family which owns the largest cybernetics company: Ring Tech. While their products are all legal and given by hospitals and such, their association with the Bucks is more behind the scenes for their company, as is the case with most of their members.

Some other Buck associated families/ companies include:

- Proctor family, which owns a weapons company. The questionable bot(/ maybe cyborg or just a dude in a mech suit?), Loki is part of this company
- Finch family, a construction company, built and owns many of the buildings around the city

Crimes

The crimes committed by the Bucks tend to be more subtle and are usually quite deeply hidden from their companies. Fraud, smuggling, poor conditions for their workers- most of their crimes can be hidden with some well-placed words and paperwork. Asides from that, the Bucks sometimes have their large and fancy parties or if they're feeling particularly bold

they will pull some grand stunt within city central. Sometimes they'll also send out debt collectors.

Allies and enemies

The Bucks are friends with almost no one but their own. The Keys despise The Bucks, and while The Keys often act against them, The Bucks remain mostly unbothered and unenthusiastic about their actions.

The Bucks and The Artemis Family have the most hostile relationship. If any Buck sees an Artemis member, they are very likely to shoot on sight, and the same goes for the other way around. Sometimes they interact reluctantly but peacefully, often to make deals of some kind such as for drugs or other illegal goods. Otherwise, they're engaged in the closest thing to a gang war the city has seen.

Territory

The Bucks almost never leave Central or the Diamond District. And they often look down upon those that are from or associate with other places. Their main hangout spot is the Orbit Club, which is owned by a Bucks ally.

The Artemis Family

Though slightly smaller in number they're known to be competitive rivals of The Bucks. While the Bucks have been around for years and years, Artemis Family seems to be a newer addition to the city, rumoured to be previous Bucks that rebelled against the current anonymous leader. When they're not hunting Bucks, they're most known for street racing and general other petty crimes.

Leadership

The sole leader of The Artemis Family is Jax Artemis. However, there are a couple of people closest to him that take the lead in smaller ways. His droid Tira often relays orders or messages, and his bodyguard/Right-Hand woman Enid Patrick helps out often in keeping the gang in check.

Crimes

This gang is the most stereotypical when it comes to its crimes. A majority of them are thugs and are involved in pretty much any kind of crime you can think of for a typical criminal. But drug dealing, street racing, buying and selling illegal goods, and of course their violent fights with The Bucks are what they're most known for.

Allies and enemies

As mentioned before, the rivalry between Bucks and Artemis shows no sign of ever stopping and the two are almost constantly at each other's throats.

The Keys have a somewhat neutral relationship with The Artemis Family. The actions of these two gangs rarely overlap or intersect, and so the two tend to just leave each other alone.

Territory

It's rare to find an Artemis anywhere outside of the Lapis District. If they are elsewhere, it's usually in central to provoke the Bucks. Sometimes they pass through central for their races

and such, but otherwise, any Artemis in central is usually looking to cause trouble. Artemis tend to congregate around parking lots and quiet streets, however, their biggest gatherings usually take part in the Wilds.

The Keys

The smallest and least harmful of the known gangs. In fact, the Keys are often a salvation for those in the lower class. They seek out injustice for the working class like vigilantes and try to do something about it, though often resorting to destruction and violence to get the attention of others. They're known for carrying weapons in musical instrument cases and have a hidden jazz club/ speakeasy somewhere.

Leadership

The Keys are led by their own Council of people that are from a range of different backgrounds, though most are workers or grew up in the more poor areas of the city. The current members of this Council are:

- Mani Bolden
- Khia Singleton
- Cinar Matthews
- Shanna Acosta
- Norah Cordova
- Raya Pollard
- Loui Chanel

Despite this council's existence, this gang is known to listen to its people the most. They vote on many big decisions and do not force any members into anything. The Council often just organise events such as protests and make any final big decisions after consulting their members.

Crimes

It could be argued that The Keys are not a gang at all and instead something more along the lines of an activist group. Their crimes are usually committed within organised protests or riots that are intended to fight for the rights of workers or lower class people.

However, they are sometimes known for various forms of stealing and sometimes much smaller scale attacks on certain companies, places or people. They often have a Robin Hood style of committing crimes where they often give whatever they steal to those less fortunate.

Allies and enemies

While the Keys are definitely not friendly with The Bucks, this is less so because of any gang war and more because of their companies. A Key member would not attack a Buck simply for being a Buck. They attack them for their businesses and what they stand for. If a business associated with The Bucks treated their workers fairly and such, they would probably leave that company and the people associated with it alone.

And as mentioned before, the relationship between Artemis and Keys is neutral. Sometimes they may help each other, sometimes they may fight. It entirely depends on whether they get in each other's way or not.

And although not a gang, the main allies of The Keys are any workers or those of the lower class. Whether someone is a member of their gang or not, the Keys are always open to offering a helping hand to anyone in need.

Territory

The Keys mostly are within the Marble District, their main hangouts being their hidden speakeasy there and the Miners Flask Pub. However, they are also seen around the Lapis district too, most of them living within this area.

Drugs

Apex - Gives the user more energy. Popular at parties/ raves. Illegal. Comes in many forms. Smoked, injected, inhaled.

After effects: low mood, headaches, nausea, tiredness

Nebula - Calming effect, can dull pain. Medical versions are legal. Illegal versions are much stronger, affecting the brain and thought process. Brown powder in its illegal form. Injected liquid for the medical drug. Smoked or inhaled. Produces orange/reddish smoke.

After effects: difficulty waking up, headaches, dry throat

Black Hole - Sedative. A stronger version of Nebula. Can knock someone out quickly for up to a day, in a comatose state. Illegal. Clear liquid. Injected. If injected wrong or on too large of a side it can easily kill someone.

After effects: Nausea, minor memory loss, loss of vision and hearing, weak muscles/ unable to move, slurred speech.

Nova - Stronger version of Apex. Can cause severe hallucinations, numbing the senses in very small doses and knocking someone out in a more substantial dose. Can become a poison and easily kill in larger doses. Highly illegal. Blue translucent liquid. Injected or ingested, though dangerous to ingest if in larger doses

After effects: Migraines, strained eyes, twitching muscles, hallucinations, seizures

This document may be updated/ changed slightly over the course of the RP.

If you have any questions, please ask them in the Q&A channel in the server or DM me (Finis#2292).