

Government: Two rulers at the very top of the chain. There is the Council Of Nine which rank below them, and if they have a unanimous vote they can override something that the rulers did. They are independent of the rulers - they cannot be fired or replaced. Both the rulers and the Council Of Nine work together to train up the next people who will eventually take their place. There are 45 chosen and trained. When someone dies or resigns, then the best of the 45 takes their place. Council chooses the council replacement, the other ruler chooses the ruler replacement. If both rulers are deceased before a new one is chosen, then the council picks it. Nearly every single ruler and council member is skeletal in appearance.

Schools:

_____ **Primary:** They are taught basic math. Number Line doesn't stop at 0 at this age. Proper social interaction, 1 language. Magic studies.

_____ **Secondary:** Advanced math, advanced of that 1 language, advanced magics, history, etc.

_____ **Specialized:** Many different schools that specialize in many different topics. Like college.

Alchemy: Outlawed. Illegal.

It used to be a big thing, a couple hundred years ago. There are stories of people changing in appearance and mind, augmenting themselves with it, making themselves better. Making their own super powers. There are theories as to why it was so big one year, and then nearly nonexistent so soon afterwards. The most popular opinion, is that it nearly destroyed the world. So many people, with so strong powers, clashing constantly, along with a constant power vacuum as rulers would die again and again. People using power to prove that they were right and deserving, instead of words. And those that did use words were silenced. In 95% of cases, alchemy causes infertility and a decreased lifespan as well. It is thought to be that it was something that remained unknown to them until too late. The birth rate plummeted that year. Currently, all objects that glow with an unnatural rainbow light are not to be touched, and reported to the local police force for a special containment team to deal with.

Being in possession of an alchemy object will land you in prison for 8 years minimum. Having alterations due to the act of using said alchemy object will land you in a restricted 'relocation' center faster than you can blink.

Magic: Magic is utilized with three magic items. Hat, right glove, left glove. There's also Neutral magic which doesn't require any item. Each one has certain traits, and you can only use one item at a time. You can use multiple traits within that one item. IE: You have the three main magic groups. Hat, right glove, left glove. Miscellaneous, physical, and mental magics. You could tap Speed and strength at the same time, as physical traits associated with the right glove. But you could not tap strength and aim assist at the same time, since strength is a

physical trait and aim is a miscellaneous.

In order to use a trait, you must store it first. So if you want to be extraordinarily fast, then you have to first be extremely slow for a length of time. In order to gain, you must first take away. So it's a balance.

It takes time to store or tap powers - if you go too fast, then you risk magical whiplash which results in a coma. Sometimes it's only a day, other times it can be years. The normal rate is a 20% change from your basic stats per minute. So again, let's say you're tapping speed, and your normal speed is about 6 miles per hour when you're running. The first minute, you could be 7.2 mph, second minute 8.4 mph, tenth minute, 18 mph. The most you can store is reducing the stat to 0 - you can't have negative speed. You'd be completely unable to move.

Neutral magic is a bit different - doesn't require any storing. You still cannot use any other magic item when using this magic. This magic includes

- Understanding - being able to understand what someone with a different language is saying, and being able to empathize.

- Illusion - Illusion is just that, nothing tangible, and there's always these little fuzzy patches or holes in it, so it's normally quite easy to tell it's an illusion.

In addition to the magic items and neutral magic, there's also elemental magic. It's a gene attached to that of the hat, but requires Neutral magic to work. Does that make sense? Prolly not. It's much more rare because of the odd way it's set up.

- Earth - be able to detect (or 'feel') and manipulate anything solid within 5-20 feet (does not change material, and still follows laws of gravity while being manipulated).

- Water - be able to detect and manipulate anything liquid within 5-20 feet (same as earth).

- Air - be able to detect and manipulate anything gaseous within 5 - 20 feet.

- Fire - be able to detect and manipulate energy within 5-20 feet.

This is not like Avatar The Last Airbender type manipulation by any means - all manipulations still follow the laws of gravity. No floating rocks, no moving water through the air, ect.

Hat (miscellaneous) - Aim, Senses, Items, wakefulness.

Right glove (physical) - physical Speed, Strength, Weight, balance.

Left glove (mental) - mental Speed, willpower, complexity, memory.

Neutral - Understanding, illusion, [elemental]

You can see that under hat is 'items'. You can store items in your hat, like a bottomless pocket. Nothing living will survive being in there, food quickly becomes poisoned and inedible. Doesn't

add to weight. It's often used because normal pockets aren't a thing, because if something is on their person for a long enough period of time it'll start changing to be like the clothing and lose all functionality (more on that in the Anatomy section about Things With Souls).

Anatomy:

Things with souls: The ability to use hat, right glove, left glove, or neutral magic is genetic. If you're born with no magic, you're what's called a 'stillborn'. It's a bit misleading - they're not actually dead. They're just a soul that is incapable of movement or functioning, or even forming their own body. If you have some of the magic abilities but not all, you're a transparent person. (example being the Inverted Twins, Hannah) There's a shell that forms around a soul around 6 weeks after the soul comes into being. So having some but not all the magics, that shell will be transparent and completely connected like the skin of a human. The shell is a bit harder to break than the skin of a human, like trying to break a chicken egg by pushing on both ends of it. It's easy to break it, but it requires an intention to break it. Any and all shell damage will repair itself with time, but if the soul underneath the hollow shell is damaged, then the shell will not reform over that. If there's extensive soul damage in the shoulder, the arm would lose functionality as well. Like nerves or blood vessels through the human body. If someone has all of the magics, then the child will be skeletal in appearance. (example like the main characters in Alchemy Brothers) Two transparents can have a skeletal child. They have the exact same physical capabilities as the transparents, and the shell that forms is still hollow. There's just little spaces between joints where the soul is slightly exposed in a skeletal child.

The soul has two centers - in the chest, which is the center for stability, and the head which is the center for movement. The shell around the center for movement, the face, is able to move freely in normal expression. If the two centers are separated from each other, the person dies. If the center for movement is damaged, then the person will not be able to stop moving. Constantly tapping, constantly moving in some way. If the center for stability is damaged, then balance goes out the window, the shell becomes uneven in thickness from one area to the next, and the person becomes infertile.

If a person has something touching their shell for a long enough period of time, that thing will begin to change in color and shape. This is thought to be because of a natural energy that radiates from the soul. If the person is transparent, clothing and other items will slowly become transparent as well. Material won't change, just the shape, color, and opacity. Clothing is the primary example. It depends on the personality of the person and is unique to them. The 'feel' of a person. If they start hanging out with a group of people they feel very connected to, the clothing may change to have a singular item that's similar among all of them. An example would be the Alchemy Brothers - they all share the same clothing item of boots that come halfway-ish up the shin, even if the color is different. If a person gets a new outfit, it will start to change in color and shape and become exactly like their old one. It's a process that can take months, or it can just take a week. Or anything in between.

They still require food, water, breath, and sleep. No one knows where it goes - after it passes the mouth, it simply... disappears. It doesn't add to the person's weight. It vanishes. Note that there *is* an explanation, and I have this all figured out with a logical real explanation, which will be revealed later. But it is not general public knowledge, so I'll pass on sharing it right now. The side effects of not having those basic needs are the same as those for a human. Starvation. Suffocation. Dehydration. They can also be choked, but the focus of pressure needs to be directly under the back of the jaw, not just on the neck in general.

The shell on the bottoms of the feet are a bit thicker than the rest of the shell. It helps prevent breakage in the feet while walking or running.

Everyone has a natural soul color. While the soul itself is invisible to the eye, except under certain circumstances, this color presents itself in blushing and the color of the tongue.

Those that are skeletal in form seem to have an uncontrollable desire to fly. It only makes itself apparent when the topic is brought up, or the possibility of doing so presents itself. Due to this uncontrollable desire, there's been a lot of... issues. Whenever people are presented with the opportunity, things get messy fast, and more damage is done than progress made. Planes and other flying vehicles have not been invented yet as a result.

After a few weeks, the soul starts gathering surrounding elements to form its shell. That takes roughly around 6 weeks as mentioned above. Movement comes around the time of the shell completing itself. Sometimes it comes a bit afterwards, sometimes it comes a bit before. When it starts moving is when it starts needing food and water and such. It can be disconcerting seeing a half formed thing moving about. As mentioned above, stillborn cannot form their shell or move, but it is still a soul. Stillborn do not require food or drink, due to no expenditure of energy. Stillborn do not seem to possess any sort of intelligence. They simply. Exist. It is required that Stillborn souls be delivered to the Government at the proper collection places.

The average/basic stats for this species are as follows (if not mentioned, assume it's the same as human)

Weight: 12 lbs

Speed: 15 mph (sustainable, 20 mph short burst)

Strength: 10 lbs

Senses: 3x average human

Fall-height-and-still-be-mostly-fine: 25 feet (due to light weight and large surface area compared to that. This would be like a human falling 7 feet. Risk of a lot of damage, but still a pretty good chance of being okay if you do it right and are in pretty good physical condition)

Hat magic: Recessive gene. Dominate is no hat / miscellaneous magic.

Left glove: Recessive gene. Dominate is no left glove / mental magic.

Right glove: Recessive gene. Dominate is no physical magic.

Neutral: Dominant gene. Recessive is no neutral magic.

Elemental:

[For it to be active] Requires:

-two recessive hat genes present, one of which must have the element attached and the other to be without any element attached.

-At least 1 Neutral magic gene.

If a person has Elemental magic, it shows on their outfit. It is among one of the first changes that occur to a new outfit, but it is still a change that can take up to a day or two to come.

Air: 2 sets of three squares in a line.

Water: 2 sets of three circles in a line.

Earth: 2 sets of three triangles in a line.

Fire: 2 sets of three 'x' in a line.

The terms 'air, water, earth, fire' are a bit misleading, seeing as it is anything gas, liquid, solid, or energy. Souls and shells do not fall into any of these categories, and neither do the magic items themselves despite their appearances. Flesh or mud or something is impossible to control because it is both solid and liquid when it comes to the magic aspect of things. When it's raining, it makes it much harder to control air. To control energy, there cannot be a non-conducting barrier in the way, like rubber. And while lightning storms might be fun to mess around with, they can still be electrocuted or set on fire, just as someone who controls water can still drown.

Clothing is usually symmetrical. If there is anything that isn't symmetrical about it, it 'indicates' mental disability, or a personality disorder. There tends to be heavy stigma against it. Note that due to the fact that these are a different species, there are different mental/personality disorders than that of humans. Some can be similar, such as anxiety, depression, DID, but they are not the same, and I make no claims to them being exactly as it is for humans. There are different effects, different symptoms, different limits, different viable causes, ect. This is a whole new world.

Animals: Animals here are just like any normal animals in our world. Flesh, not-hollow skeleton, muscle, internal organs, all that stuff. There are no intelligent species of animals. Some can be kept as pets.

Technology: Technology is a bit different here. There are some things that use magic to work properly. Their focus and needs have lead them to develop some things much further and faster while completely neglecting other areas.

In development:

Transportation: Transportation is mostly just walking or running from place to place. Cars are rather rare, and there isn't much roadway. Most roads are bare dirt or smoothed stone where people walk. Cars require specialized training to use. While the technology exists, they're not used often because for the amount of work put into and how long you get to use it isn't worth it. If they use it long enough, then little things start changing - the common phenomenon believed to be due to the soul as mentioned above - and then the car stops working and becomes a decoration. It is a thing for the rich. Trains are far more common for long distance. No one is required to be near the engine for long periods of time, so the train can continue functioning for decades. Any sort of flying machines that can carry people have not been invented yet.

Communication:

Computers: It took a long time of trial and error, but computers do exist. As like in our world, it started out by needing to do more complex mathematical equations faster. Then they focused on shrinking it down to something you can put into your hat and pull out when necessary. Items stored in the hat are not able to be altered by the soul energy. After that, they started exploring how to expand their purpose to encompass things like storing information and communication with others. There are now laptops where the screen and the keyboard folds in half so it can be a manageable size to store in the hat. They are used only sparingly when absolutely necessary - too much use, and again, it's like with the cars. They'll change too much and stop working. It is recommended that you have a series of flash drives stored in the hat. Every five uses, backup your important files on a flashdrive. Every five times you pull out that flashdrive, back it up on another one. Computers themselves are usually replaced after around 36 - 288 hours of use. It depends on how fast things change around you. So again. Another thing that is commonly used only by the rich.

Military: Though it must be noted that swords are more effective than guns. Swords have a large area of impact. Guns only get one spot and unless they're a perfect sniper, the first shot or three aren't going to be killing blows. Transparents/skeletals have a lot smaller of a lethal point than humans do. Being killed by a gun on the first shot requires a shot that passes through the center of the head, a bit about the size of half your fist, or through the jaw/mouth at a particular angle. They don't bleed out from a non-fatal shot. Guns are more complex and are also disabled by the soul change a lot faster than swords, so swords are cheaper. Maces while more effective tend to be harder to handle - since the shell tends to crack and break instead of bruise wearing on at the hip has lead to damage on the side of the leg, pulled from the back leaves a lot of opening when in battle, and strapping it to your leg so it doesn't bounce doesn't work either since then you can't pull the head of it through at all.

Everyday life: The cities and towns and country all have different feels to them. In the country,

you have little slivers of unique personalization from someone living there for a long time and slowly changing their surroundings. Towns are a bit more fluid - a lot of people moving around, but still just the same ones, so the soul change on the landscape is more relaxed. In a city though, it's a lot of people moving all the time, and the landscape change is just a mishmash of everyone's, repeatedly going through their same routine, at the same time.

If you've lived in your house for a long time, slept in the same bed, then the room will be affected by your soul energy as clothing is, and it will have a more 'you' feel to it, especially the bed. The color and form will change, though material will not, like clothing.

People are generally more active at nighttime. Eyes have adapted to be several times stronger than a human being in order to pick out the transparent shapes of people easily, and so they're a bit more sensitive to sunlight. Two moons reflecting light at night instead of just one provides ample light to see by at midnight. It's a comfortable time to be out.

If there is electronics in a place, then they're usually in one corner of the room out of the way, and a taped off section clearly visible on the floor as a do-not-cross line to prevent soul change damage to said electronics. You cannot get too close to any product in the stores before purchase, and products will commonly have some sort of 'default' or slight coloration variation. There isn't such a high standard for Every Product Has To Be Perfect Or Thrown Away. But there are standards - the seal that keeps it from getting moldy has to be perfectly intact, even if it may be warped a bit. The product cannot be unrecognizable from what is advertised. Electronics and other fine-tune things like that will commonly have a photo taken at the time of purchase. If it stops working within a certain amount of time, you take another photo to prove you used it properly and didn't get close enough for soul damage to occur, and most likely you can get it replaced. I mean, it's sorta tricky if the electronic you're buying is the camera itself to take those pictures.

Discrimination is prevalent. There is heavy bias against people based on appearance. Skeletal vs Transparent. Even though the law says they're equal now, doesn't mean you've changed the hearts of the people. You'll still have bullying based on skeletal/transparent. In addition to that, there's also heavy biased against anyone with an asymmetrical appearance. It is commonly believed that an asymmetrical appearance is due to some sort of mental disability or personality disorder. While in reality, that is not true.

There are also several kinds of semi-common physical defects that are heavily biased against as a sign of 'demon born' or 'evil touched'. Especially in the facial region, or the hands/feet/upper chest. Most of these only appear on skeletals, if at all. Such as eye-holes that are elongated or open towards the back more like an animal skull. Sometimes little horn nubbins. Ones that could affect both skeletals and transparents would be elongated fingers that end in something that's almost like a mix halfway between a claw and a talon, sharper teeth, or a small growth at the base of the spine almost like a little mini-tail.

There's also smaller biases, like against what your natural soul-change makes of your clothes. More blocky sharp shapes and edges tend to be seen as more unnatural and intimidating. Softer flowing shapes tend to be seen as friendlier and more passive. Although again, in reality, this isn't true at all.

Architecture is most commonly spread out instead of up. There are no cities as big as new york. Cities are a bit closer together though. It's uncommon to see a building more than 2 stories tall, and extremely rare to see anything 4 stories. Instead you'll have maze-like complexes and facilities that sprawl out for over a mile in all directions.

Gangs:

Mythology (Lore/stories, not necessarily reality.):

_____ Beginnings of the universe/world [main 3]:

_____ **Arnyth's Theory:** God reached from the heavens to give life to empty space. Holes were punctured between the realms of heaven and earth, and where the holes were, elements leaked through from the heavens, overflowing. The elements gathered around the holes, attracted to the place they were from, creating solid land masses and oceans and skies.

_____ **Melony's Theory:** [insert big bang theory]

_____ **Pronab's Theory:** There are multiple worlds that are close to each other, like layers of an onion. The worlds give birth to each other, twisting time and space.

_____ Whemsimac Creatures:

_____ Hellbound beasts:

_____ Monsters (Similar to incubus, vampire, werewolf, fairies, ect.)

_____ **Incubus/vampire equivalent:** _____

_____ **Shapeshifter equivalent:** The body is a reflection of the soul. There are those that have enough control over their soul that they can change it, and therefor change their body and form. There are minor shapeshifters, which can only change to look like other skeletons if they're skeletons, or other transparents if they're transparent. There are mediocre shapeshifters,

where a naturally skeletal person can shapeshift to look like a transparent and vice versa. And then there's extreme shapeshifters, in which there is no limit to living creatures that they can turn into, or make up something new.

Ghost equivalent: A soul that can move but does not have a body. Most likely originated from grief stricken parents who were devastated about their stillborn child and deluded themselves into thinking it could be a living moving being.

History:

Famous figures:

Entertainment:

Parasites/diseases:

Calendar/holidays: There are 240 days in their year. Each week is 5 days, every month is 3 weeks, every season is 4 months, and every year is 4 seasons. 25 hours in a day. 9:30 - 17:30 are normal sleeping times. (9:30 am - 5:30 pm)

They have 240 days in their year, vs our 365. Someone who's 4 years old in our world would be 6 years old in theirs.

Earth holidays and the day it is in their year:

Valentines: day 45

Saint Patricks day: Day 90

April fools day: Day 120

Easter: Somewhere in here, the day changes every year

Halloween: Day 304

Thanksgiving: somewhere in here, the day changes every year

Christmas: Day 359

New Years: Day 365/0

Alchemy Brother's world and holidays and what day it is in their year:

Fertility day: Day 74 (14th day of 5th month)

Lifeless day: Day 120 (15th day of 8th month)

Harvest day: Day 183 (3rd day of 13th month)

Mourner's day: Day 213 (3rd day of 16th month)

Thanksgiving: day 214 (4th day of 16th month)

New years: Day 240/0

Month 1 - Pragus
Month 2 - Tarus
Month 3 - nabus
Month 4 - Vanus
Month 5 - Prome
Month 6 - Tome
Month 7 - Nome
Month 8 - Vome
Month 9 - Prous
Month 10 - Tous
Month 11 - Nous
Month 12 - Vous
Month 13 - Prope
Month 14 - Tope
Month 15 - Nape
Month 16 - Vope

If we were to go through our calendar of 365 days while assigning their holidays it would look something like this:

New years - 0
Fertility - 74
Lifeless - 120
Harvest - 183
Mourner's - 213
Thanksgiving - 214
New years - 240
Fertility - 314
Lifeless - 360
Harvest - 58
Mourner's - 88
Thanksgiving - 89
New years - 115
Fertility - 189
Lifeless - 245
Harvest - 298
Mourner's - 328
Thanksgiving - 329
New years - 355
Fertility - 65
Lifeless - 110
Harvest - 173
Mourner's - 203

Thanksgiving - 204
New years - 230
Fertility - 304
Lifeless - 350
Harvest - 48
Mourner's - 78
Thanksgiving - 79
New years - 105
Fertility - 179
Lifeless - 235
Harvest - 288
Mourner's - 318
Thanksgiving - 319
New years - 345

Towns/cities:

Law enforcement:

_____ **Guard:**

_____ **Patrol:**

_____ **Watchmen:**

Workplace:

Arts:

_____ **Music:**

_____ **Writing:**

_____ **Drawing:**

_____ **Dance:**

Common animal species:

_____ **Wild:**

_____ **Food:**

_____ Pets:

Big debate topics:

Religion:

_____ Ancient:

_____ Current:

Superstition:

Astrology: There's two moons. One with a slight blue tint to it, and one with a slight purple tint to it. The one with a blue tint is commonly believed to be the moon that gives patience, and the purple one wisdom.

Sports:

Agriculture:

Android AI thingies: [\(example\)](#) Due to the soul changing things around a person, a major focus was how to build something that can do those things for them without worrying about it not working anymore. They are not advanced enough to do smaller more precise tasks like sewing unless there are specific movement instructions, which would be more trouble than just doing it yourself.

There is a metal skeletal like robot with fluff and cloth sewn over it. Commonly, there are colors spreading into the cloth from the people who worked on them for long periods of time in one spot, and extra stitches where the cloth changed form and had to be snipped and sewed again. Real professionals can make one quick enough that there's hardly any physical change in the android.

They are programmed to accomplish a task, have restrictions on what they can do, and have the ability to recognize progress. They will stop using methods that prove to have no progress, and will not do anything that is restricted under any circumstances. The code of what they have learned so far can be copy pasted onto a different android and the purpose changed so it doesn't have to start over at scratch again.

Customs: