

Traits and Inheritance

Overview

Vulpeco's are an ever evolving species shaped by their environment and self identity. Each one is special and unique, and may change over time through various ways;

- I. Expressing traits
- II. Evolving self over time
- III. Biological anomalies

This guide dives into detail about how traits work and change over time

Core

There are Four different key traits that make up a vulpeco;

I. Heritage

II. Aspect

III. Coat

IV. Morph

Each of these are passed on and inherited differently, and some may add certain game mechanics

Heritage (the base)

What it is

Heritage is the biological foundation on which all other traits build.

It determines:

1. Base coloration
2. Base markings (these do not occupy marking slots)
3. Environmental affinity

Changing the heritage is rare, but possible in special cases

Inheritance

1. Heritage is passed directly to offspring
2. Offspring will always inherit the same rarity of heritage
3. Changing the inherited heritage is only possible through certain events/items

Resources

Read more about them [here](#)

Gameplay Note(s)

Heritage may give small bonuses for certain depictions

(l.e depicting red fox heritage in a forest)

Insect Aspect (wingpanel design)

What it is

The insect Aspect (referred to simply as Aspec) is the bug DNA the vulpeco is expressing

It determines:

1. Visual theme
2. Coloration to determine patterns

Rules

1. Aspects must always be based on a living, non-extinct insect.
2. Morph determines the insects available for use.
For example, the common morph vulpeco is only butterflies and moths
3. Wingshape should reasonably follow the Aspect's.
I.e. a monarch butterfly aspect should not have lunar moth shaped wingpanels

Inheritance

1. Not reliably inherited
2. May be different than the parent

Resources

Read more about them here (TBA)

Markings (customizing traits)

What it is

Markings lay on top of the base coat and affect the heritage into being something unique. Markings are visual traits that feed into a vulpeco's individual identity

Slot System

The slot system limits vulpeco's ability to express markings, but this may be changed over time

1. Every Vulpeco starts with Two Slots
2. Each marking uses One slot
3. Slots may be earned or obtained over time

Inheritance

1. Markings are not reliably inherited
2. Extra marking slots are rare to inherit

Resources

Read more about the system [here](#)

Read about all known markings [here](#)

Morph (subspecies)

What it is

The morph defines a vulpeco based on physical biological differences. They are like subspecies of vulpecos.

Effects

Morph influences things like

1. Body structure
2. Trait expression
3. Insect Aspect Availability

Inheritance

Morphs may be passed on

Resources

Read more about them here (TBA)

Gameplay Note(s)

Only the base form/morph is known at the moment, but more will be discovered over time!

Oddities (rare traits)

What it is

Oddities are incredibly unique, altering effects a vulpeco may obtain over its lifetime. They do not replace traits, but alter them into a more unique expression

Effects

Oddities do things like

1. Apply shimmers
2. Make wingpanels transparent
3. Give access to unique colorations like albinism

Slot System

Oddity slots are extremely rare. They may be obtained over time, but they are hard to earn.

Inheritance

Oddity slots cannot be inherited

Examples

Read more about oddities and discover mutations [here](#)