

Zakretians and Autozakretians, all you need to know about them! As a simple introduction, they are two different, but closely related species of alien, there were the Zakretians, organic, tribal, relatively primitive, and then there's the Autozakretians, drastically modified Zakretians to be almost completely mechanical, with a loss of sentience and care for the living as well.

PART 1: CREATION

Here I'll tell how and what gave me the ideas for them, and how they've changed since

1.1 Conception of Autozakretians

Conceived in mid-2009, came first, I got my inspiration in creating them from a videogame called Metal Fatigue, it featured a particularly alien-like faction (even though human) with a similar colour scheme as say Proteus has, the purple and greens~ The main focus of the game was building and customising "Combots", modular units that could be configured with different parts, it was their particular design from this one faction, the Neuropa, that had inspired me to create the Autozakretian.

Now, at this point, there were *only* Autozakretians, they were sentient, and meant to be peaceful, they were created from some higher being or race, I never got that far into it before I rewrote their origins and whatnot. But they, as like now, cannot reproduce, and are genderless, they weren't shapeshifters and always kept the same body shape - with the exception where they could morph weapons with their arms and whatnot. Their technology is so advanced that Other alien races wanted to capture the Autozakretians for it!

Anyways, none of that matters anymore! Read more a little later on about them.

1.2 Conception of Zakretians

So a few years after the creation of Autozakretians, I came up with the idea that they could've been, say, a living race of creatures before becoming the machines. This actually came about when I played Spore and couldn't think on any ideas other than that they could be Autozakretian predecessors (they also looked very different in that game of few options, and not what you know and see today as I draw them), so from then on the story has evolved and been written more in depth when compared to the original story I had for Autozakretians~

There is no name for the planet that the Zakretians originally resided.

Alright, so that's just how they were created, now we'll get to know more about them!

PART 2: ZAKRETIANS (Pre-Extinction / Before Extinction)

(“Zuh-kree-shun” or “Zak-rett-ee-an”)

The following information refers mostly to the pre-Autozakretian population (300 BE)

If you are interested in creating your own, you can find information about “Present” day zakretians in part 6.

2.1 Appearance

Zakretians are rather reptilian-like, upright standing aliens, their most distinctive feature is probably their antennae. Their legs are digitigrade, with their feet being long, with 2 large pointed toes on the end, as well as one poking from the ankle. Is much the same with their hands, only 2 digits and an opposable thumb. Another distinctive feature is rather than hair on their head, they have horns of varying shapes and size, they appear to be protrusions usually from the centre of the head, just above the forehead, and are composed of similar matter to what bone is. They usually have a bit of hair on the backs of their head running down to their neck. They have a long, pointed tails with ‘fins’ protruding from either side, between the 2 different coloured skin on the top and bottom of the tail. Zakretians have no visible ears. Zakretian skin is smooth.

The height of a Zakretian is averaged around 5’5” for males and 5’1” for females

Sexual dimorphism is relatively typical as females are usually smaller and slimmer built, whereas males, although not that much bigger, are still often larger. Females have longer tails and antennae. Neither sex have visible breasts, ever. Overall, both sexes are rather ambiguous and can be difficult to tell apart.

Their skin is usually greyish, tinted with shades of green, purple, blue and sometimes brown, orange and red. From just underneath their nostrils, down to their crotch and along the bottom side of their tail is almost always white, it is rarely a different colour. Their horns are often darker shades of their respective skin colours, the colour is usually the same on their tail fins as well. Hair colour can vary a little more. Their eyes always have black sclera, are ‘pupil-less’ and usually have a bit of a glow. The iris is somewhat diamond in shape. The iris can also be any colour and are also susceptible to heterochromia.

The insides of a Zakretian are a greyish, dark purplish colour. Tongue is a bright pale purple, and blood is more a violet. The penis on males is usually a similar pale purple to the tongue.

Being a somewhat primitive race separated by tribes or clans, houses or family lines will often use markings and colours so that their family is distinctive. When it comes to marriage, new markings for the new family (if the two are from different families) will be created with a combination of the colours and symbols taken from each of the two.

Tribal/clan markings are also apparent.

Some images I've drawn of Zakretians:

<http://www.furaffinity.net/view/24126400/>

<http://www.furaffinity.net/view/23991389/>

<http://www.furaffinity.net/view/21747470/>

<http://www.furaffinity.net/view/14500345/>

<http://www.furaffinity.net/view/13062325/>

<http://www.furaffinity.net/view/11196724/>

<http://www.furaffinity.net/view/10213074/>

<http://www.furaffinity.net/view/10222041/>

2.2 Behaviour

Zakretians are very peaceful and content, they follow a particular religion or belief that involves living and being one with the nature and environment. There is the very rare occasion where a clan or tribe will be aggressive to other tribes and fights can break out. Otherwise, tribes are very friendly and open to each other, it may even be better to describe the tribes as villages, though their customs and practices differ as well.

If need be, they will hunt during the night for food, and during the day forage for food. They otherwise live off of food farms and crops.

2.3 Diet and Senses

Zakretians are omnivores, but lean more towards being herbivores. They will primarily consume various types of soft fruits and leaf veggies, and small game. Zakretians also have a slowish metabolism, requiring only a couple small meals per day.

Their antennae heightens their senses substantially, they are able to sense movement from a considerable distance and have very acute hearing. Their eyes allow them to see clearly in the dark - even though they are not really nocturnal.

2.4 Religion/Belief

The religion that Zakretians follow doesn't include a single 'higher being' like a god, but rather focus on peace and respecting the environment and nature they live in - this is the most common practice among the tribes and clans.

Though likely not all that related, Zakretians can reach an actual 'Spiritual Plane' through means of meditation but more commonly sleep during the REM/dream state. Zakretians indeed possess a 'soul' or 'spirit' of sorts and on death leave the body and ascend into the Spiritual Plane. The Zakretians commonly refer to this as the planar realm.

(I need to work on this part more)

2.5 Clothing/Garments

More often than not, Zakretians wear nothing more than loincloth made from a kind of cotton. They like to walk barefoot, as being able to sense vibrations in the ground from the distance is key to their survival. The planet Zakretians lived on was often very warm and rarely ever reached cold temperatures, even during the night. But in the cases of cold weather, Zakretians would wrap themselves in a blanket or something of the like.

2.6 Growth and Development

Typically, Zakretians first enter stages of puberty at the age of 8 or 9, sometimes younger or older, but average is 8 (Earth) years. From that point on... okay, yeah, typical puberty growth until the adult age of about 16-17.

Signs of older mature age don't start to show until the age of between 60 and 70 years, if in normal conditions, and become elder at 110-120 years, ending their lifespan at around 150 years.

2.7 Sexual Behaviour

Zakretians generally become sexually active and/or fertile between the ages of 11 and 20. Mating rituals vary between tribes, and some tribes have been known to force themselves upon other tribes before. Inbreeding also tends to have very little adverse effects, one of the most prominent factors inbreeding has an effect on is age.

Zakretians give live birth.

During the eradication of the species by Autozakretians, it was common for there to be "breeding camps", where captives were forced to reproduce with their peers, a lot of the time these are blood relatives, and as such, toward their extinction, expected lifespan from dying to old age was as low as 12.

2.8 Society - Tribes

Zakretians are fairly territorial creatures, and are generally segregated by tribes, most of the time the tribes are of a single bloodline, and not often more than 3 or 4 related families - a family consists usually of the two parents, and between 2-6 children. Tribes come together usually by marriage.

2.9 Naming

Zakretian names are often simple, and use the basic given name and surname convention, except with the full name being used almost all the time when referring to the person. The surname is the tribe's name, and when two tribes come together through marriage, new offspring are given a tribe name that is a combination of the 2 parents' tribes names. For

example, Kyrila-Ra, “Ra” is the tribe’s name. If a Kyrila-Ra were to marry with a Proh-Rona, the children these two conceive would have a new tribe name something like “Ronara”.

2.10 Technology

Although the Zakretians are somewhat primitive, they are capable of learning and building, engineering, and although not completely advanced, is still very much worth a mention. They power simple electronics using a vine-like plant, where each of its branching vines hold a property that makes them similar to electrical wiring, using energy harnessed by the power of the star that the planet orbits. Power by photosynthesis, like natural solar panels.

PART 3: AUTOZAKRETIAN

An introduction to the mechanical race of beings that overtook and wiped out almost the entire the Zakretian race

There are four generations or models of Autozakretian, the most common are the 1st generation. All these Autozakretians were built with a living Zakretian used as a base.

3.1 Appearance

Autozakretians somewhat only vaguely resemble their Zakretian predecessors, horns, tail and antennae are seemingly preserved during the conversion. Their body is segmented, as in their torso, arms, legs and etc. are rather exoskeleton’y - as their internal skeleton is basically no longer existent. The differences between the 3 different generations of Autozakretian are miniscule, with the 2nd Gen being more slimline, and the 3rd Gen lacking tail fins.

The colours of Autozakretians are usually much the same as the Zakretian they were before conversion. For example, a dark blue and white Zakretian with green horns would keep these colours in the Autozakretian body.

Here are some drawings of Autozakretians:

[An expired Gen 1 Autozakretian](#) (I need to draw another pic of these ones, or a comparison between the 3)

[Proteus, a Gen 2 Autozakretian](#)

[Artemis, a Gen 3 Autozakretian, note the lack of tail fins](#)

3.2 Creation

Autozakretians were first created when Zakretian scientists thought it would be a neat and practical idea to 'upgrade' themselves into Autozakretians for military use and extended lifetime. At this point, this particular, isolated civilisation had only just reached space travel and had not experimented with it until after the Autozakretian invasion. The first few Gen 1 Autozakretians (Autos for short), had their sentience wiped and were controlled by their creators, it didn't take

long for these first few Autos to regain their conscience. They killed their creators and downloaded all the data required for their creation. Feeling all powerful, they captured more of the Zakretians of this technologically advanced city and eventually the entire city's population were replaced with Gen 1 Autos. The much lesser, more traditional tribes and villages were completely unaware of this.

A timeline further below will detail all of the events that leads from the rise of the technologically advanced civilisation, to the near complete extinction of the Zakretians.

3.3 GEN 1

The first, original model of Autozakretians were the most resilient and powerful of them all, with an extended lifetime of up to 1500 years. They are made up of a mixture of organic and metallic substance, as well as infused with nanobots mainly circulating in the arms that allowed them to morph into sophisticated weapons and heal all sorts of damage and injuries. The design of these Autos allowed them to withstand incredible amounts of damage before reaching critical condition.

3.4 GEN 2

This generation was introduced about halfway during the invasion when Zakretians begun to fight back, having using their on-hand knowledge and experience with the solar-energy-plants to make weapons to fight back with. The Gen 2 Autos were designed as infiltrators, almost completely composed of nanobots infused with the mind and organics of the original Zakretian (although the conscience was wiped anyway), this made them capable of taking the most damage before being killed, in fact the only way they could be killed efficiently was to drop them into lava pits where they'd melt.

3.5 GEN 3

The final and shortest living of the Autos, the race decided to go back with the original Gen 1 design as they'd figured out that the Gen 2's design had given them a halved life expectancy. However, since the Gen 3s were built from heavily inbred Zakretians, the life expectancy on these robotic creatures was the shortest at a measly 10-20 years. This decision was made when most of the Zakretian population was no more, and they were being kept in breeding camps.

3.6 Autozakretian Abilites

3.6.1 Morphing

All Autozakretians have the ability to morph parts of their body - mainly their arms - into very sophisticated and advanced energy weapons, ranging to simple blade-like or stabbing weapons. Even shields.

Gen 2's were designed as infiltrators, and as such, are able to completely morph their bodies into other creatures.

3.6.2 Strength

Autozakretians being made of a light and very strong metal not far off the level of diamond itself, and nanobots, had incredibly heightened strength that allowed them to lift up to 400kg, and run at speeds of up to 60-70km/h, increased jumping height and of course delivering incredibly powerful blows. As well as this, it would take a huge amount of force to even damage one to the point of incapacitation.

3.6.3 Regeneration

Autozakretians being infused with nanobots, at least a more primitive kind in gen 1 and 3, allows them to regenerate from debilitating harm and injuries within a matter of minutes, though in this time the Auto is incapacitated and unable to react until it has repaired itself enough to be able to function properly. Gen 2 had more sophisticated nanobots and could often regenerate quicker.

3.6.4 Vision

Being near completely robotic, Autozakretian eyes however were still organic and upgraded with mechanical implants which substantially improved their vision. If the eyes are destroyed, however, they can be replaced by nanobots with completely mechanical eyes, which for are not as effective as organic eyes, because they were unable to completely replicate how an eye works to the same efficiency.

3.6.5 Mind

The mind of an Auto is near non-existent, their memory and consciousness is completely wiped during the creation and essentially become one (like a hive mind) with others (if in range), and can work very effectively in groups, sharing their vision and coordinating advanced tactics. As later on in their reign they needed to fight more efficiently to survive for longer. Autos basically have no care for the living and will seek out other sentient species and eliminate them to prove themselves the most superior. Autos will primarily target species that are capable of creating a civilisation.

3.6.6 Lifespan

Autozakretians do not require any sustenance or nutrition of any sort, and live solely off of a highly advanced and reliable energy crystal - also virtually indestructible, it can be seen on their chest most of the time. This basically multiplied the lifetime of a Zakretian by 10 (1500 years) Though depending on the model - for example Gen 2, the lifetime was only multiplied by 5. And on Gen 3 hardly at all.

3.6.7 Power Crystal

The origins for the crystal that powered the Autozakretians is not known or documented. Though initially Zakretians had thought for this power source to last for an infinite amount of time.

(I will work on this later as I've never really thought on how their life is powered for so long)

3.6.8 Technology

Autozakretian technology is very minimalistic, many of them reside and drift about space in large warships. Their ships have no need for viewports or windows, as the inhabitants can seamlessly access the ship's computers without the use of connection ports or wires. The inside of one of their ships could be described as a dark, cold room with no lights, nothing but hibernating autozakretians standing uniformly beside one another, waiting to land on another planet to dominate.

The autozakretian AI could not learn very well, and so is what led the 'species' to their demise, as they were incapable of saving themselves or lengthening their lifespan except for turning themselves dormant until their next mission.

3.7 Conversion

The process in becoming an Autozakretian is supposed to be painless - at least, it was for the original few that were first built. The process involves using an advanced life support, the removal of most organic matter in the subject whilst being replaced and integrated with replacement parts at the same time. Brain matter, personality, memory, everything that makes an individual is 'digitised' effectively and downloaded into the new Autozakretian. The digitalisation of the mind preserved the spirit of the Zakretian, however this spirit has no control over what their new body does and is trapped in a kind of cell in the Spiritual Plane.

Once the body is completely replaced and mind reinserted, the power crystal is inserted and reawakens the new being. Information such as the original Zakretian name, serial number, and other credentials are retained and stored in the new Autozakretian's system.

3.7.2 The Flaw

The Autozakretians were blinded by their power and only sought to kill or convert. Not until Gen 2 Autozakretians started dying off due to 'old age' prematurely did they realise that they could not live forever. They'd begun to learn that using energy weapons and regenerating damage affected their lifespan, this was when both the Autozakretian numbers started to decline during wars with other species or Zakretians. Also, the conversion only worked for Zakretians.

3.8 Awakening

Through unknown means, possibly spiritual, an Autozakretian can regain pieces of their memory and mind that was previously erased for the conversion. For every documented time this has happened, the Autozakretian experiences a feeling of just waking up from a dream, but is quick to realise what it has done during its life as an Autozakretian. The Autozakretian body is

almost completely incapable of displaying 'normal' or 'human-like' emotions and mannerisms and in most cases has to 'relearn' how to do these often by emulation. A Gen 2 Autozakretian can further harness their ability to shapeshift and use non-Autozakretian forms (or disguises) to properly replicate how to be less machine-like, as well as having fully functioning internal organs and bodily functions, essentially becoming almost completely natural while in this state.

PART 4: EVENT TIMELINE

As a guideline, the death of the last known Zakretian will be referred to 'BE' for Before Extinction, and 'AE' for after.

400-390 BE - A few tribes start to unite, and assimilate other tribes, starting the first Civilisation we would consider similar to ours, somewhat authoritarian.

390-280 BE - This unity of tribes meant that zakretians could better share information and stories, this led to great breakthroughs in technology and industrial advancements. During this, there are still a lot of primitive tribes that do not care for the Civilisation, are self-sustaining and refuse to merge in or accept their help. They are killed or forced to.

280-292 BE - Scientists order kidnapping of the still primitive tribes' members, even children, to start experimenting on "The Eternal Project", this meant augmenting living zaks, in awful ways, to see if they could be made to live longer. Most of the Autozakretians made during this time, were made against their will. All of them die or are left vegetative and then euthanised.

292 BE - A scientist discovers that Tetradon crystals can store an indefinite amount of energy. It is decided that this resource can be used to power not only cities, but Autozakretians as well. Months later, after hundreds of dead tribal Zakretians, the first Autozakretian conversion is successful and is brought to life. Four Autozakretians at this time are fully operational. Among these, one is Razor-Kai, a tribal member, and a member of one the major scientists on the project suffering from a terminal illness. Full of vengeance, 3 of the Autozakretians at this time, destroy the other, and succumb completely to hatred and violence. They forcefully convert the other scientists working on the Project into more deadly Autozakretians.

292 BE - War breaks out within the Main city and within a few months 2500 Zakretians are forcefully converted. The rest, hundreds of thousands, are killed in the fighting or during the conversion. The Great Genocide begins.

291 BE - Early in the year the Autozakretians set out to capture or kill the other existing tribes of Zakretians - they are all completely unaware of what has happened or what is about to happen. A handful of tribes are attacked. Weeks later, escapees as messengers reach neighbouring tribes and all the tribes begin to unite and harness solar-vine-energy into energy weapons to fight off Autozakretians.

290 BE - Autozakretians are surprised to be confronting powerful defenses and develop the Generation 2 Autozakretian. Said Gen 2s are set out to infiltrate (ineffectively) and the alliance of Zakretians begin to fall apart. At this point, hundreds of tribes across the lands are wiped out, and the population of Autozakretians increases to over 70,000. The remaining population of Zakretians: 800,000

285 BE - "Proh-Rona" is captured and converted to a Gen 2 Autozakretian, and renamed Proteus. The war continues and previous Gen 2 Autos start to show signs of expiry. Autos take note of this and begin redevelopment of the original model as Gen 3s. Zakretian population: 70,000, Autozakretian: 240,000.

283 BE - More and more Autozakretians begin to die, it is here that it is decided to start holding breeding camps for Zakretians so the population can keep its numbers. Zakretian population: 10,000~ Autozakretian: 190,000

Months later, Autozakretians mark the home planet as dominated and reopen space travel development to start taking over other planets.

280 BE - Razor-Kai awakens and aims to help the remaining Zakretians.

276 BE - Proteus awakens and deserts the planet system entirely.

260 BE - As the breeding camps increase in number, the lifespans of both Zakretian and new Autozakretians drop. Autos have dominated 4 other planets in the system.

243 BE - Razor-Kai dies defending a refuge of Zakretians.

200 BE - Zakretian lifespan is estimated at 90 years as the Autozakretian population starts to drop. Autos start resorting to inbreeding the captives. The entire planet system is now part of the Autos' reign. Autozakretian population: 170,000 stable.

198 BE - A small camp of about 300 zakretians of various tribes manages to hijack a ship and flee the planet undetected.

110 BE - Zakretian inbred generations enter double digits and their adverse effects of doing such begins to make a huge impact on their mental and physical ability, Zakretians at this point seem to have a stronger connection with the Spiritual Plane.

Autozakretian population has declined but is currently relatively stable at 120,000.

65 BE - Proteus after many jumps from planet to planet, settles on the planet "Lexa"

40 BE - As Autozakretians dominate a distant star system, their numbers decline drastically to 20,000 and they retreat to the Zakretian home planet to recuperate - to no avail. Zakretian population in camps begin to decline drastically as inbreeding at this generation had a very high chance of sterility. From here on, newly converted Gen 3 Autozakretians are kept on standby until absolutely needed.

0 AE - The last known Zakretian dies at the age of 12.

30 AE - Gen 3 Autozakretian Artemis is activated for use in combat. The Autozakretian population is now only around 9,000, most of them being the original Gen 1s.

31 AE - Autozakretians become quiet and keep to themselves on the Zakretian home planet, as their numbers slowly dwindle, with some adrift in space in their warships.

34 AE - Artemis is awakened and sets out to find Proteus and learn about living.

35 AE - Artemis finds Proteus on the planet "Lexa", and given the name "Artemis" by Proteus. Artemis discovers that she, as an Autozakretian, can dream and enter the spirit plane, interacting with her pre-converted self.

36 AE - Artemis expends the last of her life energy to destroy an invading Autozakretian. Spirit Artemis is released from her prison and freed, she invades Proteus' dreams to give him information on the existence of surviving Zakretian tribes on a far distant planet.

39 AE - Proteus discovers the surviving Zakretian tribes and settles with them, living there.

40 AE - The zakretian population thrives, only about 2,000 survivors, the tribes remain mostly primitive but have access to a much more modern technology, with no understanding of how they work. Proteus starts using a Zakretian form most often than others. A lot of the tribes remain amongst themselves, but overtime become more open to one another.

60 AE - As newer generations of zakretians come, they are more and more interested in technology, and the technology across many uniting tribes advances.

178 AE - Eos is born.

180 AE - Proteus' life energy expends, living a peaceful life with many heirs of various species. As his energy depletes, his body reverts to his original Gen 2 Autozakretian form - an appearance he hadn't used in decades. His name goes down in history as being one of the only awakened autozakretians.

182 AE - Interest in Proteus as being a fully converted creature began to rise with a small cult group. Research in bodily augmentation starts within the cult. They initially call themselves the Awakened, in reference to Proteus being an awakened Autozakretian.

190 AE - The Awakened make major advances and begin the practice of replacing limbs with enhanced robotic limbs. It is limited to the higher ups or those that have the funds to afford such procedures. The cult rename themselves the "Fourth Ascended". Their views and practices are often criticised, as it is a reminder to how the zakretians came so close to their extinction, but the cult are non-violent.

196 AE - Technology for the Fourth Ascended becomes cheaper and more accessible, and so most members of the cult are offered limb replacement if they so desire, for no fee. But there is essentially no turning back. Even so, there are no outbursts or outbreaks, the cult remains peaceful but criticised, and the augmentation extended the lives of their members by an estimated 50 years, and made them more hardy.

200 AE - The Present

PART 5: ZAKRETIAN DRAKES, "TETRADON"

(WIP - rework)

The status of these dragons in the present day is not known.

PART 6: THE PRESENT

This section outlines major differences with the addition of surviving Zakretians, and is also set after the events of "[ProtComic](#)"

6.1 Proteus' life after Artemis

After the death of Artemis, her spirit invades the dreams of Proteus and was able to convey information on the whereabouts of surviving Zakretians. (WIP)

6.2 The Surviving Zakretians

"**198 BE** - A small camp of about 300 zakretians of various tribes manages to hijack a ship and flee the planet undetected."

During the time span of about 240 years, the surviving zakretian population has gone back up to about 3000. Their society and lifestyle differs from their predecessors. Part of this meant the integration of the species as being part of intergalactic relations with other species - and while this is so, the zakretians don't really participate as they are still fairly primitive. During this time, the population had virtually no access to technology, and the ship they initially came from has become a memorial for their entire race.

6.3 Appearance

Zakretians in the present day are basically the same as their predecessors, but with more mutations that were previously uncommon. Such mutations (non-exclusive) included a lack of any horns whatsoever, lack of tail fins, a better connection with the spirit realm, and unusual pigmentation (skin colour and patterns).

These odd mutations come from a certain amount of inbreeding and environmental factors due to a varied climate of the planet they now reside on - the zakretians do not seem to have any negative side effects from inbreeding except for a slight reduction in lifespan. These kinds of zakretians make up about 15% of the population and often face problems of discrimination, but as time goes on and they become more common, the discrimination also becomes less so.

Notable mutations:

- Unusual pigmentation such as albinism or partial albinism. Other examples being somewhat heavily saturated colourations or developing a colour that matches up with a climate they originally never lived in.
- Oddly shaped antennae, such as being longer or stubbier and fatter than usual.
- A complete lack of horns, where hair takes their place.
- A complete lack of tail fins, usually the colour of what they would be still develops where the fins would be.
- Very long hair.
- A stronger connection with the spirit realm and some forms of magic.
- Unusually quick learning ability.

(A detailed overview poster is planned, as well as a base)

6.4 Biology

Adapting over 300 years to a new environment after their homeworld was destroyed by the Autozakretians had an impact on how their bodies respond to the environment and other factors. It is also responsible for some of the less common mutations that some zakretians have. The small population had an effect on sexual behaviour, usually meaning an overall higher libido.

6.5 Diet

Zakretians of this era primarily eat very soft food or consumables in the form of what you would call a "smoothie", this is because zakretians do not have a full set of teeth, they only have 2

large upper fangs. Nutrition bars are also fairly common. More primitive zakretians of this era would eat small insects, fruits and berries.

6.6 Lifestyle and Society

Most of the regrowing population stuck with their old tribal ways, but otherwise were much more neutral and friendly to one another, as they had to stick together to help rebuild the population. Meanwhile, a couple of more aggressive tribes also kept to their old ways, often feuding with tribes they consider enemies, with motives often related to, pillage, rape (in a need for repopulation) and also supremacy of their particular skin colour.

Marriages are much less common as most of the tribes became more united with one another. Tribal markings are also less commonly used as such and are instead often applied as vanity, some may or may not reflect actual tribal markings.

6.7 Technology

Due to being included in intergalactic relations, every now and then zakretians were able to get their hands on technology that was far superior to their own, but had no understanding of it whatsoever. The use of the tech provided improved their general lifestyle and conditions. In turn, many of the younger zakretians began to show a general higher interest in learning how to recreate or even reverse engineer the technology provided to them.

6.8 Autozakretians

Many autos still exist, primarily the original Gen 1 autos. At this point in time there are still about 9,000 of them in the entire population. Virtually all of them lay dormant or shut off, stuck in hibernation as it is their last resort to exist forever. About half the population exists on the Zakretian home planet, preserving as much energy as possible, while the rest remain in space in dormant warships.

At this point in time, the Autozakretians are no longer a threat, and will only attack those that approach them first. Most other species capable of space travel dare not approach an autozakretian warship.

PART 7: THE FUTURE

This section outlines the life of Proteus through 60 AE and his death in 180 AE, and also what became of Zakretian society afterwards.

7.1 Children of Proteus

Proteus had many offspring, easily adding up to over 100 children either as a mother or father over the last 150 years of his or her life. Most were zakretians, and a handful were of other species. Proteus does not have offspring true to his actual heritage - the forms he takes are technically clones of whomever he took the sample DNA from. The zakretian that Proteus used for his form was a member of his pre-Autozakretian tribe (with no recollection of such, of course)

This [image details](#) how Proteus' offspring relate to him/her and others.

7.1.1 Notable children

Ishtar, a moth and the first child Proteus had. She later became the mother of quite a few children.

Freja, a zakretian, and the 2nd of Proteus.

Eos, a zakretian who became a 4th Gen, and was also one of the last of Proteus' children they had.

“Generation 4” Autozakretians

The supposed 4th Generation is a revival of the 'organics are obsolete' way of thinking, but to a much lesser extent. It exists 150 years into the future and came about from a cult group that worship the Gen 2 Autozakretian Proteus, 2 years following his death. These are much less extreme conversions of organic material, and the original Zakretian is kept mostly intact save for, generally, the arms, legs and antennae. They will often wear an opaque “digital mask” that improves their vision and displays a digital face in place of their actual face. Gen 4 preserves all of the essential internal organs, such as respiratory, digestive, nervous and reproductive systems, and no big modification is made to the mind or brain except for nervous rewiring for the robotic limbs, and a data entry point, where files, updates and such can be stored on the person.

Gen 4 cannot use any kind of morphing or shapeshifting whatsoever.

Gen 4 is a more primitive technology, but the use of implants and augments reduces the aging of the Zakretian by about 40%.

Gen 4 cannot regenerate, but usually the installation of robotic parts includes an internal medical system that boosts the speed of natural healing.