

ALUMY TRAITS

Key:

Trait = Common

Trait = Uncommon

Trait = Rare

Trait = Myth

Trait Name = Description Written (by Dragon)

Trait Name = Has been approved by admins

Body

- **Spikes:** Spikes of various sizes and lengths found along the body (mostly spine/tail, but can be found on face, arms, etc.) Spikes can be found anywhere on the body, as long as it does not obscure the whole body. Cannot be placed on the top of the head/forehead. They cannot exceed the length of the horns or antenna if applicable.
- **Scales:** Reptilian-like scales that are stronger than regular skin and can vary from soft to armor-like in hardness. Can be any size or shape and can cover various areas of the body. Cannot cover the entire body.
- **Whiskers:** Whiskers of various width and length found on the face, cheek, or chin (1-4 pairs). The whiskers can have a small tuft of fur or feathers on the tips or come to a point.
- **Tusks:** A pair of teeth visibly longer than the rest in the mouth that extend from the upper or lower jaw or both. Can be very long or remain shorter, but must be longer than the rest of the teeth.
- **Extra Pair of Small Wings:** One pair of significantly smaller wings in addition to the main wings on the back. Can be placed anywhere on the body. If on a sky Alummy, they will be feathered wings. If on a forest Alummy, they will be bat-like wings. If on a flower Alummy, they will be some kind of bug wings.
- **Plant growth:** Some form of plant growing on an Alummy's body (Can only be from controlling these plants, the plant must grow on the eyestone to show control)
 - Plants can range from flowers, mushrooms, fruits, vegetables, bushes, sprouts, etc.
 - Followers may only control one plant at a time.
 - Plucking the plants from Alummies doesn't hurt, maybe like a pinch. Some Alummies use their plant powers to grow food.
- **Metallic Markings:** Markings on an Alummy that look like metal and reflect light similarly. Must resemble an actual metal and should not change color.
- **Opalescent Markings:** Markings that are opalescent or multi-chrome. They shimmer in different colors in the light. Must show a gradient between chromas.
- **Gills (Water Only):** Fish gills that allow an alummy to breathe underwater. Can be on the neck or rib area of the alummy.

- **Sparkling Markings:** Markings that shimmer or sparkle. These sparkles sparkle outside the coat, around the patterns. It is not the pattern on the alumy itself but rather the sparkling effect seen outside it.
- **Bat wings (Forest Only):** Bat-like wings with a membrane in between 3 to 4 spindly finger bones. Can include a wing/thumb talon as well.
- **Feathered Wings (Sky Only):** Bird-like wings (sometimes seen with wing talons)
- **Bug wings (Flower Only):** Bug and insect wings that can include butterfly wings, moth wings, dragonfly/fly wings, beetle wings etc. but must resemble an actual bug or insect.
- **Bug Parts (Flower Only):** Bug and insect parts such as mandibles, spider legs, or beetle shells that form on an Alumies body. They cannot replace parts of the body and can only extend off of the body.
- **Quills (Forest Only):** Long, thin pointy quills poking out of an Alumy's body like a porcupine. Can be anywhere except the face and can be poisonous.
- **Feathers (Sky Only):** Bird feathers found anywhere on the body. Can have any pattern or color.
- **Crystal Growth:** Crystal's growing over the body, sometimes out of their eyes. Cannot replace parts of the body, only cover it. Cannot cover more than 50% of an Alumy's body.
 - Never covers the eyestone, magic keeps it uncovered
- **Transparent Parts:** Parts of the body that are transparent, translucent, see-through. Can either show bones, nerves, or nothing (can be sparkly if the designer chooses).
 - They are still soft to the touch (not glass) and can be hollow.
- **Bone Parts:** Exposed bone. Parts of the skin and muscle are gone, showing exposed bone.
 - Translucent skin does not count, the skin and muscle must be gone
- **Dwarfism:** The Alumy is significantly smaller than usual and remains that size for the rest of its life. This size varies depending on the Alumy's rank and subtype, but must be significantly smaller than its normal size.
- **Long Body:** The Alumy's body is abnormally and visibly longer than usual (normally manifesting in the torso being very long). The length can range from only a meter longer than normal, or many meters longer than normal (like a snake).
- **Cloud parts (Sky Only):** Clouds that form around the Alumy's body. The Alumy can control the clouds, including its weather (example: can cause clouds to rain or thunder)
 - Cannot extend past half of the length of the body (basically shouldn't extend extremely far from the Alumy's body)
 - The clouds cannot replace parts of the body
 - Sky Alumies sometimes use this as a stealth advantage when flying
- **Glowing parts:** Parts of the body that glow, such as tongue, eyes, or paws. The Alumy can control the brightness or dimness of the light and can be combined with other traits such as Antenna or Bug Tail.
 - Must show the glow on the reference/masterlist image
- **Bioluminescence:** Patterns on an Alumy that glow. The Alumy can control the glow by making it brighter or dimmer or turning the glow on/off.
 - Glow must be the same color as the marking it covers
 - Must show the glow on the reference/masterlist image

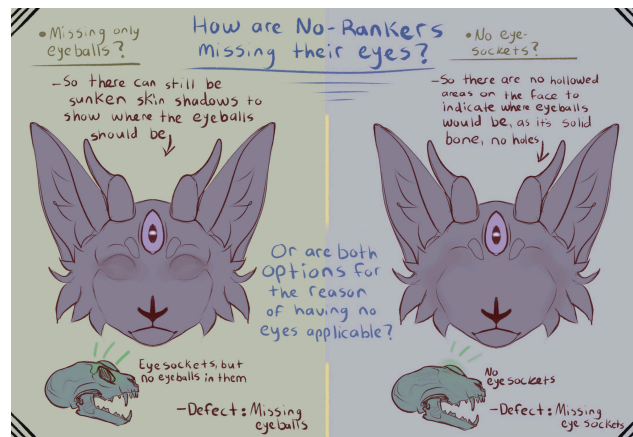
- **Proboscis Tongue (Flower Only):** The Alummy's tongue is replaced by an invertebrate proboscis that curls just outside of the mouth. It can be extended and works like a straw.
- **Fins (Water Only):** Can come in different styles and be located around the cheeks, back, legs, and even the tail. They can be entirely cosmetic and/or help with steering or propelling the body in the water.
- **Aquatic Parts (Water Only):** The Alummy can have parts from a wide variety of sea creatures. For example, they can have the extended skin of a manta ray around their arms, the tentacles of an octopus, or the claws of a crustacean. Anything found on aquatic creatures can be found on Alummies.
 - Does not include any sort of fin or tail which would be encompassed in the R Fins and R Aquatic Tail trait(s)
 - Cannot replace integral parts of the body such as the arms/legs, ears, or tail, only be added to the body
- **Coral/Anemone Symbiosis (Water Only):** Any form of underwater coral or anemone has formed a symbiosis with the Alummy's body through mind control and now grows on the Alummy. Said coral/anemone must be shown being controlled if in symbiosis. Can include any coral, anemone, or water dwelling plant-like entity that is found in real life.
 - The coral/anemone will die if taken out of the water for too long (water hybrid only)
 - Followers may only be in symbiosis with one type of coral or anemone
 - *Basically plant growth for underwater plant-like things*
- **Floating Organic Parts:** The Alummy is able to have naturally occurring objects such as rocks, sticks, wood, plants, fur or anything organically existing floating around them.
 - The Alummy has mild control of the floating parts and can move them through a form of mind control, but cannot make the objects float too far away from their body.
- **Closed Terrarium Parts:** Closed off hollow, glass-like parts that can house plants, water, and/or small critters (such as bugs, fish, mice). Can be limbs, part of the abdomen or lower body.
 - Nothing can be inserted into the terrarium from the outside, it must enter the Alummy through some other means (such as eating) or growing plants through mind control/magic.
 - If creatures, plants, or mushrooms live in the terrarium there must be some sort of habitable ecosystem for the creatures to survive.
 - Can be combined with other traits such as M Elemental Essence or R Ooze to house magic/elements or slime that would be summoned magically.
- **Open Terrarium Parts:** Similar to Closed Terrarium Parts, but has openings that allow anything to be housed humanely. This can include organic things or objects so long as they do not inhibit the Alummy's movement.
 - The openings can either be permanently open, such as a round hole, or able to be open/closed with some sort of hinge or mechanism of the sort
 - Anything can be placed within the terrarium, but some things may not be ideal for the Alummy. Sometimes they can use the terrarium to hold valuable items like crystals, coins, or foraged things.

- **Multiple Limbs:** The Alummy has extra limbs aside from the regular normal number. This can include extra ears, arms/legs, tails, etc.
- **Multiple Wings:** The Alummy has extra pairs of usable wings aside from the normal pair on the back. The wings can be bat wings, feathered, or bug/insect-like (depending on subspecies).
 - UC Extra pair of small wings does not count towards this trait, but can be used in combination for more pairs of small wings elsewhere on the body. Must be specified on the ML.
- **Elemental Essence:** The essence of a magic element has attached to an Alummy and now extends from the Alummies body. It is commonly found trailing off of the mane, tail, wings (if applicable), back or coming out of the eyes but can also be found elsewhere, such as an elemental breath.
 - Elements available for this trait include - Fire, galaxy, water, ice, air, clouds/steam, metal/rock, electricity, shadow, and smoke
 - Cannot cover more than 75% of the body/silhouette and must trail off of the Alummy's body. The chosen element cannot replace parts of the body.
 - The Alummy has control of said element's manifestation on their body and can make it show less, more, or disappear for short periods of time.
 - This trait only encompasses one element, any additional element will require another instance of this trait.
- **Floating Magic:** The Alummy has formed a bond with a magic element and causes it to float around their body naturally. Can manifest in small shapes, clusters, waves, or lines of said element floating around the Alummy's body.
 - The Alummy has mild control of the floating parts and can move them through a form of mind control, but cannot make the objects float too far away from their body. The Alummy can also cause the magic to show more, less, or disappear for short periods of time.
 - The floating magic cannot be connected to the Alummy's body and must be noticeable floating away from the body.
 - The list of elements for floating magic includes: Fire, galaxy, water, ice, crystal, air, clouds/steam (would be R Cloud parts for Sky Alummy or Sky hybrids), metal/rock, electricity, shadow, or smoke. The floating parts cannot look like little spirits or ghosts because that would be the R Seasonal Ghost Parts trait.
- **Floating Objects:** Alummy has a higher output of magic and has bonded with made objects, making them float around their body. No more than 2 different types of objects (example: books and quills) but can have up to 5 of each type of item.
 - The Alummy has mild control of the floating parts and can move them through a form of mind control, but cannot make the objects float too far away from their body.
 - If an object is grabbed and forcibly moved away from the Alummy, it will automatically float back violently after a certain point and return to the Alummy's side. This can be dangerous at times because the object would forcibly move through anything in its way to get back to the Alummy it has bonded with. The items will always return to the Alummy regardless of how far they are moved away.

- The objects cannot be naturally forming, they must be made from some source.

Eyes

- **Slit Eyes:** The pupil is shaped in a slit, like a cat or snake
- **Round Eyes:** A naturally round pupil, like a human or a dog
- **Misplaced Eye:** One of the regular eyes swaps places with the eyestone. (*Only on the face, doesn't swap with any other eye on the body even if they have multiple eyes.*)
- **Other Shaped Pupil:** The pupil or iris can be a different shape other than the normal round pupil. (*Ex: Heart, Star, Moon and more*) This trait can affect the iris, pupil, or both.
- **Blank Eyes:** No pupil or iris is present. The Alummy is most likely blind, but not always.
- **Colored Sclera:** The sclera is below 20% darkness in color. The trait must be added even if only one of the eye's sclera is colored.
- **No Eyes (No-Ranker Only):** No-Rankers having children can result in an eyeless Alummy, which means they are blind for the rest of their life. This can manifest as the Alummy having no eyes, but still visible eye sockets, or no eye sockets in their skull meaning a skull with no dips.
 - Either option can be shown, it is up to the designer what they would like to do.



Drawn diagram by

@felondog on Discord

- **Extra Eyes 1-10:** In addition to the normal pair of eyes, 1-10 more are found on the body. They can be placed anywhere but cannot exceed 10 *additional* eyes. The two eyes found on the face are not factored into the count of additional eyes.
 - The extra eyes on the body don't really "see." They can only really sense light and changes in light, and add a sort of depth to regular sight (UC No Eyes doesn't cancel out the extra eyes trait, their sight just sucks even more than normal)
- **Bug Eyes (Flower Only):** The whole eye is insect-like, and looks like one found on a fly. This can affect their vision to be like that of an insect.
 - Can be used in combination with the Extra Eyes traits to make the other eyes also bug-like.
- **Extra Eyes 11-25:** In addition to the normal pair of eyes, 11-25 more are found on the body. They can be placed anywhere but cannot exceed 25 *additional* eyes. The two eyes found on the face are not factored into the count of additional eyes.

- The extra eyes on the body don't really "see." They can only really sense light and changes in light, and add a sort of depth to regular sight (UC No Eyes doesn't cancel out the extra eyes trait, their sight just sucks even more than normal)
- **Heterochromia:** The two irises of an Alummy are different colors. This trait does not affect the sclera, only the irises. (*differently colored sclera does not count as heterochromia*)
- **Multiple Pupils:** The eye has multiple pupils.
- **Multiple Eyestones 1-11:** More than 1 eyestone found anywhere on the face or body, in addition to the normal third eye. (*Allows followers and preservers to control multiple things, depending on how many extra eyestones they have*)
- **Angler Fish Eyestone (Water Only):** A fleshy growth encases the eyestone perfectly in a bulb extended from the Alummy's forehead.
 - It cannot glow unless used in combination with the R Glowing Parts trait.
- **Eyestone Horn:** The eyestone protrudes from the forehead and is long and sharp like a horn. It can change to a more desired shape by the Alummy over time due to magic. When the Alummy dies, the eyestone retains its strange shape.
 - When an Alummy is controlling another being, the being's iris will show up on the horn.

Manes

- **Regular Mane:** Fur that is visibly longer than the rest of the body and formed around the neck and shoulders and can extend down the length of the front arms or just stop at the shoulder.
 - Cannot be seen on the back legs or stomach
- **Big Mane:** The Alummy's mane is very long and extends down the spine, sometimes all the way to the tail.
- **Curly Mane:** The Alummy's mane is curly or coily and must be noticeably more curly than a regular mane.
- **Feathered Mane (Sky Only):** The mane is made of feathers instead of fur on a sky Alummy or sky hybrid.
- **No Mane:** There is a lack of fur, or no fur at all on the Alummy's body where the mane would be. There is either soft flat laying fur like a seal, or smooth skin. Can affect both mane and tail or just the mane.
 - A requirement for pure Water Alummies

Horns

- **Regular Horns:** Horns that curve down behind the ears and then point upwards. Most common horns seen on an Alummy
- **Spiky Horns:** Horns that point straight up from the forehead and can have a slight curve or none at all.
- **Forward Facing:** Similar to regular horns, but set facing forward instead of back
- **Small Swirl:** Horns that have a slight curl, but aren't extremely long or large in size, cannot extend past the ears in any direction and must only have one circular curl.

- **Ram horns:** Horns that curve downward around and past the ears, similar to a ram's horns. They can have unique shapes, but must remain curvilinear (circular) in overall shape. (Example: Heart)
- **Spikes Trail:** 2-4 pair of small horns on the Alumies head. Can start at the forehead and travel down the base of the skull slightly, but must remain on the head.
- **Split Horns:** Horns that split into another direction somewhere on them. Can stick straight up like C Spiky Horns or curve like C Regular/Forward Facing. Only one split, anymore would be considered R Antlers
- **Antenna (Flower Only):** Required for all pure Flower Alumies, optional for Hybrids, can be substituted or used in addition to the beetle horns. Can be fluffy, thin, or thick, but must resemble an actual bug or insect's antenna.
- **Beetle Horn (Flower Only):** A horn protruding right above the third eye on an Alummy's forehead similar to that of a beetle. Can have a variety of shapes and points but must represent a horn you'd find on a real beetle.
 - Can split off into two "branches", but must connect on the forehead in one spot
 - Can be used instead of antennas or in addition to antennas
 - If a preserver or controller Alummy has a beetle horn they must have the same horn on the tip of their tail
- **Antlers:** Horns that grow many branches like a deer or moose. Must have 2 or more splits or branches but connect to the forehead in one spot. Must also resemble actual antlers seen in nature.
 - They can be shed and grow back like a regular deer or moose.
 - Cannot extend past the length of the ears unless used in combination with the M Oversized horns
- **Spiked:** Any pair of horns with multiple noticeable yet small spikes or pricks on them. The points/spikes can jut out completely from the base horn shape or be more connected/merged with the horn. They must be noticeable though.
 - Can be used in addition to other horn traits or will default to C Regular Horn shape if not used with another trait.
- **Curly Horns:** Horns that extend in one direction with multiple twists within the shape similar to an antelope. Must resemble horns seen in real life.
- **Bull Horns:** Horns that extend out to the sides of the head and have a single curve at the end, similar to a bull. Can have slight variation, but must resemble bull horns seen in real life.
- **Multiple Horns:** Several sets of horns that grow on the head of an Alummy. Can include combinations of multiple horn types or just sets of the same horn type. Each horn type included must be traisted in addition to this.
 - Horns may only grow/extend from the forehead/skull of the Alummy. Horns growing elsewhere on the body are not allowed and would use the C Spikes (body) trait instead.
 - For example having C Spiky horns, then having UC Ram Horns growing right behind it. Or having R Spiked horns, then another set right in front of it.
- **Joined/Connected Horns:** Horns that are linked together at some point past the base.

- **Oversized Horns:** Horns that are larger than normal and extend past the tip of the ears and/or tip of the nose. Can be used in combination with any other horn trait.
- **Unlisted/Other Horn:** Horns that are anything but the listed Horn traits

Tails

- **Regular Tail:** A slim tail that has a tuft of fur at the end, similar to that of a lion. Most common tail seen on an Alummy.
- **Short Tail:** A short tail that is fully fluffy, like a bunny's tail. Can have a small range of length.
- **Swirly tail:** The Alummy's tail is fluffy and curls up around itself, like a Pomeranian.
- **Floof Tail:** The tail has longer fur encompassing it, it is fully fluffy. Fur can be any length but must be noticeable longer than the slim fur of an Alummy's body. Can be slimmer like a cat's tail, or poofy like a fox's tail.
- **Split Tail:** The tail has a split in it that makes the tail branch in two at the end. The split must begin farther than halfway from the base. Aka, the split can start anywhere from the middle of the tail to the end of the tail. Can be combined with other tail traits to have a floof at the end, be fully furred, or be thin with no fur.
- **Spade Tail:** A tail tip that is triangular in shape, with no more than 3 points, and comes to a point at the end of the tail. Can convex or curve slightly in some ways but must remain triangular in general shape. This allows for some variation in the shape of the spade.
 - Most commonly seen on preservers and controllers as a form of protection or a weapon.
- **Bird Tail (Sky Only):** The tail is made only of feathers that resemble real life birds. Can have a variety of feather shape, color, patterns, and length.
- **Curtain Tail:** A tail with extremely long fur, draping down and dragging behind Alummy. Must drape below the tail and none of the longer fur can rise above the tail, it's too long and heavy to stick up.
- **Monster Tail:** A head at the end of an Alummy tail that can be anything but must vaguely resemble a real or fictional creature. Must have 1 mouth and 2 eyes, and anything more requires other traits.
 - Preservers and controllers must have horns/antenna regardless of creature.
 - The tail is an alive being. Can be sentient and completely move on its own, or still be controlled by the Alummy's brain like any other limb.
- **Coil Tail:** A thin tail that coils around like a metal spring. Can have anywhere from 3 - 15 coils or more. The tail can also be tightly coiled together or be more loose with space in between coils. Must come with a floof on the tip unless combined with another trait.
- **Bug Tail (Flower Only):** The regular tail of an Alummy is replaced by any sort of insect or arachnid tail, such as a spider, scorpion, bee, wasp, etc.
 - The tail would also have the same abilities/traits of the creature it resembles. AKA, a scorpion tail could be poisonous, a spider tail could create silk, a bee tail could sting, etc.

- **Aquatic Tail (Water Only):** The regular tail of an Alummy is replaced by any sort of tail resembling an aquatic creature. This can include any sort of fish tail, jellyfish/octopus/squid tentacles, a seahorse tail, a sea slug tail, etc.
 - The tail would also have the same abilities/traits of the creature it resembles. AKA, any jellyfish tendrils could sting, any tentacles could have suction cups and grab things as well as propel an Alummy in the water, and a seahorse tail would curl into itself naturally and be prehensile.
 - Required for pure water Alummies.
- **Prehensile Tail (Forest Only):** A short furred, slim tail used to grab things like that of a lemur.
- **Other Shape Tail Tip:** Similar to Spade Tail, but with different shapes at the tip, they can have any shape such as a heart, square, diamond, circle, star, etc. The tips can also have a hole in them.
- **Other/Unlisted tail:** Tail is anything but the tail traits (water and flower alummies are an exception). ex: alligator tail, inanimate objects, etc)

Item Only/Seasonal:

- **Particle Markings:** (Item Only/Seasonal Trait - Added using the “Dust Bunnies” item) Markings that create particles that float into the air. The particles can form small shapes but must be very small in nature and the same color as the markings they originate from. They must float off of the Alummy and into the air.
- **Ooze:** (Item Only/Seasonal Trait - Added using the “Goop Soup” item) Ooze or slime drips off of the Alummy in some places. Can originate and cover only one part of the Alummy body or multiple. Cannot cover more than 75% of the Alummy or replace parts of the body.
- **Ghost Parts:** (Item Only/Seasonal - added using the Ghost Potion) Parts of the Alummy are see-through and wispy. Alummies with this trait can float around by making their legs/tail “disappear” into a wispy trail.
 - This trait can also manifest into the Alummy having ghost-like wisp friends that can resemble other creatures. The ghost parts can either replace parts of the body or trail off of places such as the mane or tail.
- **Extra Eyes 26+:** (Item Only Trait - added using Jar of Googly Eyes) In addition to the normal pair of eyes, 26 or more eyes are found on the body. They can be placed anywhere. The two eyes found on the face are not factored into the count of additional eyes.
 - The extra eyes on the body don’t really “see.” They can only really sense light and changes in light, and add a sort of depth to regular sight (UC No Eyes doesn’t cancel out the extra eyes trait, their sight just sucks even more than normal)
- **Elemental Parts:** (Item only trait - added using ??? item) The essence of a magic element has bonded to an Alummy and now replaces some of their body such as the limbs, the tail, eyes, wings (if applicable), etc.
 - Elements available for this trait include - Fire, galaxy, water, ice, crystal, air, clouds/steam, metal/rock, shadow, smoke, and plant/wood

- Cannot replace more than 50% of the body/silhouette of the Alummy.
- The Alummy has control of said element's manifestation coming off their body and can make it show less, more, but cannot make it disappear. The Alummy cannot make the element change what part of the body it replaces.
- This trait only encompasses one element, any additional element will require another instance of this trait.
- Most of the time this trait is acquired by an Alummy through some sort of trial, mistake when using magic, or by being injured and surviving. An Alummy with this trait must be very strong willed to have this trait and survive.

Required:

- An Alummy is required to have the following: *regardless of subtype or rank, unless specified*
 - 2 eyes (unless a No Ranker with the UC No eyes trait)
 - 1 Eyestone in the third eye spot
 - A mane of longer fur length than the rest of the body, which has short smooth fur (like a seal). Usually shown by a fully drawn line separating the mane and the rest of the body
 - The mane collects around the neck and shoulders and can travel down the front legs or not
 - Cannot extend past the shoulder unless using the UC Big Mane trait
 - Must have a mane unless the Alummy has the R No Mane trait or is a Water Alummy
 - Claws on the front paws that cannot be retracted but no claws on the back paws
 - If it is a Sky Alummy, the two paws must have claws and look like bird feet
 - 2 ears of any type that must be large in size
 - A tail of some sort that can come in a variety of shapes and sizes depending on traits
 - 2 horns on forehead if a Forest or Sky Alummy - Preservers and Controllers must have the same horns on the tip of their tail. From 1-4 pairs
 - 2 Antenna and/or a R Beetle horn if a Flower Alummy - Preservers and Controllers must have the same antenna or horn on the tip of their tail
 - Full Water Alummies - Must have webbed paws and gills

Traits Removed:

1. R Silky Spikes
2. UC Gills
3. R Eyes on Body
4. M Controlling Eyes on Body

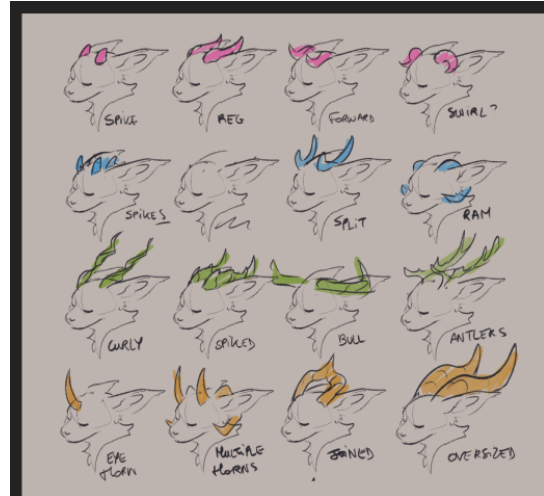
Traits Changed:

1. R Multiple Eyes and R Eyes on Body -> Have been combined and changed into UC

- Extra Eyes 1-10, R Extra Eyes 11-25, and (item only) M Extra Eyes 26+
2. UC Bug Parts -> Has been separated into UC Bug wings, UC Bug parts (new definition), UC Antenna, and R Bug Tail
 3. UC Whiskers -> Definition changed to allow for 1-4 pairs of whiskers on the face, cheek, and chin of an Alummy
 4. R Water Creature Parts -> Has been separated into R Aquatic Tail, R Aquatic Parts (new definition), and R Fins
 5. R Crystal Parts -> Has been changed to R Crystal Growth with a new definition
 6. R Bioluminescence -> Has been separated into R Glowing Parts and R Bioluminescence with new definitions
 7. M Elemental Parts -> Separated into M Elemental Essence and M Elemental Parts (item only) with new definitions
 8. M Floating Parts -> Has been separated into R Floating Organic Parts, M Floating Magic, and M Floating Objects
 9. UC Other Shaped Pupil -> Has been renamed "Other Shaped Eye" to allow for pupil and/or iris to be shaped differently
 10. M Multiple Controlling Eyes and M Controlling Eyes on Body -> Have been combined and changed to M Multiple Eyestones with a max of 11 extra Eyestones in addition to the one for the third eye
 11. M Horn in Place of Third Eye -> Renamed to "Eyestone Horn"
 12. UC Big Floof Tail -> Renamed to "Floof Tail" to allow for various widths as long as the entire tail is covered in long fur
 13. UC Spiky Tip Tail -> Has been renamed to "Spade Tail" to allow for mildly different shapes of the spade at the end of the tail
 14. Scales -> Trait rarity has been changed from Uncommon to common

Traits Added: *All definitions above*

1. UC Metallic Markings
2. UC Opalescent Markings
3. UC Sparkling Markings
4. UC Bug Wings (Flower Only)
5. R Glowing Parts
6. R Proboscis Tongue (Flower Only)
7. R Fins (Water Only)
8. R Coral/Anemone Symbiosis (Water Only)
9. R Floating Organic Parts
10. M Floating Magic
11. M Floating Objects
12. UC Extra Eyes 1-10
13. R Extra Eyes 11-25
14. M Multiple Eyestones 1-11



(Example Horn Drawings)

15. C Forward Facing Horns
16. C Small Swirl Horns
17. UC Split Horns
18. R Curly Horns
19. R Bull Horns
20. R Beetle Horn (Flower Only)
21. M Multiple Horns
22. M Joined/Connected Horns
23. M Oversized Horns
24. UC Split Tail
25. UC Bird Tail (Sky Only)
26. R Coiled Tail
27. UC Curtain Tail
28. R Bug Tail (Flower Only)
29. R Aquatic Tail (Water Only)
30. R Other Shape Tail Tip
31. R Particle Markings (Item Only)
32. R Ooze (Seasonal Item Only)
33. M Extra Eyes 26+ (Item Only)

By: Blu, Dragon, JJBum, and the help of the other Admins and Species Mods <3

Tysm everyone. Especially Dragon. - Blu