

Because of low resolution when importing the images, i've included them in the "species examples" link below

**PLEASE READ ALL THE
INFORMATION AVAILABLE FROM
THE IMAGES TO THE TEXT BELOW
TO AVOID CONFUSION OR ME
HAVING TO GO OVER THINGS I'VE
ALREADY EXPLAINED THANK YOU!**

THIS IS A "MAKE YOUR OWN" EVENT, NOT A CUSTOM GUIDE

***THIS MEANS I WON'T BE DRAWING YOUR CHARACTER FOR YOU!
YOU HAVE TO DRAW IT YOURSELF OR COMMISSION SOMEONE TO
DO IT FOR YOU, THEN SEND IT OVER TO ME FOR APPROVAL IN
BOTH CASES***

V-1 Sentients are a species that belongs to me !

Tiers:

- Common= Free
- Uncommon= Free
- Rare= Free (limited slots) (10)
- Super Rare= (limited slots) (5)

MYO Slots List

IMPORTANT TO READ OR SEE

- [V-1 Sentients Lore](#) (species info)

- [\(species examples\)](#)

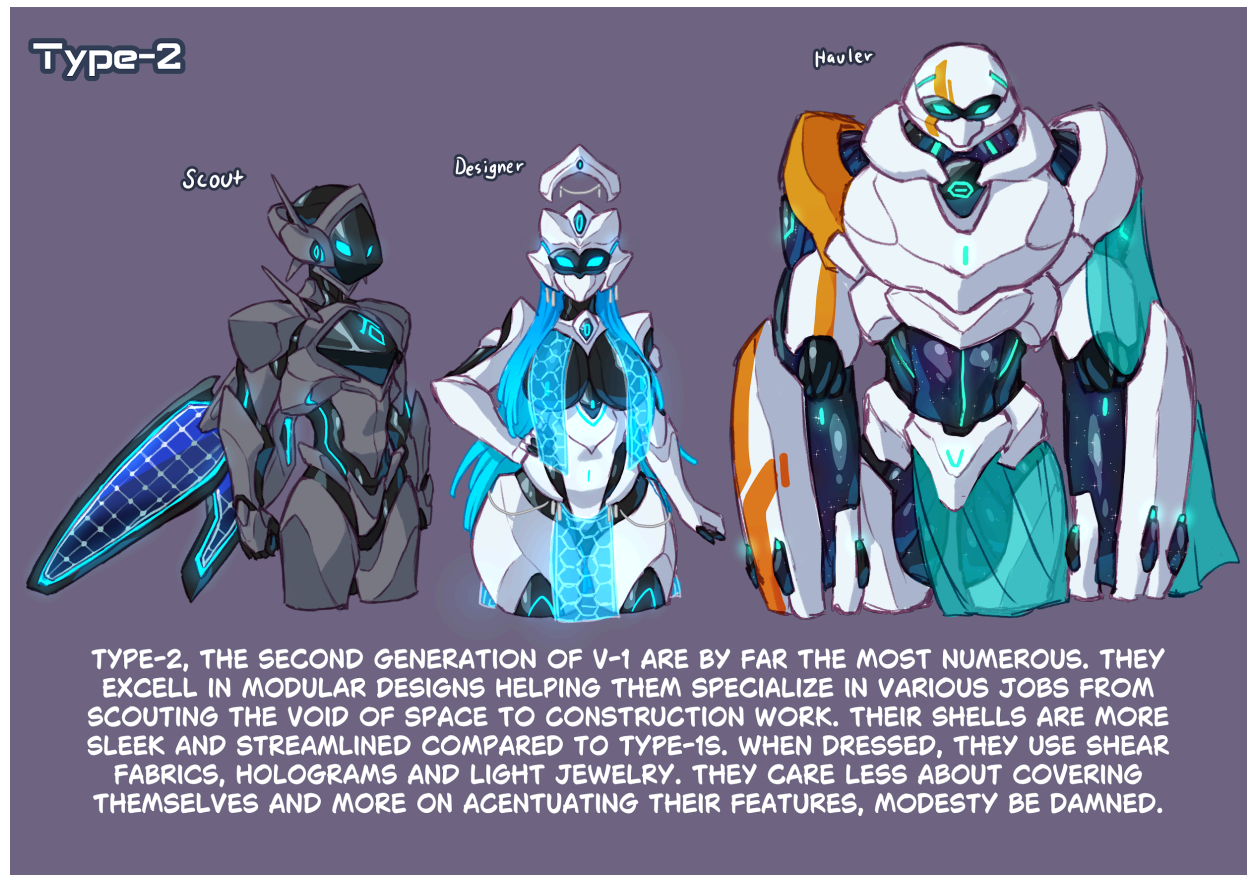
When participating in this myo, ideally you have already gone through and read the lore in the v-1 sentient lore link above! Also keep in mind that while much of the info here is also over there, here I have some extra design rules when explaining certain aspects of v-1, so keep your eyes open for those!

The V-1 Sentients are a type of robots created by the Zunae. They live on the planet Zuan along with them but in their own cities.

While there are 3 generations, only the second and third generations are part of this MYO. Since there's only 24 members of the first generation, the Type-1s, these are locked to be used only by me and my wife.

Type-2, the second generation, and type-3, the third generation are by far the most numerous, and will be the ones available for use.

Generations



The Second generation is highly modular and is by far the most numerous. They tend to exchange body parts to fit the job they carry out. You can see them with wings, extra armor, stronger extremities, jets and the like.

Type-3



THE THIRD GENERATION OF V-1, THE TYPE-3 ARE KNOWN FOR THEIR MIMICRY OF OTHER SPECIES. THEY MODEL THEIR SHELLS TO HAVE THE SAME FEATURES AND PATTERNS AS THEIR MODEL SPECIES. WHILE MANY TIMES YOU MAY FIND THEM IN THEIR HOME PLANET OF ZUAN, OFTEN YOU CAN ALSO FIND THEM WORKING WITH ORGANICS OUT IN THE GALAXY. THEIR OUTFITS TEND TO BE THE MORE REVEALING VERSION OF THE TYPICAL ONES WORN BY THEIR MODEL SPECIES.

The third generation is known for its mimicry of organic sentient species. Because they spend a lot of their time on various different planets, they opt to adapt the look of the main species in a world to better communicate and blend in with them. The species they chose to mimic is their "Model Species" and they will often stick with that decision until the end of their lives.

Main Design



V-1 SENTIENTS



COMMON

UNCOMMON

RARE

SUPER RARE



THE FACE PANELS OF V-1 COME IN MANY DIFFERENT SHAPES AND SIZES. A MEDIUM SIZE IS THE MOST COMMON, A LARGER SIZE IS UNCOMMON TO SEE AND RARELY THEIR PANELS WILL BE SMALL AND ONLY BE THERE FOR THE EYES.

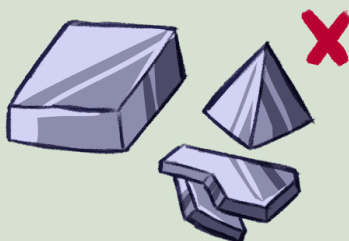
V-1 SHELLS (BODIES) ARE SLEEK WITH TONS OF CURVES AND ROUNDED EDGES IN THEIR SHELLS. THE HARD PLATES CAN ALSO SEAMLESSLY TRANSITION TO THE SKIN.



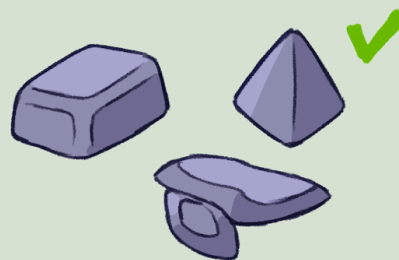
SYNTHETIC SKIN COLOR



A GOOD WAY TO PICTURE IT, IS HAVING A CORE OF THE SYNTHETIC SKIN AND ADDING HARD PIECES ON TOP. THEIR NEON LINES CAN SHOW UP IN BOTH THE SKIN AND THE PLATES. MOST OF THEIR BODY IS COVERED IN THESE HARD PLATES, AROUND 70% OR MORE.



SHARP LINES / SHINY METAL MAIN SHELL COLOR



ROUNDED EDGES, SLEEK / MATTE MAIN SHELL COLOR

The main sections in a V-1s body are the plates, the synthetic skin and the neon lines, every v-1 needs these 3 features. As explained above, their design is sleek and fluid with rounded edges and flowing shapes. While their skin may be a little shiny, for the most part the plates of their shell are matte instead of glossy or shiny like polished metal. By default their shells are this shade of off-white and their skin is always this shade of black. While they can sometimes paint their shells (shown further down as part of the aesthetic mods) their skin is always black UNLESS they have the galaxy skin trait or in areas of transition between shell and skin, an example of this in the image above is on the hands of the orange lined chibi. Here it goes from the hard shell at the elbows to a tougher synth skin towards the hand that allows it to bend and flex as they move.

Their neon lines also follow the sleek design language, with any symbols that show up being more traditional sci-fi designs instead of logos or other identifiable symbols with meaning. Their eyes also come in various shapes and sizes, but they are always one solid shape and color.

DESIGN BALANCE



MOSTLY PLATES



MOSTLY "SKIN"



BALANCED



HIGHLY DETAILED



HIGHLY SIMPLISTIC



BALANCED



While the plate/skin balance isn't exactly 50/50, it must be well balanced and not lean almost completely to either fully plates or fully skin.

When it comes to shell complexity, the most common is keeping a balanced complexity, not too much segmentation but enough to create interest. Some however go with highly simplistic shells with very little segmentation and using more the trait of the shells transitioning into the skin. In extremely rare circumstances, a v-1 might use a highly detailed shell with a ton of segmentation, sections and moving parts. Best of luck to all of you who pick to draw this.

Keep in mind that when a type-3 is imitating the patterns in their model species, they keep these stylized and clean. In a way their shells are artistic expression and they interpret the patterns while keeping them looking synthetic to contrast the organic shapes of that model race.

MODEL SPECIES

AVARIAN

AVEED

DEROVANN

FLAONIAN

GHELADEN

IXODEL

NIRIEN

NOCIR

XOTHIAN

ZUNAE

TO USE **RARE**/**SUPER RARE** TRAITS OF A MODEL SPECIES FOR YOUR TYPE-3 V-1 YOU NEED TO HAVE A **RARE** OR **SUPER RARE** SLOT FOR YOUR V-1

EXCLUSIVE SPECIES LIKE THE LAHARUS AND MOIYA CAN BE MODEL SPECIES BUT ARE ONLY ACCESSIBLE THROUGH CUSOMS AND ADOPTS

Type-3 v-1s are only able to choose model species that are common enough in the galaxy, are accessible and who don't pose a danger to them. Because of this you will never see a kanoran, void demon or aarakan themed type-3

CONVERGING DESIGN



TYPE-3S FOLLOW THE RULE OF CONVERGENT DESIGN. THIS MEANS THAT THEY TAKE DIFFERENT ROUTES TOWARDS MIMICKING A SPECIES. AN EXAMPLE OF THIS IS SHOWN ABOVE, THESE ARE THE TAILS OF A NIRIEN THEY ARE IMITATING WITH THE SPOTTED MARKING TRAIT BUT ARE DONE IN DIFFERENT WAYS UNIQUE TO THAT V-1

Every type-3 v1 imitates their model species differently, even when there are multiple using the same model species. Figuring out different roads to get to the same goal is the main principle of their convergent design principle. While this is the case, keep in mind their main focus is imitation, so they won't go out of their way to add strange new elements to their shells like adding spikes on a Nirien tail or horns to an Ixodel. They need to be identifiable that species at a glance.

SHELL TYPES



SLEEK



SLIM



FIT



PLUMP



STRONG



TANK

BASIC SHELL:

FIT

SOCIAL SHELLS:

SLIM
PLUMP
STRONG

SPECIAL SHELLS:

SLEEK
TANK

BECAUSE V-1 ARE SYNTHETIC BEINGS THAT DON'T HAVE BIOLOGICAL PROCESSES, THEIR BODIES DON'T GROW OR CHANGE IN WEIGHT, HOWEVER THEY DO VARY IN DIFFERENT BODY TYPES TAILORED TO DIFFERENT PROFESSIONS OR TASKS. THE FIT BASIC SHELL IS THE DEFAULT ONE GIVEN TO A V-1 WHEN THEY REACH ADULTHOOD, WHILE SOCIAL SHELLS HAVE THEIR PROS AND CONS MECHANICALLY AS WELL AS SOCIAL ELEMENTS. SPECIAL SHELLS ARE DRASTICALLY DIFFERENT AND MEANT TO FACILITATE A SPECIFIC AND CONSTANT JOB BEING DONE BY THAT V-1.

MODEL SHELLS

THE KIND OF SHELLS USED BY TYPE-3 V-1S. THE IMPORTANT THING WITH THESE IS TO IMITATE THEIR MODEL SPECIES, FOR EXAMPLE A NIRIEN MODEL SHELL HAVING THE HORNS, TENTACLES, TAIL AND LEG SHAPE OF THE NIRIEN SPECIES. THE OTHER TYPES OF SHELLS CAN ALSO BE COMBINED WITH THIS ONE, SO SOMETHING LIKE A XOTHIAN MODEL TANK SHELL WOULD HAVE FOUR HUGE ARMS AND THE EARS OF A XOTHIAN, JUST SCALED UP.

The basic and social shells are the typical ones you'll see around in their society, these have human-like proportions and silhouettes. This doesn't mean they can't have interesting shapes, it's just that they won't be SUPER different like something compared to the special shells.

When it comes to special shells, these are by far the most unique. Keep in mind these have personal interpretations, and you can see two tank or sleek shells who are drastically different to each other, but they must all follow the core characteristics of that shell type.

Sleek Shells are somewhat skeletal, thin and tall with longer pointed feet

Tank Shells are wide and bulky with longer arms, little to no neck and thick trunk-like limbs

Modifications

THERE ARE LIMITS ON HOW MANY MODIFICATIONS A SINGLE V-1 CAN INSTALL AND THEY ARE DIVIDED BY RARITY TIER

Common: 1-2 mods

Uncommon: 3-4 mods

Rare: 5-7 mods

Super Rare: 8-10 mods

These limitations are for different TYPES of mods, but a v-1 can install more than one of a single kind.

V-1 of both type-2 and type-3 gens are able to install a number of mods on their shells, be it for aesthetic or functional reasons to help in their chosen professions. When it comes to the design, these mods follow the same

aesthetic principle as the V-1 themselves but aside from that can vary greatly even just within a single type.

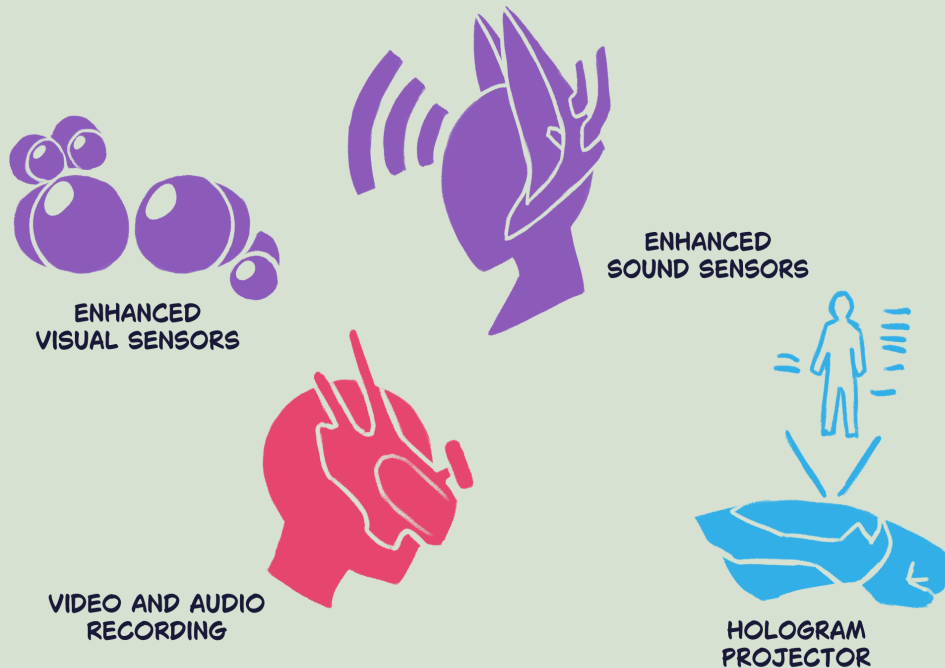
An important note to remember is that while mods do have an internal component on their bodies, half or even most of the mod is external. This means that when designing mods for your v-1 **there needs to be a visible external element to it aside from a simple marking or lip section in the shell, even if the mod is folded or closed.** The idea is to be able to identify the mod as a piece of hardware attached to the V-1.

Aside from the aesthetic ones, mods are meant to help a V-1 perform in their chosen job. Because of the limits to mods they have, make sure the ones you pick make sense for what they do day to day.

Some mods are already included as part of a type-3s model shell, for example a xothian v-1 with the 3 pairs of ears will more than likely have enhanced sound sensors installed, at least a version that more closely works like the xothian hearing does.

Keep in mind that none of the mods i have illustrated here need to be exclusively in the part of the body i have drawn them in, they can be anywhere in their body so feel free to be creative and experiment with this!

SENSORY MODS



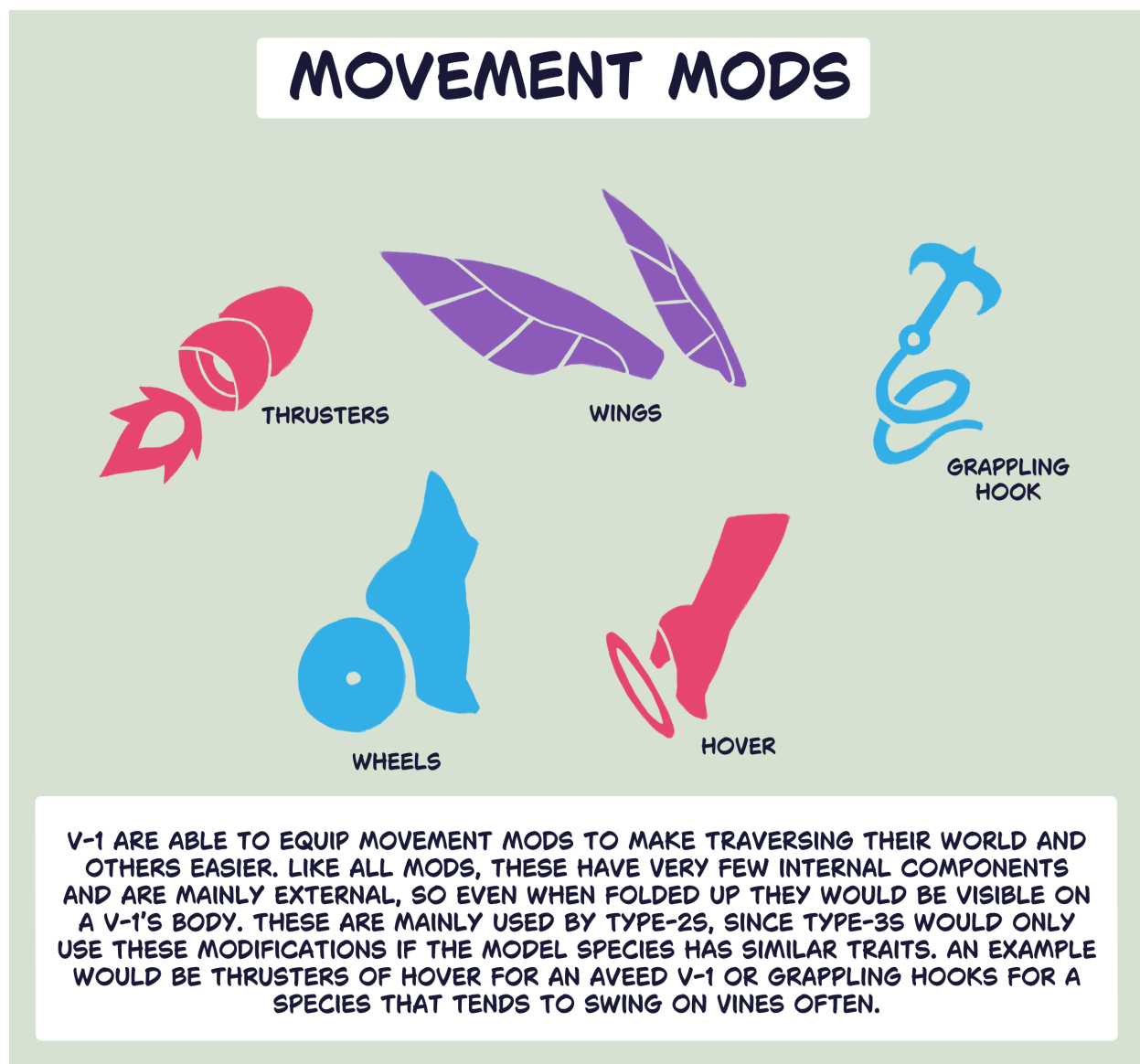
V-1 ARE ABLE TO INSTALL A NUMBER OF SENSORY MODS TO HELP THEM DETECT AND NAVIGATE THEIR ENVIRONMENT IN MORE SPECIALIZED WAYS. FROM ENHANCED SOUND AND VISUAL SENSORS USED IN EXPLORATION AND EVEN THINGS LIKE RECORDING AND HOLOGRAM PROJECTIONS TO BETTER DISTRIBUTE THE INFORMATION GATHERED.

Sensory Mods

Enhanced visual sensors include things like thermal vision, night vision, [Solarite](#) scanners, microscopic vision, 360/multi-directional vision and digital vision. Aside from Solarite scanners, which are meant to pick out signals that come from solarite sources, the rest are typical powers you might see in other kinds of fiction.

Enhanced sound sensors include things like heightened hearing, sonar/echolocation, subsonic hearing, ultrasonic hearing.

Video and audio recording is pretty self explanatory, it gives the V-1 an integrated camera that stores audio and video into their neural cores that can later be uploaded to the species' Neural Archive Network in their home world. **Hologram projectors** link up to a V-1's neural core and project the information stored there, they can also project any information they are currently perceiving, either audio or visual. Most of the time it's used to show this information to others, but some v-1 have begun using this mod as an aesthetic one, creating shapes of hologram floating around them.



Movement Mods

Thrusters of various styles and sizes can be installed to let a V-1 fly at high speeds. These will be fueled by their own Pure Solium charge, so they need to be used with care.

Wings also come in various styles and sizes, with the most able to be equipped on a V-1 being 4 wings. Note that these can't be feathered angel wings, and while they CAN imitate angelic wings they need to be mechanical in appearance. These can already come with thrusters installed or be used to generate lift without the need for them. At **most** these wings will be about twice the size of a v-1 when fully open, and the smallest they can be is the length of their arm. Most wings have an open/closed form, this is something to keep in mind when designing them

Grappling Hooks can either be traditional with actual hooks that dig into a surface, magnetic, or claw-like, wrapping itself around an anchor point. The ropes here can also be physical, which would require a coiled length of it, or hardlight, which would require an emitter.

Wheels can sometimes be installed on v-1 to ease both short and long distance travel, especially in city environments.

Hover segments can be added to a v-1's shell to allow them to hover up to 10ft off the ground. This was actually developed after interactions with the Aveed inspired it, besides that, when used underwater it can propel the v-1 forward.

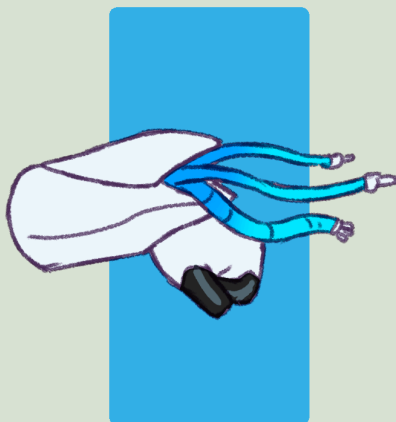
UTILITY MODS



MASS STORAGE



EXTRA
MANIPULATORS



INTERFACE
CONNECTORS



ENERGY STORAGE

WHILE V-1 ARE GREAT AT USING A VARIETY OF TOOLS AND ITEMS, SOMETIMES BECAUSE OF THEIR LOCATION OR SIMPLY BECAUSE OF CONVENIENCE IN THEIR JOBS THEY MAY INSTALL UTILITY MODS. THESE COVER THINGS LIKE EXTRA STORAGE FOR BOTH MATTER LIKE SOLIDS, LIQUIDS AND GAS TO EVEN THINGS LIKE ENERGY POWERED BY PURE SOLIUM. THEY CAN ALSO INSTALL INTERFACE CONNECTORS TO ACCESS MOST KINDS OF TECHNOLOGY AND EXTRA MANIPULATORS TO HELP WITH EITHER MULTITASKING OR HANDLING DELICATE TASKS.

Utility Mods

Mass Storage units are used to carry anything from solids, liquids to gas. Not just “backpacks”, these can also be installed in other areas of the body, for example thighs, breasts or even in large bellies found on plump shells.

Extra Manipulators are hand or claw-like mods that help in manipulating more delicate tasks or just for multi-tasking. These are always smaller than the main arms and can either be at the end of tentacles or joined extremities a v-1 can extend or retract.

Interface Connectors as the name suggests are used to interface with various kinds of tech from many species. These are used to access data, overwrite locks, upload software and even charge devices needing Pure Solium.

Energy Storage are tanks able to store extra Pure Solium and other kinds of energy. If it's the former these also tend to have charging plugs to refuel devices that need it. These packs can also be used to further fuel power hungry mods like thrusters, cloaking and shields. When it comes to storing other kinds of energy like solar, they can have areas of their body designed to capture said energy, this can even be added into other mods, for example the solar panel wings in the scout example [here](#).

DEFENSE MODS



REINFORCED
ARMOR PLATES



HARDLIGHT
SHIELD



HEALING EQUIPMENT



ACTIVE CLOAKING

V-1 THAT TAKE UP THE ROLE TO HELP OTHERS IN NEED, OR THAT CHOSE TO UNDERTAKE TASKS IN DANGEROUS ENVIRONMENTS MAY TAKE ON DEFENSE MODS EVEN ABOVE THEIR CHOICE OF SHELL TYPE. THESE CAN RANGE FROM DEFENSE FROM PHYSICAL THREATS LIKE SHIELDS OR EXTRA PLATING TO AVOIDING IT COMPLETELY THROUGH CLOAKING OR EVEN HEALING WOUNDED ORGANIC LIFE.

Defense Mods

Reinforced Armor Plates are sometimes installed if a V-1 is going to a particularly hostile environment, from war-torn planets to geographically unstable ones. When equipped, these give the v-1 a look of a highly armored knight. Many of these armor plates can detach for maintenance and to lighten their weight if needed.

Hardlight Shields are installed for a similar reason the reinforced armor plates are, but these are mainly meant for the protection of those around the V-1. These are normally emitters that can summon a shield of a variety of shapes and designs and are able to take punishment from lasers, physical attacks and more, even being able to at least slow down an Aarakan's Arkal Blade

Healing equipment of many kinds and varieties can be installed on a V-1 to provide emergency care to their organic partners in times of danger. These can be from Defibrillators, Splints, and things to stop blood flow, even some newer medical gear powered by Pure Solium that helps close wounds faster.

Active Cloaking mods are used when either studying skittish life forms or keeping the v-1 from being seen in dangerous environments. These are intensely draining to their Pure Solium energy levels and can only really be used reliably for around 20 minutes before they need to be turned off to conserve operational levels of energy.

AESTHETIC MODS



FLOATING PARTS



GALAXY SKIN
COLOR



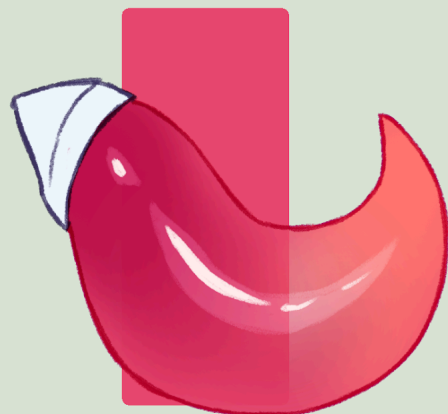
PAINTED SHELL



HAIR



ENGRAVED SHELL



GEL/HARDLIGHT PARTS

A THING SOME V-1 INSTALL ARE AESTHETIC MODS. THESE DON'T HAVE ANY INNATE FUNCTION ASIDE FROM LOOKING LIKE THE V-1 WANTS. SHOWN HERE ARE THE MAIN RARITIES FOR THE TYPE-2 V-1S, HOWEVER SOME LIKE THE HAIR AND PAINTED SHELL WOULD BE COMMON FOR TYPE-3S

Aesthetic Mods

Floating Parts can be installed with programmable movement, distance and behavior. An example of this is the type-2 v-1 [V3nus](#)' "ears" which unlock from her head and react to her emotions similar to how rabbit ears would. These parts have a tiny hover repulsor installed and are just meant for aesthetics, because of this they are smaller pieces, each no bigger than 2ft across.

Galaxy Skin Color is made by layering a flexible kind of shifting resin and specks of glitter to create a swirling galaxy mixed into the fabric of a v-1's synthetic skin. The colors here are a minimum of 2 and a maximum of 4 and they are never really exceedingly bright, they are really just off-blacks with shifting hues as shown in the image above. However they don't have to be the exact same as shown, they can be blues, reds, yellows or any color really, as long as it's dark and muted with stars sprinkled around.

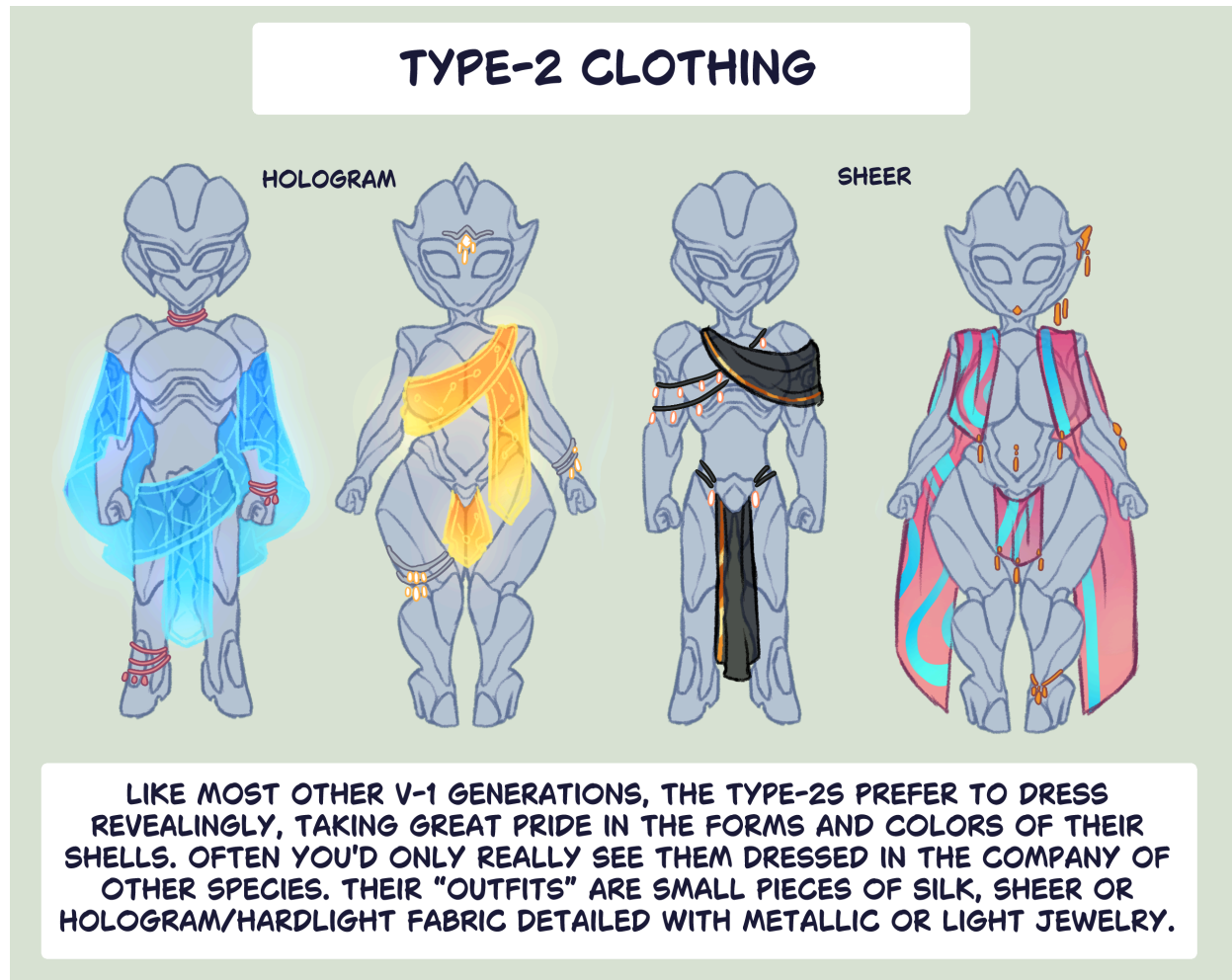
Painted Shells are used both by type-2 and type-3 v-1s. Often type-2s keep their white shells, but when painting them they can either paint sections of it or the entire thing. Designs tend to be sleek, futuristic or industrial in nature instead of organic as seen in the type examples above. There's no real limit to which color they use, other than for the most part the synthetic skin will be their darkest area. Most type-3s have painted shells to mimic their model species and their design and colors are chosen for that same purpose, so you won't see a bright green v-1 with the Ixodel as their model species. Sometimes these painted shells can have the insignia of the organization they serve under.

Hair mods are not really made from real hair, and are as synthetic as the rest of their bodies. These connect to the backs of their heads and flow down in different styles and can be either very short or as long as they want. Note that this mod doesn't mean they can install body hair, though rarely (and for some to comedic effect) some have chosen to install hair mods to imitate long beards. Their hair color will always be a color found in the rest of their bodies, from their shell, the synthetic skin black or more often the color of their neon lines.

Engraved Shells are created with thin laser cutters and are a pretty rare way to decorate themselves. Since a v-1s shell is covered by micro receptors that work like nerves, this is a painful experience for a v-1 if they are getting this done while actively wearing that shell piece. Instead this is commissioned on a new shell they will later install or that section of their body is un-installed while the process is being done.

Gel/Hardlight parts are made out of a semi-transparent kind of synthetic skin or shell and are ALWAYS the color of their neon lines. The gel parts are soft to the touch, the same way their synthetic skin is, while hardlight parts are, as you can imagine, hard and solid like their plates. These are still fully functional parts of their shells and have the same micro receptors as the rest of their body does. These parts are thinner and more prone to being damaged than the rest of their shell, meaning you'll rarely see this mod in v-1 doing harder physical jobs. When used on main body parts you will be able to see the interior mechanisms at work.

Clothing



Most V-1 don't really wear clothes at all, preferring instead to show off the beautiful designs of their shells. However when they do, they prefer to use very revealing ones, consisting mainly of silk, sheer or even some hologram/hardlight clothing. For the type-3s these mainly dress up in the same manner as their model species, albeit in very revealing outfits. V-1 may also decorate themselves in jewelry that drapes or snaps into their shells. These can be made of metal, jewels and some even have glowing lights to them.

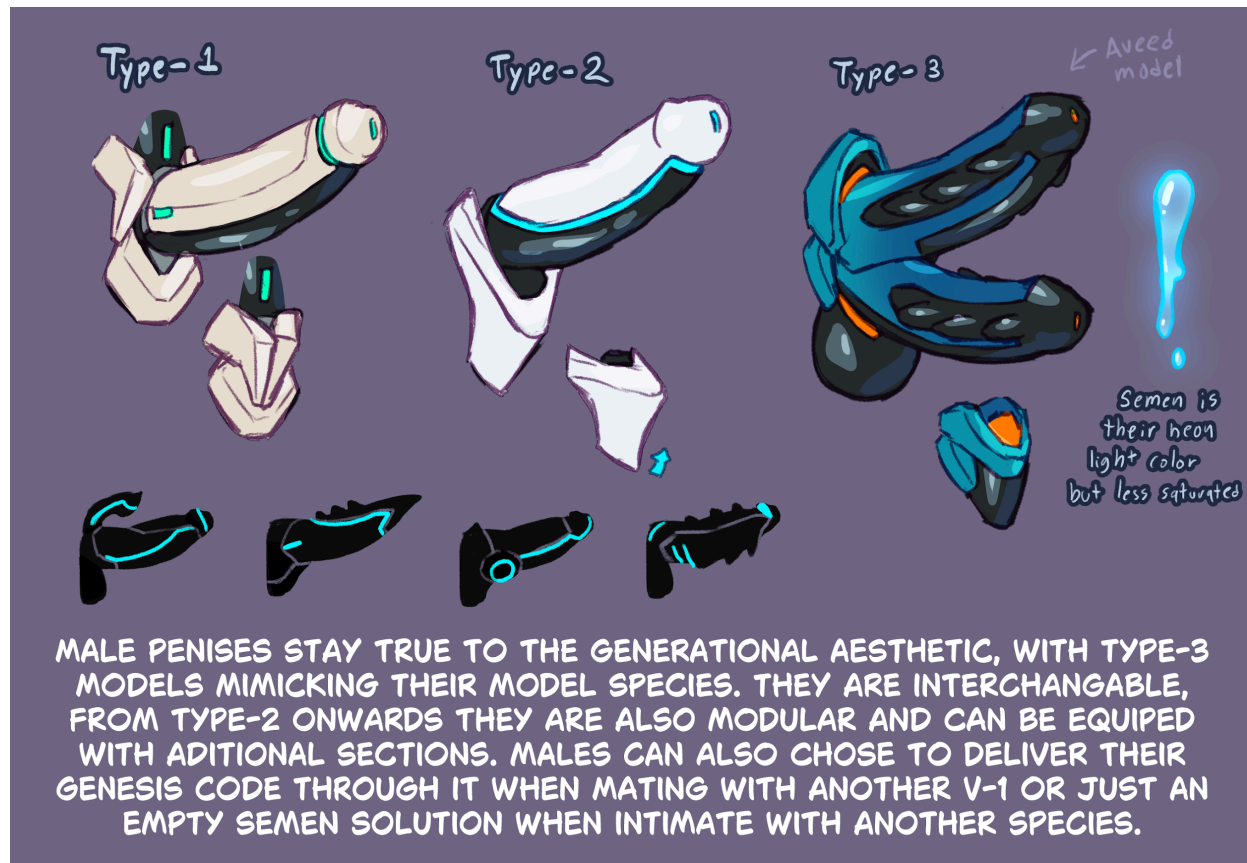
Intimates



Instead of chest plates, female v-1s have breasts because they are based around a humanoid mammal frame, however because they aren't organic life, these can either be purely aesthetic or have a variety of functions. As mentioned in the utility mods section, these can be mass storage, keeping things like fluids in them, but they can also be energy storage with charge ports. Unlike their vaginas or members, breasts don't have plates that fold in or out to conceal them.

When it comes to their design they can be made of synthetic skin or even the Gel aesthetic mod. They can come in a variety of shapes and sizes, but unless they are a type-3 with actual use for the nipples, instead they will have neon lines where they would be. These mark areas in the breasts with a high concentration of their micro receptors, making the area very sensitive.

Because breasts are a mainly external section of their bodies, exchanging different models, sizes and shapes is similar to exchanging some aesthetic mods, and unless they are connected to integral internal systems like energy mods they can be easily replaced within a couple of minutes. A second way to handle sizing is a v-1 having an expanding valve built into them, allowing them to switch between a number of preset sizes.



V-1 penises are highly modular appendages covered in micro receptors, making interaction with them very pleasurable. Because v-1s don't need to dispose of waste, their genitals are mainly used for recreation and reproduction. While by default every male shell is equipped with one, they can be uninstalled with a bit of work, equally female shells may have one installed to either replace or combine with their vagina, so yes, v-1 can have both sexual organs.

When it comes to modularity, they can add segments at the top for clitoris stimulation, nubs and ridges or even change the head shape. Some even have them equipped with similar valves and segments to size changing breasts, making these grow and shift between presets.

All penises have a collapsible structure that both shrinks and folds into the body with a pubic shell that comes up to cover and conceal the area. While many think this is for prudency, it's mainly for protection. A v-1's semen is a thick transparent substance similar in consistency to organic semen but a bit more lubricating. This is the same color as their neon lines but a bit duller and gives off a slight glow. Their urethra is the same color as their neon lines and they may also have neon detailing along its length and base.

As expected, type-3s have theirs shaped according to their model species and follow their specific conventions, meaning these are considerably less modular than a type-2s because of the mimicry.



Much like penises, v-1 vaginas are highly configurable and vary in shape. While many also have the typical pubic shell as males do to conceal them, since it's such a tightly packed section of their bodies, many v-1 don't even bother with it and keep them exposed. The entire area, like with males, is packed full of micro receptors, making it very sensitive and pleasurable. The vaginal canal is lined with a softer gel than the surrounding synth skin, the interior glowing with the same color as their neon lines. Their lips, clitoris and even the interior gel can have different shapes to further enhance the experience when having sex.

An interesting feature is that, the same way some breasts and penises can change size, so can their vaginas. These can stretch out to be able to take in greater sized members, their pelvic frame disconnecting and unfolding to manage it. Much of the interior of their abdomen in females is also hollow or can switch around their interior components to make more space if needed, making them able to take much bigger companions. However, the same way they can expand their interiors, they can also constrict them, making them equally as good partners for much shorter species with smaller members.

While not illustrated, I wanted to also mention anuses for v-1. As explained above, v-1s don't produce waste so they wouldn't need them, but instead they have them for sexual interaction. Both males and females also have an interior component in them that works in a similar way to a prostate, giving the v-1 extreme pleasure when stimulated.

If you have any questions for the creation of a v-1 sentient feel free to contact me!