

Crenasis [plural: Crenaces] are a “Make Your Own” species created by me, mononiiz!!! Crenaces are rabbit-like creatures from the planet of Xiitopia in the galaxy of Armin. They make up 87% of Xiitopia's population and are the most common species in Armin. You are free to make your own but it should be noted that crenaces made by anyone who isn't me are not canon to any media I make, not canon to Xiitopia or Armin and should always be considered fanmade.

INFO

Crenaces are bipedal anthropomorphic creatures. They often look a bit similar to goats, rabbits, jackalopes and deers. They have 2 horns on the top of their head, a fringe swooped to the side that hides their other eye, two long ears and two cheek fluffs. Crenaces can come in any colours/patterns and horns. Crenaces can only be anywhere from 4ft to 7ft, with the average being 5'9ft. Crenaces have 6 arms and 3 eyes in total. Usually only showing 2 arms and 2 eyes.

They are bio-mechanical in nature. Being made of both organic substance and robotic parts. Their heart and lungs are organic, their brain and rest of body are robotic. Their brain is actually a small computer attached to an outer button, called an insula, on the side of their head hidden underneath their left ear. This means the crenasis can go through typical robot things like being wiped, bootlooped, overridden, various programming errors, overheating and more. These usually show in their eyes and their eyes are considered as small computer screens. Crenaces do have robotic joints but they are hidden underneath the skin.

A crenasis insula is their brain's computer with an outer button. It is a type of mechanical computer, making their eyes computer screens. When a crenasis insula is damaged it can have long lasting debilitating effects, including severe developmental problems, memory loss, mental illness and alot more. When broken that crenasis will die.

If a crenasis is injured gravely, as in their arm comes off, their arm can be put back on with oil as long as it's retrievable, if the arm is missing it's gone permanently. This goes for all their limbs. A crenasis insides will usually look mechanical with a bit of flesh. Their blood is usually red-ish black and their tears are black, as they're oil. Crenaces are firm to the touch but their fur tends to hide this firmness, they are a bit squishy thanks to being made from oil but mostly firm. Crenaces blood is slightly warm but not as warm as a human's.

Crenaces do not need any computer power or electricity to survive, but they do need to drink oil everyday to survive. Crenaces are omnivores however and can mostly eat anything aslong as they have no allergies to it, but most crenaces have a craving for meat.

Crenaces cannot die from old age nor can they die from blood/tears or oil loss if they have a sufficient supply. They can die from a fatal blow to the heart or insula which is why most crenaces keep it covered. Crenaces can also die from illnesses if they deplete too much oil supply or harm their brain.

Crenaces do not need to regulate their temperature and can withstand both extreme heat and extreme cold. Their planet is extremely hot.

Crenaces can get tired and overexert themselves if they use too much oil.

Crenaces are originally cloned from the first crenasis, a crenasis permanently sedated and hooked up to wires to extract DNA, then they are manufactured in factories, trained in the various training centres and then sent to the various adoption centres to be adopted. They can also be tailor made for specific people and can be bet on in auction centres. Crenaces can also be pitted against each other in fighting rings to be bet on aswell.

Crenaces purpose as seen by the Xiitopian government is to serve a master. Crenaces are seen as “servants” and servants only. Crenaces are often looked down upon by alot of outsiders and especially Ritigons [Xiitopia’s humans]. About 60% of Crenaces are deemed “unemployed” as most are masterless due to being thrown out, abandoned, defective or just not having a master [Xii: Lekaris]. Some can also have a master but may consider their master as something else [partner/friend/parental figure].

Crenaces can only have 2 ears, but the length can be anything. Ears are similar to human hair, and the ear holes are on the head. They can be tied, cut and styled in a ton of different ways. It should be noted though that crenasis fur does not grow back once cut. Cutting crenasis fur is usually used as a form of control.

Crenaces only have heart, lungs and brain. No genitalia. They also don’t have bones, the only thing keeping their weight down is the stone-like weights in their hands and feet. They can eat and it will get absorbed into their bloodstream as their blood is super acidic. Crenaces are immune to this acid. Their blood and tears are actually oil, but they call them blood as a way to mimic their organic companions.



Crenaces do not have tails.

Crenaces are often nicknamed rabbits due to their close resemblance to rabbits. It also helps earthling's to understand better and prevents confusion and questions. They are not actually rabbits though, but most don't mind being called rabbits.

On the note of Earthling's, only crenaces and Xiitopians are aware of Earth. Earth has no awareness of crenaces or Xiitopia. Crenaces only call themselves rabbits incase Earthlings ever found out about their existance.

Crenaces in training have a red dot on their head and red dots on their neck.



Most crenaces are male, with females being less common. Crenasis gender is dependant on the fringe type they're born with. Only women have curly longer hair and only men with straight shorter hair. In the case of crenaces being outside of women and men categorisation they'd have a wavy short fringe.

Service crenaces are used for people with disabilities or who need extra assistance. Service crenaces go through both government training, but if the master requests they will also go through secondary service training. Identified by the blue vests they wear.



Companion crenaces are crenaces used for masters who are lonely, they will go and adopt a crenasis to have company at home. Identified by the heart markings on face and body.



Age 13 crenaces are equivalent to toddlers, whilst still being able to talk and walk, they may be shy than a crenasis at Age 16 or older. Age 20 is where a crenasis stops aging and will stay the way they are physically for the rest of their life.

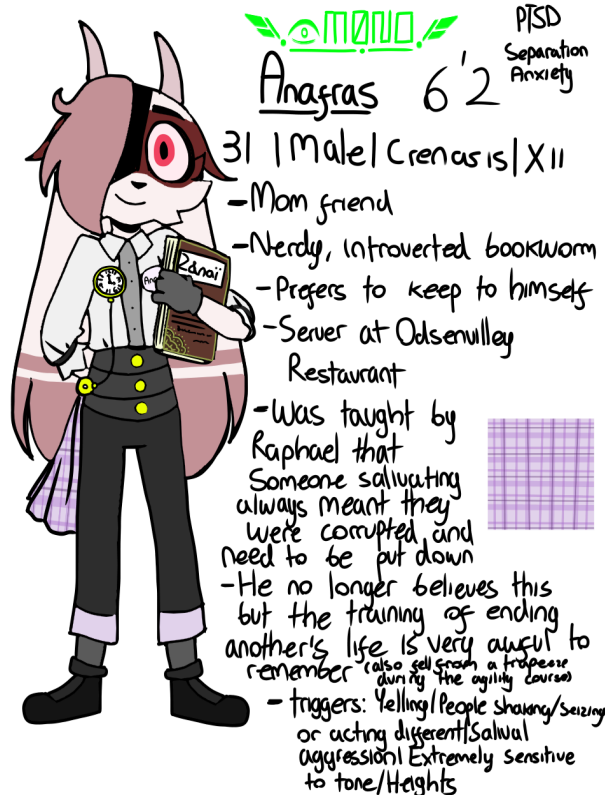
BREEDS

In Crenaces there are 4 different currently existing breeds. Breeds are determined by ear tufts only.

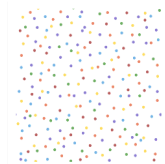
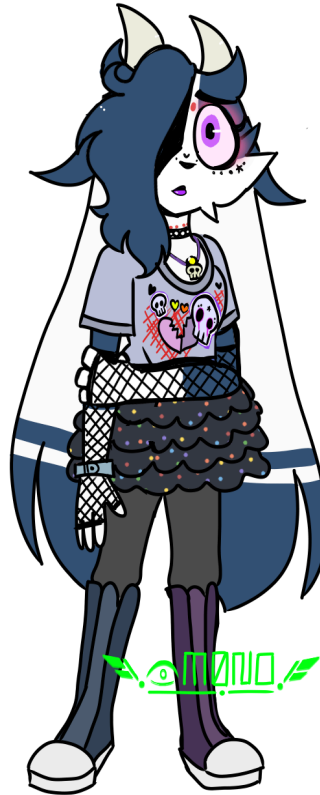
DEKAKIRA , the most common and what most Crenaces usually look like, with two normal ear tufts at the bottom. [scroll down]

LOPADERIN , an umbrella term for 5 different types of species all listed under the name lopaderin. The 5 different types are numbered in xii. [eu = 1. don = 2. frez = 3. oza = 4. jin = 5]

Lopaderin Eu, or Lopaderin One, is the shortest with 2 small additional ear tufts at the top.
Most Common



Lopaderin Don, or Lopaderin Two, is the 2nd, with 6 ear tuffs, two horn-like ones, two ones at the side and two in the normal place at the bottom of the ears. Uncommon



Lopaderin Frez, or Lopaderin Three, is the 3rd, with curly like tendrils that stick out, these curls can face any direction and are very bouncy and flexible. Common.



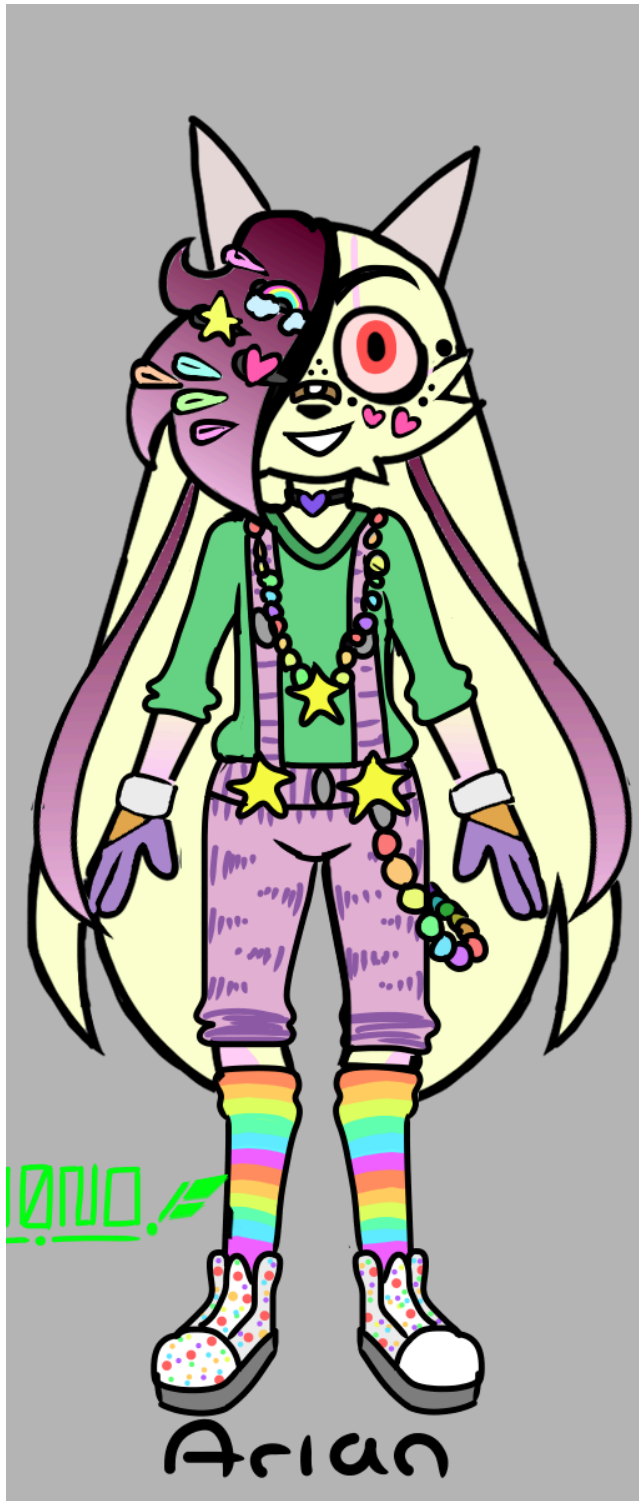
Lopaderin Oza, or Lopaderin Four, is the 4th, with ear tufts similar to Eu, just longer. they're actually pretty common along with Frez.



Lopaderin Jin, or Lopaderin Five, is the 5th and rarest Lopaderin breed. With swirly ear tufts surrounding the ears. Often compared to ribbons.



KINIKALI, one of the rarer types of breed, have long tufts at the front and no ear rings. Kinikali's are endangered. [the horns for the brown one are not unique to kinikali's, he's just missing a horn]



SERAFRAZE are the rarest breed and are endangered, nearly extinct. They always have to be purple in colour, length of tufts cannot change, fur markings have to be the same. Eyes are always red. This is not optional. On the left is a Serafraze in it's default form and the right is a Serafraze in a shapeshifted form. They can shapeshift into anything, not just crenaces. But will always retain the purple colours and red eyes. They are the only breed of crenasis who can shapeshift. They are largely experimented on for being deemed the most powerful a crenasis can get. And are usually used as trainers to train other crenaces.



Uani
Oo ah n-ee

Serafraze
crenasis



POWERTYPES

Powertypes and types of magic are indicated by eye colours, because of this, you must make sure the eye colour [EC] matches with the powertype [PT].

The eye sclera [or the eye whites] are a lighter colour of the iris. This isn't a style thing, make sure to include it in your designs! These rules apply to ALL powertypes. [scroll down]

The general idea of having a stable, focussed and clear mind while using magic to keep it controlled is important. Uncontrolled powers can be harmful to the user and dangerous to the people around them. Magic pushed too far can cause strain. And it is very easy to overdo it and strain yourself.

There are two types of ways to channel magic. Emotional magic is easier to use offensively with the trade off of emotional magic being harmful to the user and much harder to control, Logical magic is easier to use defensively, but much weaker and less raw on its own. These two magics must be mixed together to create an offensive and defensive mix. Any defenses can be used as a weapon. This combined type is extremely hard to master and is also very mentally taxing, requiring a lot of focus and willpower. As such most crenaces utilise the weaker separate versions. This combined type also cannot be utilised at all if the crenasis is defective or if the insula is damaged.

Magic can be channeled into levitating objects, telekinesis, summoning holograms and using them as surfaces or projections, mind manipulation, teleporting, harmful blasts and lasers, manifesting physical things in the form of their PT and more.

Eye colours [EC] - Powertypes [PT]

All have the abilities above but ones that are specific for those abilities have better control and can do it in stronger forms. All PT's besides Red are usually split into two abilities.

Strongest | Rarest | Red EC - Red PT Void/Psychic

Power over the void and balance.

Has control over dimension warping and portals, can control chemicals and can induce nausea and severe sickness in people, can disrupt and control technology and can bend, create n control metal, can levitate objects and make holograms, can manipulate and read minds, can possess people, can teleport, can create harmful blasts/lasers and manifest physical objects.

2nd Strongest | 2nd Rarest | Yellow EC - Green PT

Plants/Earth | Power over plants and ground.

Split into two types: One has the ability to create vines, flowers, trees and other greenery. The other can earth bend, being able to crack rocks, make rock piles, cause avalanches and also has a lot of physical strength. Both can somewhat teleport, both can create harmful blasts/lasers. Earth bending is more rare than controlling greenery.

Somewhat Strong | Most Common | Green EC - Yellow PT

Fire/Electric | Power over flames and electrical currents.

Split into two types: One has the ability of pyrokinesis being able to start fires, create warmth and singeing/burning things. The other can create strong electrical currents of electricity, extreme speed, power electrical things and shock others. Both can teleport, can levitate objects, burn or leave imprints in things, can disrupt technology, make holograms, can create harmful blasts/lasers.

Less Strong | 2nd Common | Blue EC - Purple PT

Dreams/Illusions | Power over sleep and hallucinations.

Split into two types: One has the ability to manifest dreams, nightmares and place people in deep sleep. The other can induce hallucinations, paranoia, delusions and illusions in people. Both can create multiple clones of themselves, both can levitate objects and make holograms, both can somewhat read people's minds (very limited), both can somewhat possess people (very limited), both can teleport, both can create harmful blasts and manifest physical objects.

2nd Weakest | 3rd Rarest | Purple EC - Light Blue PT

Air/Ice | Power over wind and snow.

Split into two types: One has the ability of flight (very limited), air bending and extreme speed. The other can make snow and ice at will. Both can somewhat levitate objects, both can somewhat create harmful blasts/lasers.

Weakest | 3rd Common | Brown EC - Dark Blue PT

Water/Weather | Power over liquids and weather systems.

Split into two types: One has the ability to manifest and control water including making it into shapes. The other has control over the weather, mostly over rain but somewhat snow, hurricanes, tornadoes, heatwaves and clouds. Both can very weakly levitate objects, both can very weakly create harmful blasts/lasers.

CLONING

All crenaces have the ability to create clones of themselves. But whether they can or how many clones depends on experience n strength. Some can't even make a clone n others can make hundreds but will be spreading themselves too thin. How the clones look is determined by which powertype the Crenasis is.

