

IGNI DESIGN GUIDE

Please direct any questions to our staff. This is still a work in progress!

While some mistake ignis for dogs, they're cat-like - but not entirely cats, either! Ignis are not felines - they belong to the feliformia suborder, which includes not only cats, but hyenas, meerkats and civets as well.

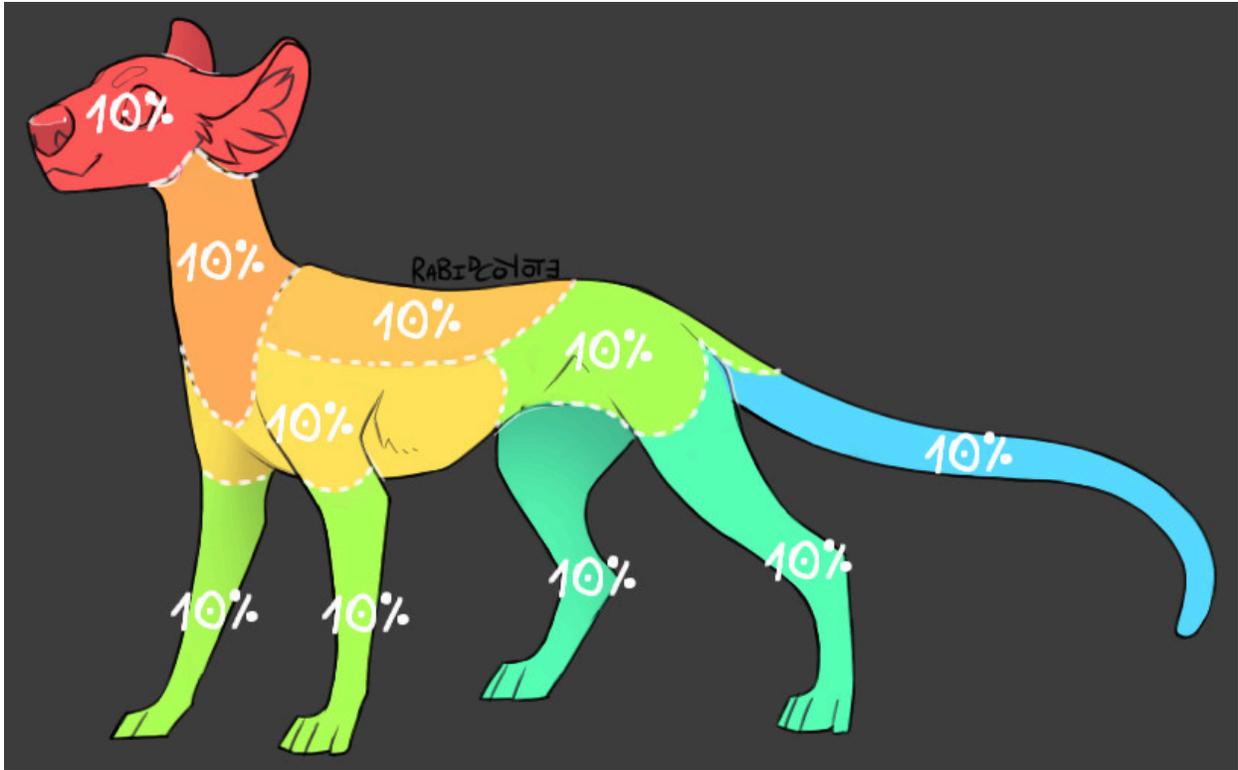
TO BE RECOGNIZED AS IGNI:

- the head shape and anatomy must remain unchanged;
- the silhouette must be vaguely recognized as cat-like;
- the character needs to have at least one sign on or around its body;
- even without the chromism marking, the eyes need to show the fire color/s;
- must have rarity-appropriate coloration (grayscale base with optional chromism).

WHAT IS CHROMISM?

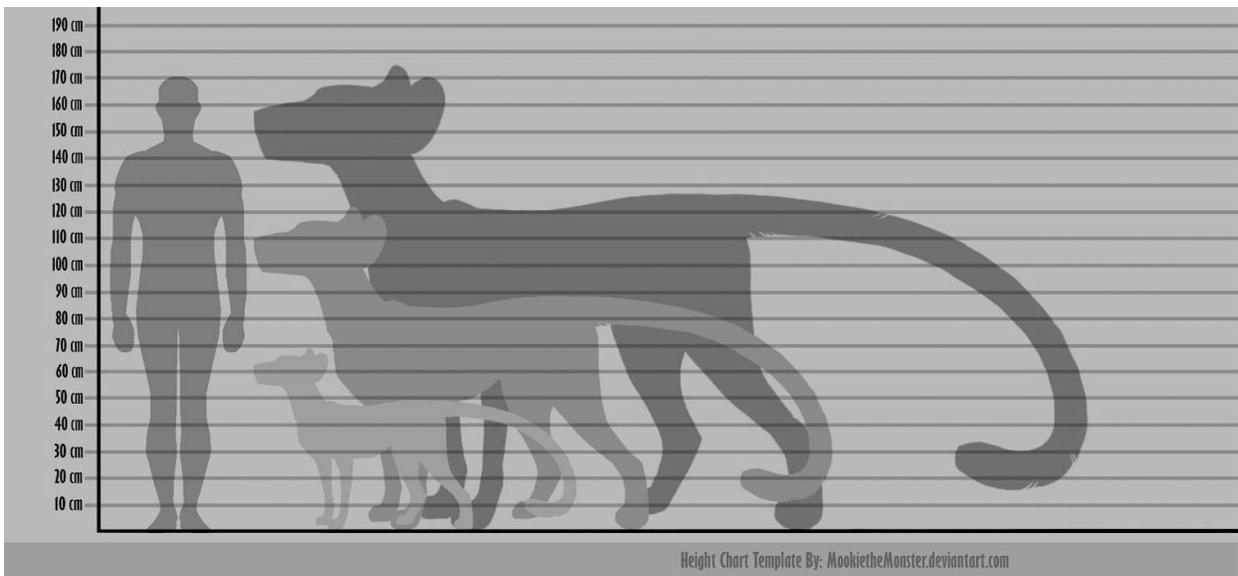
Chromism is a marking that covers the igni's monochrome design. It's always brightly colored and its colors depend on the igni's fire colors. The edges of chromism will never softly blend with the grayscale pattern it covers - it works a lot like piebald, but gay. 🏳️‍🌈 It's not uncommon for the colorful patches to glow, not emitting enough light to read but just enough to see it clearly. Its brightness is sometimes affected by strong emotions.

The chromism marking covers anywhere from 0 to even 100% of the igni, however it's uncommon to see ignis with more than ¼ of their body covered with it. You can use the picture below as a guide when applying the marking, but do it with a grain of salt - keep in mind that chromism doesn't have to be limited to just one zone!



HEIGHT

Igni height varies from around a big maine coon to full on lion, and unless otherwise specified, it's completely up to the owner to decide. Although their oily fur can pose difficulty with getting saddles to stay in the desired position, bigger ignis can and have been used as mounts!



Any height within the pictured range is considered a non-rarity trait.

TRAIT LIST: [color coded](#) / [high contrast](#)

SIGNS LIST

If you're new to ignis, you're probably wondering what signs even are, so let me help you out - signs are marks that look like tattoos made out of pure light and work as energy banks to the igni. Every living igni has to have at least one sign on or around its body working as a connection to its psyche, otherwise it would have no control over its fire and would inevitably overheat or burn itself and everything around it down to ashes.

It is said that a long time ago, besides the level of power, Signs dictated the igni's personality; and fair enough, there's a small number of ignis with different looking, ancient Signs over their eyes which tend to act alike. That is, however, not the case nowadays. The first visitors on Abbion named each Sign after a card from a Tarot deck, and the names remain to this day.

~~Signs are made of pure light - they will always be colored white (or with a slight hint of color), and their glow (if any) must be consistent with fire color/chromism.~~ Retired 3rd Jan 2024. Signs can be in greyscale or any of the igni's fire color/s, but their glow (if any) will always be that of the fire color/s.

0. THE FOOL (infernalis trait)

The Fool is a very special Sign seen only on the most powerful of ignis, almost fluid, often continuing over the igni's entire body. No two Fools are the same, and the Sign's pattern tends to change with time, as if the igni had control over its shape. It always, however, sticks to the same aesthetic.

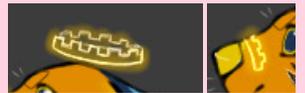
3. THE EMPRESS

Hollow ovals making up a crescent moon shape
(to be updated)



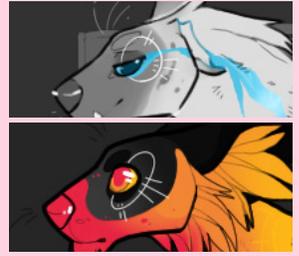
4. THE EMPEROR

Shaped like a castle battlement
(to be updated)



10. WHEEL OF FORTUNE

- > circular/oval shaped outline crossed with two or three groups of rays;
- > the base shape is closed and continues over the eyelids if going through them;
- > very thin outline, a part of the base circle may be accentuated as a bit thicker;
- > the groups may either cross the base shape or have the rays "cut", as if they were underneath it;
- > whether crossing or cut, the rays must continue on both sides of the base outline.



19. THE SUN

- > "rays" spreading out
- > they start thin and grow wider as they get longer
- > the inside of the rays can be solid color, hollow or a fade-in gradient as long as the outline is clearly visible
- > rays can be cut anywhere from the outer half of the shape to its end
- > both ends have to follow the shape of their own arches
- > optional tiny rays that follow the starting arch but do not meet the other - must be very thin
- > when circular, may have a dot in the middle or a visible inner/outer arch, resembling very stylized mechanical wings



20. THE WORLD

(to be updated)



