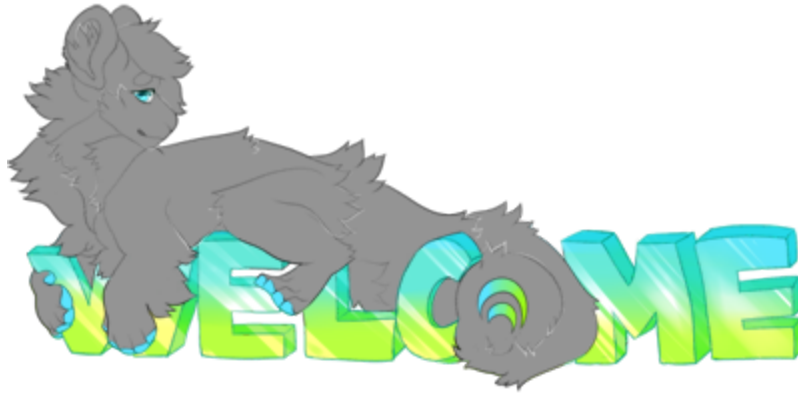




This is an official reference guide to Kalon species traits.

The following is subject to change as additions or revisions are made. If you have any questions, please contact a member of staff for further clarification.

NOT ALLOWED

- **Muzzle Edits**

- Kalon muzzles cannot be edited to change the length, shape, etc. This includes the nose. The only exception is matching the line thickness to your style, but everything must remain the same look.

- **Less Than Two Regular Kalon Legs**

- Kalons must have at least two unaffected legs. For example if a Kalon has a mermaid which removes their back legs, their front legs cannot be altered in any way except in weight or height. (i.e. A mermaid Kalon with wyvern style wings that removes all basic Kalon legs is an illegal edit.)

- **Changing The Positioning**

- You cannot alter the position of the body, legs, or head of the Kalon. Only exception is when using a tall height edit (reverse munchkin), in which case the legs can be altered in position.

NON-RARITY

(These do not automatically pass in breedings and hold no trait rarity)

- **Weight**

- Defined as either skinnier or heavier built than the standard Kalon lines.
- Cannot be an over excessive weight change.
- Only the body and limbs can have changes to their weight (i.e. ears and likewise are not included)
- Can be a muscular edit.
- [Chunky limit](#), [skinny limit](#) [future Kals must be thicker]

- **Sclera Color**
 - Any color different from the standard white sclera.
- **Heterochromia**
 - Defined as being a different eye color in each eye, or as segmented/sectoral where one iris is two different colors.
- **Tattoo**
 - Designs on the body that are not markings and do not pass onto kits in breedings.
 - Must have a reference without the tattoos.
- **Colorful Blood**
 - Defined as any color different from the standard Kalon, who has dark red human-like blood.
 - Can be more than one color, such as a rainbow.
 - Cannot have different color blood in different areas. All blood must be the same color.

STANDARD

- **Hair**
 - Must have hair or fur-like texture.
- **Tail Shine**
 - Can be any shape or size but must stay iridescent (i.e. no mirror/matte)
 - Cannot be separate from the tail and must lay flat against the skin or fur.
 - Must be visible on the Kalon reference and not hidden.
- **Teeth**
 - Cannot extend past the upper chest. [[maximum example](#)]
- **Claws**
 - Cannot be an excessive length. [[maximum example](#)]

COMMON

- **Backmane**

- Defined as raised hair/fur that extends anywhere past the head on the neck to the rump of the Kalon.
- Separate from a longer or shorter fur edit. Must have a line of separation from the back.
- **Tail**
 - Must be tangible and thick enough to show a shine.
 - All Kalons must have a tail of some type.
 - There is no set length limit but ask first about excessive lengths. [[previously allowed length limit](#)]
- **Longer Fur**
 - Any edit to the fur that is longer than the standard reference.

UNCOMMON

- **Short/No Fur**
 - Any edit to the fur that is shorter than the standard reference.
 - Shorter fur is defined as small tufts and no fur is defined by a smooth surface.
 - Whether it is short fur or no fur, it is defined as the same edit in breeding.
- **Ears**
 - Must be skin or fur in style (i.e. cannot be fins)
 - [Ear length limit](#)
- **Pupils**
 - Defined by a change in shape to things such as slits, hearts, etc.
 - Can also be the absence of a pupil.
 - This does not include the color of a pupil, which has no trait.
- **Tongue**
 - Defined by a change in the shape to the tongue such as smaller, longer, etc.

RARE

- **Extra/Missing Eyes**
 - Up to six eyes total, including the preset two eyes.
 - Can be missing one or both eyes. Missing eyes must still have a socket.
 - Must remain on the face area (i.e cannot be placed on body, ears, or likewise)
- **Halos**

- Can take on shapes like a basic circle, flowers, stars, etc. but cannot be made out of the actual objects (i.e. the flowers cannot wilt, drop petals, do anything flower related as they're meant to be light)
 - Can be placed anywhere around the Kalon's body.
 - May reside on multiple planes, can be disconnected, and can be in 3D shapes so long as they are not detailed, for example you could have a cube as a halo or the outline of a set of wings but nothing more than that.
 - Not be shown on the reference halos are capable of being moved/floating around the Kalon in artwork so long as the halo itself is not changed.
- **Extra Limbs**
 - Up to six limbs total, including the preset four limbs.
 - Must remain on the underside of the Kalon near the other limbs (odd placements of limbs such as on the back are considered Legendary)
- **Missing Limbs**
 - Up to two missing limbs total.
 - This trait does not pass in breedings except with the use of an Autopass or Breeding Mutation Item.
- **Glow**
 - Defined as an uncontrollable steady emittance of light.
 - Able to be anywhere on/in the body or edits of the Kalon.
 - Can have sparkles.
 - Is always present and cannot "turn on or off."
 - The glow can be different intensities but cannot change them.
 - The color emitted can be any color.
- **Two Tails**
 - Adds one additional tail to your Kalon, making two tails total.
 - Must be placed next to existing tail (i.e. cannot go anywhere else on the body)
- **Height Mutation**
 - Munchkin:
 - Defined as shorter legs than standard Kalon lines.
 - All legs must still be able to function and cannot be too short to where the Kalon can no longer walk properly. A knee joint must always be present.
 - Can be either slightly shorter or a more extreme length change.
 - [Shortest allowed](#)
 - Reverse Munchkin:
 - Taller legs than the standard Kalon lines.
 - Cannot be taller than twice the standard leg height.
 - [Tallest allowed](#)

- **Horns on the Head**

- Must remain on the head and face area only (i.e. cannot be on the body)
- No set limit but will deny excessive amounts. Horns cannot completely obscure the face/head of the Kalon.
- Cannot be removed nor shed.

- **Extra Ears**

- Maximum of two sets of ears, including the preset two, making a total of four individual ears.
- Must follow the same fur or skin style rule as normal ears.
- Can be a different type of ear (i.e one set is short and the other set elongated)
- Must be on the head.

- **Natural Mutations**

- New mutations must be approved by Jiinxed!.
- Examples of approved mutations are as follows:
 - Goop as a secretion (i.e. body parts cannot be made of goop but can drip it)
 - Polydactylism (extra toes) (no more than two per foot)
 - Double Iris (two irises in one eye)
 - Paw Pad Shape (any edit to the standard Kalon paw pads)
 - Long Whiskers [\[example\]](#)
 - Bigger Paws (define by having larger paws with no leg weight edit)
 - Cyclopia (one eyeball centered on the face)

LEGENDARY

- **Wings**

- A maximum of three sets is allowed, making up to six wings in total.
- Wings can be any type such as feathered, fairy, butterfly, dragon, etc.
- Must come from the back. If they replace limbs it is considered a different trait (i.e. wyvern wings).

- **Gems**

- Any type of precious stone growth on the body. [\[example\]](#)

- **Transparency**

- Defined as any type of transparency on the body, such as a transparent tail. [\[example\]](#)

- You can show the bones of a Kalon beneath the transparency. Anything else within the transparent limb (such as plants, clockwork, etc.) is an additional trait.
- **Multiple Heads**
 - Maximum of three heads total.
 - Must be placed near the first preset head, cannot be on the body except in the case of tail mouths.
 - A tail mouth is defined as a head entity on the end of a Kalon's tail. [\[example\]](#)
- **Elemental Aspects**
 - Defined as when an element takes on a physical attribute of a trait.
 - Examples of Elemental Aspects:
 - Plant Growth (defined as the presence of any type of plant growing from the body) [\[example\]](#)
 - Elemental Halo (when the halo itself is an element such as fire or water, rather than light) [\[example\]](#)
- **Multiple Tails**
 - More than two, adds up to eight making nine total maximum.
 - Must be placed next to existing tail (i.e. cannot go anywhere else on the body)
- **Scales**
 - Can be placed anywhere on the body.
 - Anything from fish-like scales to reptilian-like scales and so forth. [\[example\]](#)
- **Shine on the Body**
 - Can be placed anywhere on the body apart from the tail.
- **Horns on the Body**
 - These horns can be placed anywhere on the Kalon apart from the head.
- **More than Six Limbs**
 - Up to eight limbs total, including the preset four limbs.
 - Must remain on the underside of the Kalon near the other limbs (odd placements of limbs such as on the back are considered Legendary)
- **Bones**
 - Any exposed bone such as a bone tail or bone growths. [\[example\]](#)
- **Odd Limb Placements**
 - Any legs that aren't on the under torso area, such as on the back. [\(example\)](#)
 - Limbs must still remain on the body, meaning they cannot be attached to the tail/head/etc.

- **Body Length**

- Defined as the extending or shortening of the body.
- Cannot be an extreme change.
- [Longest body](#)

- **Form Changing**

- Defined as the changing of one appearance to the other.
- A total of three forms is allowed for one Kalon.
- Forms can differentiate in traits.
- One of the forms should be the main form for breeding purposes.

- **Gene Splicing**

- New splices must be approved by Jiinxed!.
- Examples of approved splices are as follows:
 - Mertail (a fishtail on the back end of the body that replaces the rear limbs, must end before or around the stomach area) [\[example\]](#)
 - Feathers (any type of feather growth, can be anywhere on the body) [\[example\]](#)
 - Wyvern Wings (a type of wing that replaces the front limbs) [\[example\]](#)
 - Hooves (replacing the regular feet with any type of hooves) [\[example\]](#)
 - Bird Feet (replacing the regular legs/feet with bird talons) [\[example\]](#)
 - Fins (any type of fin that not on the mertail, for example fins around the head or on the front limbs) [\[example\]](#)
 - Gills (if they're not on the mertail they're considered a separate trait) [\[example\]](#)
 - Snake Tail (similar to a mertail where the back end of the body, the rear limbs, are replaced and must end before or around the stomach area) [\[example and length limit\]](#)
 - Sugar Glider Wings (a patch of skin that connects the legs) [\[example\]](#)
- **The following gene splices are not allowed:**
 - Human
 - Spider
 - Snail

- **Glitch**

- Defined as having pixel particles on/around the Kal or the Kalon having a glitch/phasing effect
- [Example](#), [example](#)

- **Body Parts made of Goop/Slime**

- Defined as body parts made entirely out of a goop substance.
- [Example](#)

- **Cybernetics**

- Defined as parts of a Kalon being replaced with wires/technology.
- [Example](#)

RETIRED TRAITS

*(These can no longer be used on Kalons and cannot pass in breeding
all previous instances of traits are grandfathered in)*

- **Eyes on the Body**

- Kalons may not have eyes anywhere outside of the face area.

- **No Tail**

- Kalons must always have a tail, it cannot be missing from the reference.

- **No Shine**

- Kalons must always have a present shine, whether on the tail or the body, as this is a species distinctive trait.
- Any Kalon made previously without a shine must have one added to their tail. If there's no tail present, it must be added to their body.