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Major Races & Factions



Humanity - United Human Coalition

Humanity founded the United Human Coalition from member states established on their home planet of Atlas once it was discovered there was other intelligent life among the stars. Through

covert cash infusions spaceflight became the number one priority in pursuit of commercial and technical innovation. Once the UHC had discovered FTL travel, humanity soon spread throughout the stars for their own selfish ambitions. They stripped uninhabited planets of their resources, causing unintentional harm to the galaxy's figurative heart. Concerned with the threat the humans would pose if left unchecked, the Galactic Ruling Council (GRC) made first contact with humanity. In hopes of curbing human expansion, the GRC approved humanity access to their members' technologies, industries, and trade routes but also limiting their expansion to its current section. Overnight, humanity was uplifted by advancements in all sectors. This, along with the fervor the species was known for, put humanity on equal grounds with their galactic peers in less than a generation. Within that short time frame, the UHC managed to politically maneuver themselves a seat on the council. While their appetite is currently satiated, rumors of galactic war have sparked several human conglomerates of unending profits.

Economic Output: B

Military Strength: A

Technological Advancement: B

Cultural Resistance: B

System Order: C

Overall: B

Unique:

- Human adaptability - Through constant struggle, humanity has learned to adapt to any situation or environment by leveraging technology, culture, or eco-societal changes. They can replace their body with cyberware or enhance themselves with genetic modifications that would fail in most species.
- Universal Donor - While all of the galactic species can enjoy pleasure through physical contact, humans are to be the only species in the galaxy who can naturally produce offspring with each sentient species they encounter. This makes them both equally loved and hated.



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Orindrians & The Liolai Collective

Orindrians started on their homeworld of Orlando. They are an aquatic species akin to Atlas's jellyfish and octopus that were born in the violent waters of their home. Their overpopulation resulted in the need to expand to land and eventually to space. Orindrians treat science almost like a fanatic religion, balking at those who put their beliefs to faith rather than to what can be created from their minds. One of their most popular inventions are skinsleeves*. The devices were created out of physical necessity when the species required mechanized suits to travel outside of water. While the species is able to stand in gravity for a limited time, Orindrians find it rather uncomfortable, given that their bodies lack bones and eventually morph into blobs that roll on the ground. This has resulted in a need for orindrian powered fabrics which has become a major galactic industry. While traveling in space they either stay in their suits, disable artificial gravity, or if they are wealthy enough, build their quarters to mimic that of their homeworld. Orindrian traditional craft's interiors are completely submerged in water. Be sure to double-check your flight booking if you decide to take an orindrian owned shuttle. They are one of the founding members of the GRC.

*skinsleeves are a skin-tight space suit that is as common as underwear. They provide basic enhancements of physiological structure.** The suits are compatible with all major armor systems. They provide basic resistances, survivability to vacuum, and miniscule armor protection.***

(**For Orlindrians only, for all other species it's like wearing a body sock ***Benefits of a skinsleeve only last as long as they are powered. Most are rechargeable and come equipped with a universal cable and charger.)

Economic Output:A

Military Strength: B

Technological Advancement: S

Cultural Resistance: D

System Order: A

Overall: B

Unique:

- Electrolysis - Orlindrians can produce a physical shock that can render someone unconscious. At low levels this sensation can feel pleasurable as a slight tingling vibration.
- Aquatic physiology - Orlindrians can breathe underwater, are natural swimmers, and have been known to survive in the vacuum of space after being frozen. When without their skinsuits, their body flops and becomes stretchy allowing them to squeeze into locations they could not normally fit into, however, their mobility is seriously reduced.



Sepix & The Freelight Syndicate

Sepix are a reptilian species that hail from Mahad. Sepix tend to prefer warm and tropical climates and many of the subspecies have large claws, large teeth, and potentially venomous bites. Through a supernatural link connecting all sepix known as Varanidae's Song, sepix bodies develop and scale with their perceived cultural might. This means those with the most wealth, power, and influence tend to be the largest, fiercest, and strongest of their kind. This has created a caste system with the majority of sepix people being just a bit larger than a pracovi. The middle class ranges from human to onigaram in size. The elite can be as large as a small freighter.

The Freelight Syndicate is composed of members from ten organizations known as the Ten Families. Each group adds their sphere of influence and expertise in the name of monetary pursuits. If it earns coin, The Freelight Syndicate most likely has their hands in it. They own the largest number of corporations, ports, and food processing plants in the galaxy. While a member of the GRC, the Freelight Syndicate is known to have agents under their payroll who handle their more nefarious affairs. Most things found illegal, forbidden, unsanctioned, or outlawed in other sub-sectors can be found freely available in systems under control of The Freelight Syndicate.

Economic Output: S

Military Strength: A

Technological Advancement: C

Cultural Resistance: B

System Order: C

Overall: B

Unique:

- Reptilian Physiology - This includes natural armor, regenerative capabilities, venomous spit and bites, limb regrowth, harsh weather resistances, and a slow metabolism.
- Varanidae's Song - Supernatural ability to scale and morph with perceived cultural might. Example observed changes: developed wings, natural camouflage (visible & thermal), corrosive spit that will eat through shields and armor.



[Canon Image]

Onigaram

The horned Onigaram are one of the more primitive factions in terms of technological advancement. They are more of a chaotic band of misfits than an organized group of individuals. However, thanks to their heightened libido and fertility, Onigaram, much like humanity, have spread far and wide. They are rather simple folk, easy to please with a good drink, a good fight, and a good fuck. They are loyal to a fault and willing to risk life and limb for those that they care about. However, they tend to be quick to anger and will hold onto grudges. They favor up close and personal engagements, preferring melee weapons to blasters;

however, when they enter their renowned Blood Rage, they are unstoppable juggernauts willing to do anything to get the job done.

Economic Output: D

Military Strength: S

Technological Advancement: C

Cultural Resistance: C

System Order: F (no collective organization)

Overall: C

Unique:

- Blood Rage - Onigaram can call upon the power in their blood to perform supernatural feats. Ex. increased strength, increased speed, physical growth, shifting hands to allow climbing on any surface, growing spikes for defense, manipulating vocal cords to produce a deafening shout.



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Calist & The Calist Armada

The Calist poured into the galaxy when the first warp gates were brought online. An itchy trigger finger caused an hour-long battle before a ceasefire could be called when the Calist ships destroyed the GRC's defense force that was present at the grand opening. The Calist are an

enigma that troubles scholars and scientists in the modern era. Every Calist comes from an unknown place via the warp gates. They also arrive without any knowledge of themselves, where they came from, and how they got there. Many theorize they inhabited a spirit plane connected to the physical plane. They are one of the few species that rely on magic to make up for their lack of technological advancement. As more ships venture through the warp gate, many have congregated, building into a larger armada. The Calist work toward the only directive they can remember - finding a new home. Their bodies are attuned to one three pillars: Blood, Spirit, and Shadow.

Economic Output: F

Military Strength: B

Technological Advancement: C

Cultural Resistance: D

System Order: S

Overall: C

Unique:

- Forbidden Magic - Calist, depending on their birth pillar, can draw upon certain spells available to them. Ex. Blood reap - can pull blood from others to heal themselves, Call on the spirits - can speak to beings beyond this plane for guidance, Shadow burn - can set someone's shadow on fire making the target cry out in pain.



Arithor & The Reborn

On the verge of extinction, the arithor people did something no one thought possible. With the assistance of orlindrian scientists, the remaining arithor people uploaded their consciousness into a neural network of machine bodies. Their numbers were in the tens of thousands before the procedure, yet now they number in the millions, causing concern and speculation of whether the original soul of the arithor people still exists under all of the steel and circuitry. Their home planet, Rilon V, has been replaced with a spherical ball of machines and electricity. Many refugees see the Arithor people, now known as The Reborn, as saviors, given their welcoming nature to other races. Anyone is able to travel to Rilon V and become a citizen. Once the paperwork is completed, immigrants are immediately given a job, home, and basic amenities. However, recent random disappearances and tales of memory loss have been floating around the holonet, cautioning those who believe it to be the ultimate paradise. The Reborn are members of the GRC, and depending on who you ask, some wonder if that's such a good idea.

Economic Output: A

Military Strength: C

Technological Advancement: S

Cultural Resistance: F

System Order: A

Overall: B

Unique:

- Immortality - Since their ascension, each arithor seems to live forever. Their mechanical bodies are just tools for their downloaded consciousness.
- Internal Network - The Reborn are connected to their own internal network. All they need is a stable connection strong enough to connect back home. This connection allows them to pull information and digital resources instantaneously.



Sectorum & The Allmother

The Sectorum are a group of people bound by fanatical faith. They believe they are the chosen and they have the divine right to rule the galaxy. The supernatural abilities the Allmother provides make it hard to argue. The Allmother leads the Sectorum with a stern hand, expecting pure obedience, and executing divine retribution. A former member of the GRC, the Sectorum was removed permanently after constant clashes with the other founding members, and a failed crusade against the Freelight Syndicate. While conflict has been minimal in recent years, many fear the Allmother to be building toward something. Very few are able to escape the Sectorum as leaving one's duties is punishable by death, and the Allmother always knows. Those that manage to escape, do so, giving up their gifts and knowing they will always be hunted by their kin. Travel through Sectorum territory is heavily regulated and monitored. It's in your best interest to go around.

Economic Output: B

Military Strength: S

Technological Advancement: B

Cultural Resistance: A

System Order: S

Overall: A

Unique:

- Allmother's Blessing: At will a member of the Sectorum can receive the Allmother's blessing enhancing their physical capabilities beyond their normal means. It's common to see superhuman strength, superhuman speed, regeneration, and unimaginable feats of luck.
 - Observed feats of luck include: navigating along a hyperlane without a navigational computer, back-to-back galactic lottery winnings (Sectorum are now banned), and falling from atmosphere without any safety device, landing, and not being killed on impact (they were on the verge death but still lived after spending a month in a biotank and replacing several limbs)



Inora & The Galactic Hive

The Inora are an insect-like race who hail from Api. The Inora are explorers, archaeologists, and preservationists. This comes from their commitment to the Hive. When they reach maturity, every Inora is given the choice to stay within the Hive and be assigned a duty or leave the hive in search of knowledge, technologies, and profits. They are required by bond to return to the hive with their gifts every five years. Those that do not return in six are disowned, losing their connection to the Hive and its resources. These “repud’s” tend to fall into piracy or other shady organizations, seeking a replacement for their home and family that was lost. Inora are great allies to have, for having the entire hive’s resources at your disposal can be a boon, but the opposite is also true if you come under their ire.

Economic Output: C

Military Strength: C

Technological Advancement: C

Cultural Resistance: A

System Order: A

Overall: B

Unique:

- Insectoid Physiology - Can lift way beyond their normal body mass. Their hair includes sensors to allow them to sense and “taste” changes in the environment. Multiple eyes

allow them to do well in zero-g and space flight. They have wings that retreat into their back when not in use. Their carapace acts as natural armor.

- *Note* Because of their carapaced bodies, most Inora do not wear armor as it causes irritation. Most wear cloth paired with a personal shield.
- Hive Mind - If they are still members of the hive, they have access to the entire hive's resources. This can be money, allies, or knowledge.



Pracovi

Pracovi originate from Dutza, a pink ocean planet surrounded by three man made rings consisting of ship docks, warehousing, and automated factories. They are easily identifiable from their short stature and heterochromia. They are one of the most industrious species in all of the galaxy. Many take positions as architects, engineers, and mechanics. Their deep desire to create and build allows them to produce some of the most rugged and well conditioned items in existence. Pracovi are responsible for the most common and well rated ships in the galaxy. While the Pracovi are not interested in expansion or territory, they do maintain a seat on the council and rely on many of the larger factions for protection.

Economic Output: A

Military Strength: F

Technological Advancement: A (Space Engineering S)

Cultural Resistance: B

System Order: B

Overall: B

Unique:

- Starfield Perception - Pracovi have an unnatural ability to see things others can't. That can be in the literal sense where they find a missing converter in a ship engine, or the figurative sense where they can tell a plan is going to go horribly wrong.
- Shortstack Physiology - unnatural strength given their size.



[Canon Image]

Morvula & The Republic of Morvulan Systems (RMS)

The morvula focus on the pursuit of the ultimate art, beauty, and perfection, each seeking their magnum opus. This could be the perfect painting, the perfect kill, or the perfect negotiation. Because of this, many people seek morvula on purpose. Given their drive and determination, they can be the perfect companion. However, they can also be the worst rival. Those going up against a morvula must be able to devote their life to the task at hand, because nothing is a greater honor for a morvula than self-sacrifice in their ultimate pursuit. The morvula are structured as a republic and their prime minister is their representative of the GRC. If it wasn't for their lack of numbers as a species, the morvula could dominate the galaxy. Typically, morvula do not wish to seek relationships, love, or want to reproduce, seeing it as a distraction from their self interest.

Economic Output: A

Military Strength: A

Technological Advancement: A

Cultural Resistance: S

System Order: A

Overall: A

Unique:

- Unlimited Focus: Morvula can tap into a side of themselves that allows them to dedicate their entire existence to a task. They can spend days, months, and years creating their life's work.
- Steel Will - Morvula are nearly impossible to influence.



[Canon Image]

Printaghast & The Assembly

The Printaghast started out as an aquatic reptilian species, however, their boom in cloning and genetic engineering has turned them more into hulking beasts of destruction as they seek to continue to improve their species. Some Printaghast have been known to alter themselves so that their physical bodies can withstand bullets, withstand the vacuum of space, or completely replace their body parts with improved versions of themselves. Their genetic experiments are heavily guarded secrets. The leaks of this technology led to the increase in human hybridization as well as the Geoff's. While the Printaghasts tend to be self centered and quiet people, wishing to be alone to focus on their own pursuits, the growing shifts in diplomatic events, and the events caused by stolen versions of their technology has required them to form the Assembly led by Director Vrekar and join the GRC.

Economic Output: C

Military Strength: A

Technological Advancement: S (Genetics)

Cultural Resistance: C

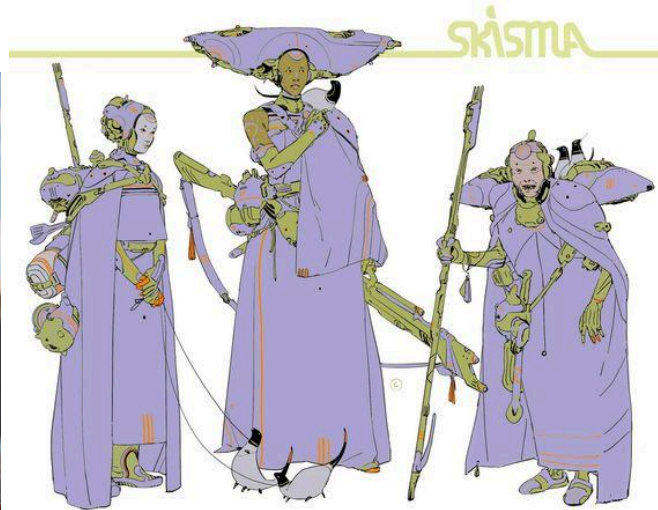
System Order: C

Overall: B

Unique:

- Printaghast Genetics - Every printaghast has genetically modified themselves toward a specific purpose. This could be to add more arms, allowing them to play multiple instruments. Develop stronger legs so they can jump farther and sprint faster.
- Printaghast Serum - The changes in their bodies can be instituted permanently through genetic adaptation or more commonly, temporarily by drinking a unique mixture. The Serum is poisonous to all other living creatures except the Printaghast but allows to change their genetic mixup temporarily allowing them to adapt to a specific scenario as needed.

Minor Factions & Races



Sisters of Nimora

An all female religious organization that follows the holy word of Nimora. SoN is led by individual sects of Holy Mothers who issue songs/orders) to the Sisters depending on the will of the divine. Easily marked as assassins or philanthropists, the SoN are a versatile and feared group. If your name is included in one of their songs, you better hope it's a happy one.



Geoff's

A cloning experiment gone wrong, Dr. Geoff Jefferson used stolen Printaghost technology and created a mutant virus that has plagued some of the nearby systems. Species infected with the virus prior to the cure turned everyone into a generic white guy named Geoff. Most people are disturbed the absurd deformity causing those who've contracted the virus into poverty or low wage jobs. They are subject to constant ridicule and discrimination.



Cultivators

Cultivators are plant based lifeforms, with no discernible method of speech but always have the same purpose, to spread plant life where possible. They maintain a child-like persona, always seemingly happy with the task they are doing. They are not hostile but overly disruptive. They travel in pods among the stars, landing randomly and without warning. Once landed they will begin attempting to cultivate their biome on the planet. This can be disruptive such as trying to build a tree in the middle of a busy intersection or in the middle of a construction site. They can be easily pushed away, where they will meander into some random place. Many of the major factions have created Cultivators sanctuaries where they are moved to nature preserves where they can continue to do their work. They are monitored closely as Awoken have been seen to completely terraform planets. The theory is that they originate from somewhere in deep space beyond the *insert name* Galaxy.



Shelbeks

Amphibious creatures that hale from *insert planet name*. Shelbeks tend to be curious but shy people. They roam the galaxy looking to explore new paths to known areas. However, they will very rarely if ever venture into dark space. Once they find a path they find enjoyable, they maintain that path every cycle, venturing home only for their mating and birthing season where all Shelbeks return to their homeworld. They have natural armored bodies and their beaks can sever steel.



Vault Guardians

Both a boon and a nightmare for unsuspecting scavengers or miners, Vault guardians are protectors of vaults scattered among the galaxy and deep space. They are constructs designed with devastating power, to protect vaults belonging to the precursors, which contain untold treasures, lost technologies, or “gifts” for those fortunate or unfortunate enough to find one. They tend to take the form of hardened rock and crystal, prefer to use melee attacks and powerful beam weapons from energized crystals that power their forms. Destroying the crystals is the only known form of deactivation.



The Precursors

Not much is known about those that came before, only that they laid the foundation for the current galaxy’s inhabitants. Remnants of the precursors are found via vaults that have been scattered throughout the galaxy. Many of the vaults have been found to contain lost technologies, ancient artifacts of power, and other hidden treasures. Given the galaxy has yet to be fully explored, many theorists believe these vaults are caches stored by another civilization much more powerful than to what exists today. The question still remains on





Human Hybrids

Humanity's incessant desire to improve itself and maintain individualized self-expression has led to cosmetic genetic manipulation. This has seen an increase in "hybrids" where humans take on physical traits of animals. While insistenty dangerous, the procedure is highly sought after by those looking for the ultimate method of self-expression. The alterations can be light, offering small cosmetic changes, while other more advanced procedures can completely alter and improve the users physiology. Some examples are increases in speed, reflexes, and strength. Alterations to the five senses such as seeing in infrared, heightened smell, and a basic self healing factor, are common as well.



Pirates

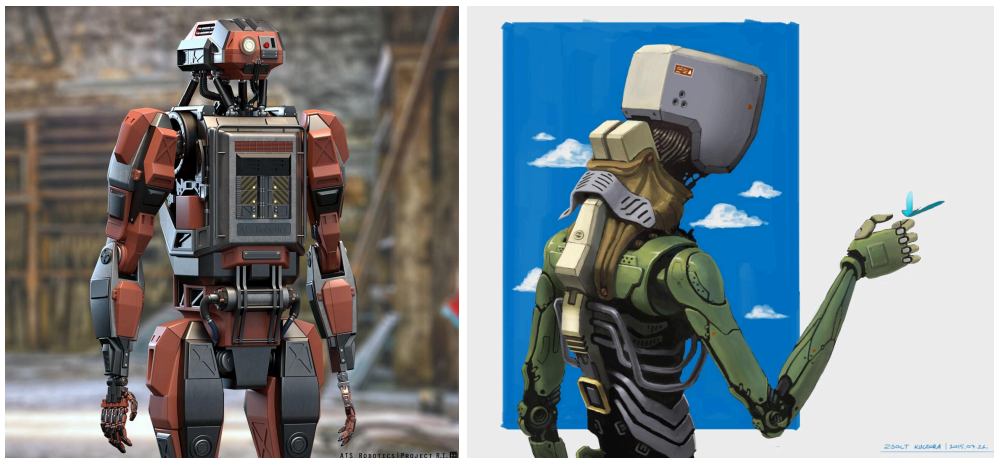
They say no one can hear you scream in space, the space pirates put that to the test for any unsuspecting traveler. The vastness of space gives pirates plenty of places to hide, with many praying along shipping lanes and the edges of undiscovered space. If it means credits in their pockets, they'll do just about anything to earn their bounty, especially if it sounds fun.

Four Terrible Trixies



Foobidiga

Foobidiga is one species that is discriminated against due to their visual look, putrid smell, and mind control abilities. If touched by one of their many facial tentacles, they can influence a person's thoughts, desires, and memories. Many people avoid Foobidiga entirely and will go out of their way to push them from their town or settlement. If a Foobidiga is nearby they will become the center of blame for anything that begins going wrong in the town, whether or not they are at fault.



Droids

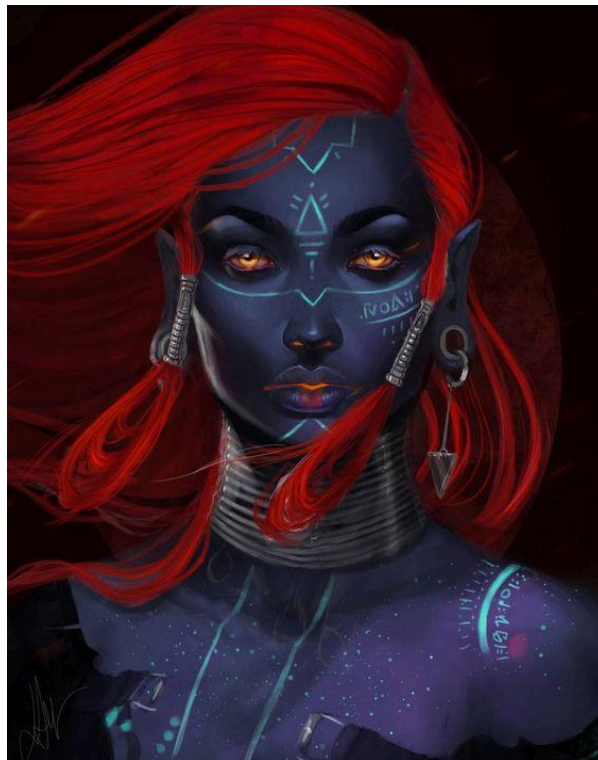
Droids are commonplace throughout the galaxy. However, every major faction has had some sort of event that has caused caution in developing advanced artificial intelligence. The events have caused the GRC to take a very detailed and strict stance against self-learning and sentient AI. Due to these restrictions, most droids are limited to basic servitude and primarily built for single tasks that can't cause harm to organisms. However, underground and illegal operating systems are common in back alleyways and black markets of all major planets. Since their

“ascension” the Arithor have also been pushing for more relaxed legislation against AI development.



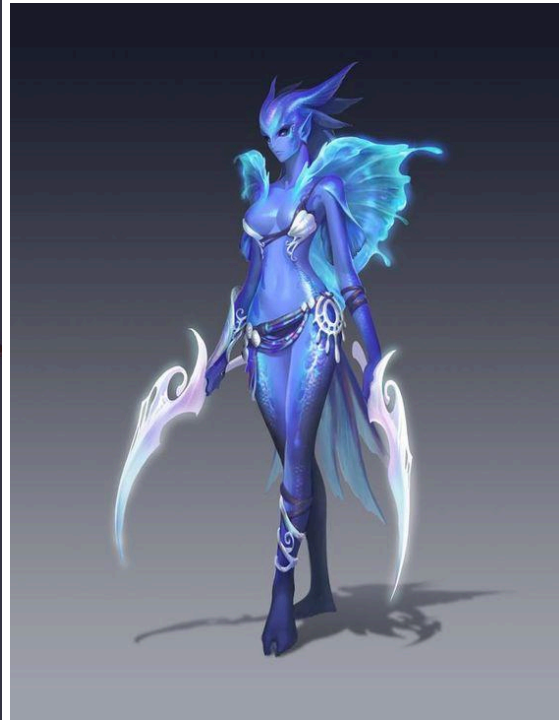
Fungaloids & The Fun-guys

Fungaloids are a sentient fungus species that hail from *insert planet name.* Most rarely travel from their homeworld, however, they are best known for the galactic musical sensation The FunGuys. The FunGuys are the most popular music group in the galaxy and have toured in over thirty different systems across the galaxy.



Oracles

The secrecy of the origins of the oracles are known only to their kin. They are highly sought out creatures, individuals connected with the galaxy through supernatural means, revealing hidden paths and treasures spread along the galaxy. Many are rumored to be able to provide brief glimpses into the future. Given their unique abilities, oracles act as advisors to the galaxy's elite or worse enslaved to those bold enough to tempt the winds of fate.



Lower Level Native Species

The galaxy is a far and wide place full of systems that have yet to be discovered in the unknown territories or systems too young to be brought up to speed in the galaxy. There are natural reserve systems designated by the GRC that remain untouched and are forbidden to visit. Normally this is due to a sentient civilization existing on said planet who have not yet been deemed sophisticated enough or intellectually ready to be brought into the fold. Given this, there are many lower level native species existing in the galaxy without any knowledge or awareness that there exists more intelligent life around them. Heavy caution is imposed on such civilizations as many are hostile toward outsiders and protected by GRC forces that monitor the planets from a safe distance.