

## AstralSaints Visual Identity Table – Phase Zero Descriptions

| ✓                        | Constellation  | Emblem<br>(Coin)  | Evol 1 –<br>Base Ship   | Evol 2 –<br>Enhanced<br>Ship  | Evol 3 –<br>Advanced<br>Ship   | Final Form<br>– Beast<br>Ship  |
|--------------------------|----------------|---|---|---|--|--|
| <input type="checkbox"/> | <b>Pegasus</b> | <input checked="" type="checkbox"/> Emblem:<br>Stylized horse head with wings, circular base, with three bright star dots radiating behind. | <input type="checkbox"/> Level 1: A compact red fighter with a narrow triangular nose, two side-mounted thrusters, and a sharp white racing stripe down the center.       | <input type="checkbox"/> Level 2: Longer main body, additional undercarriage boosters, twin forward-facing cannons, and faint feather-shaped panel grooves along both side hulls. | <input type="checkbox"/> Level 3: Fully extended mechanical wings with glowing internal seams, layered stabilizing fins, a sharp forward “beak,” and increased metallic layering.                | <input type="checkbox"/> Beast: Full top-down metallic winged horse with blazing mechanical mane, wings wide open with integrated thrust emitters in hooves and articulated wing joints. |
| <input type="checkbox"/> | <b>Dragon</b>  | <input type="checkbox"/> Emblem:<br>Coiled serpent dragon inside a vertical oval, flanked by horn motifs curving inward.                    | <input type="checkbox"/> Level 1: Green plated vessel with a stocky, armored body, thick segmented hull plates with layered metallic ridges, and a luminous central core. | <input type="checkbox"/> Level 2: Adds dorsal-mounted dragon-blade fin, side turrets extending out, armored contour lines and golden trims along the hull spine.                  | <input type="checkbox"/> Level 3: Body breaks into layered armor clusters, deployable shield plates on both flanks, dragon-shaped headlight domes with internal glow embedded in the front nose. | <input type="checkbox"/> Beast: Fully formed flying serpent with metal-scaled coils, horned steel dragon head raised upward, with tail forming a looping propulsion arc.                 |

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| <input type="checkbox"/> | <b>Cygnus</b>    | <input type="checkbox"/> Emblem:<br>A stylized swan in mid-flight, wings curving gracefully around a glowing snowflake core.  | <input type="checkbox"/> Level 1:<br>Slim, gliding blue vessel with elegant dual rear engines, streamlined cockpit, and feather-like side panels. | <input type="checkbox"/> Level 2:<br>Engine trails become crystalline, central node glows with frosted aura, side vents mimic icicles and exhale translucent blue vapor.    | <input type="checkbox"/> Level 3:<br>Transparent energy overlays, lengthened nose cone, sleek edge extensions with pulsing pale white light at wing edges.           | <input type="checkbox"/> Beast:<br>Full swan-shaped starship with sweeping ice-metal wings, glowing chest panel, and head forward in flight formation, surrounded by a snowflake field effect. |
| <input type="checkbox"/> | <b>Andromeda</b> | <input type="checkbox"/> Emblem:<br>Interlinked radiant points arranged in a triangular constellation pattern, connected by luminous chain-like lines, with a trailing pink-to-violet gradient flowing outward. | <input type="checkbox"/> Level 1:<br>Rounded pink cruiser with twin front emitters, curved hull, and fluid cables arching down each side.         | <input type="checkbox"/> Level 2:<br>Energy rings form around propulsion pods, twin cable emitters extend out from wing tips, animated chain-marked textures begin pulsing. | <input type="checkbox"/> Level 3:<br>Forward antennae form, side-mounted segmented arms extend, rotating chain-shaped energy icons circling the ship's central node. | <input type="checkbox"/> Beast:<br>Elegant chained guardian form, flowing silhouette with steel ribbon limbs, radiant star halo behind the body, surrounded by floating ring-blades.           |

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| <input type="checkbox"/> | <b>Phoenix</b> | <input type="checkbox"/> Emblem:<br>Stylized<br>flame-bird in<br>vertical<br>ascent, with<br>sharp<br>segmented<br>tail arcs<br>trailing<br>downward. | <input type="checkbox"/> Level 1:<br>Compact<br>orange<br>assault<br>craft with<br>flared fin<br>outlines,<br>four<br>thruster<br>ports, and<br>solar-burn<br>motifs<br>along body. | <input type="checkbox"/> Level 2:<br>Adds<br>aggressive<br>side spike<br>fins,<br>reinforced<br>rear exhausts<br>with twin<br>inferno trails,<br>vents<br>resemble<br>rising wings. | <input type="checkbox"/> Level 3:<br>Lower hull<br>glows with<br>volcanic<br>energy,<br>sharper<br>raptor<br>talons<br>emerge<br>underneath,<br>visible glow<br>haze<br>surrounding<br>the ship<br>edges to<br>simulate<br>heat. | <input type="checkbox"/> Beast:<br>Full<br>phoenix<br>shape in<br>steel,<br>massive<br>flared<br>wings with<br>segmented<br>feather<br>plates,<br>exposed<br>energy core<br>within<br>chest, and<br>glowing<br>flame-vein<br>etchings<br>across<br>entire hull. |