

The complete guide of

Primagens & Protogens

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What are Primagens & Protogens?

Primagens and Protogens are a cyborg alien species created by the FurAffinity user Malice-risu. Primagens were first created back in February 2015, with help from Kaiborg Studios Ascii & Abraxas* they were commissioned as partial Fursuits. Kaiborg Studios helped during our final design process and created the first digital-faced raptor duo. In April 2017, Protogens were released as an open free to make species. While both creatures share the same DNA, they are two different stages of Artificial technology and hold an arrange of different features and limitations.

Primagens & Protogens come from alternate universe to our own. In this world a powerful flow of interdimensional energy surges across the universe. This energy has been harnessed by powerful life forms and beings to power warp gates and drives. They have also used this energy to power some Primagens and Protogens with varying results.

What are the differences between Primagens & Protogens?

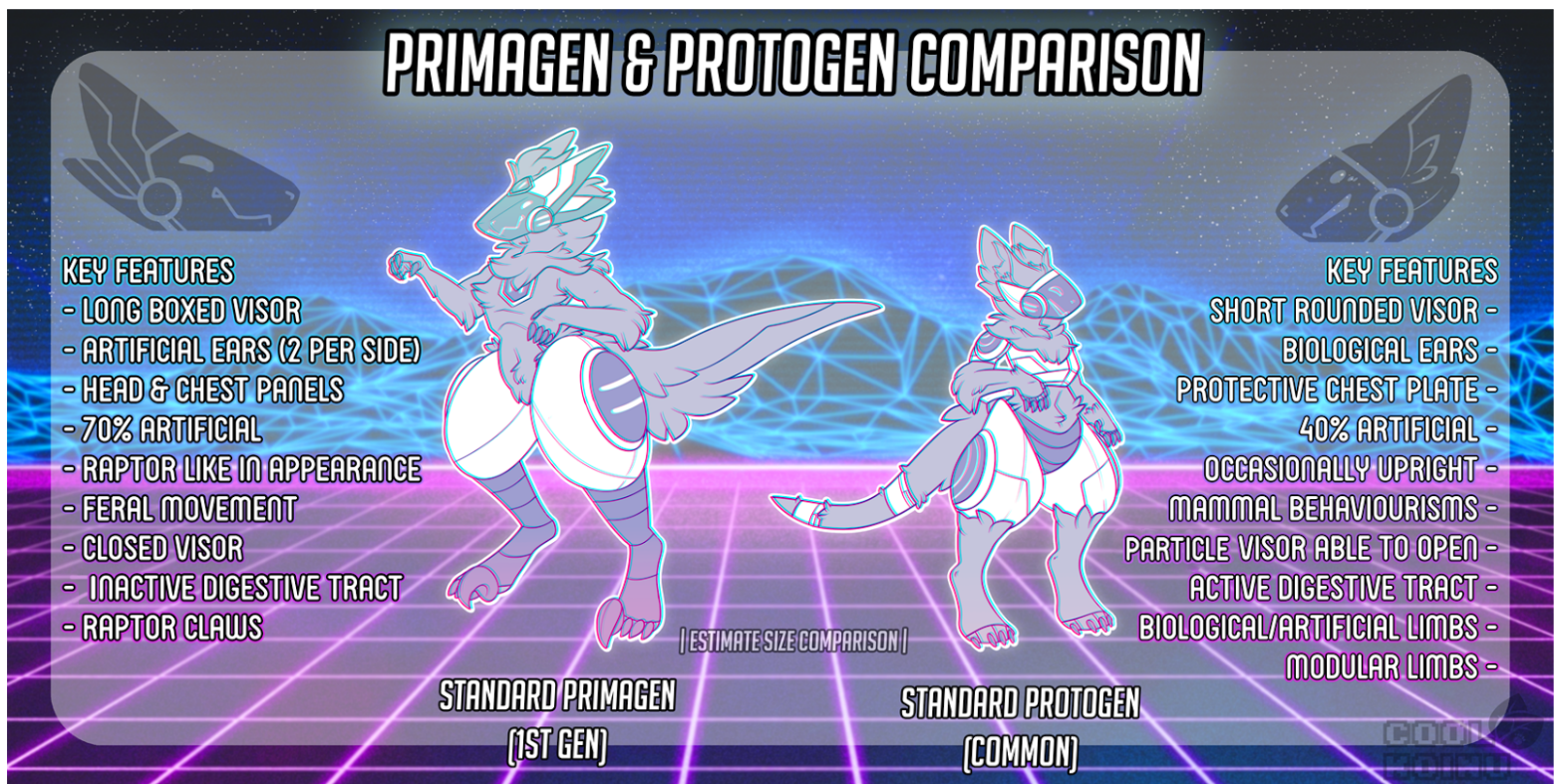
Physically there are many differences between Primagen and Protogen. Under the hood, there are also many differences between the two. Protogens, being the first model contain a lot more of their biological organs and still needing a functioning digestive system for fuel. Primagens on the other hand are the most recent advances in this universe, no longer needing food as an energy source, they convert electricity and *Arcanical Energy* to power their cyborg enhancements.

Protogen Core features

- Short rounded visor
- Biological ears
- Protective Chest Plate (Exoskeletal)
- Particle Visor (Open/Closes)
- Biomechanical Modular limbs
- 40% Artificial (Biomechanical)
- More upright position
- Mammal Behaviorisms
- Active Digestive tract

Primagen Core features

- Long boxed Visor
- Artificial ears (2 Per side)
- Raptor like in appearance
- Solid Visor
- Raptor feet claws
- 70% Artificial (Biomechanical)
- Head and chest panels
- Feral Movement (Hunched)
- inactive Digestive tract



The comparison chart gives a good visual example of the appearance differences between the two technological stages. Primagens have very specific features that are not openly available for Protogens, this includes artificial ears, raptor feet claws and chest/head panel combination.

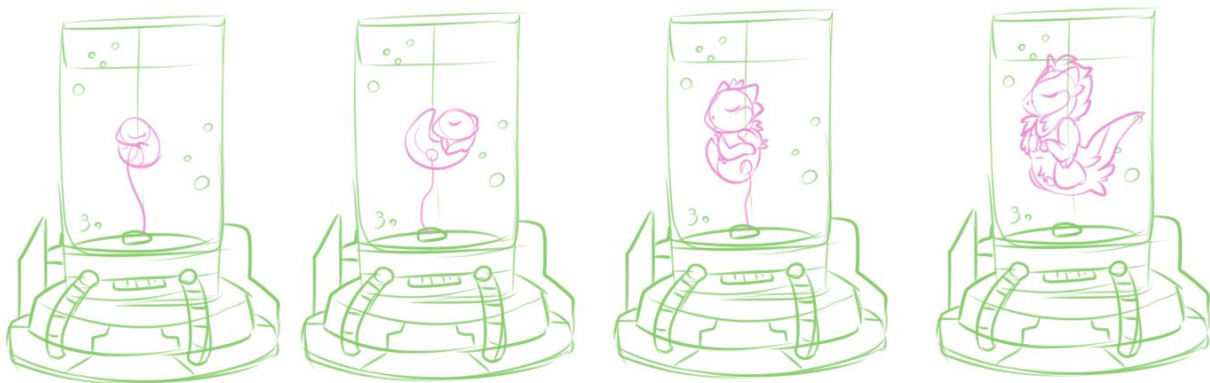
Protoprogens are identified by their shorter face, cheek panel with feature point, and exoskeletal chest plate and protective lower gear. Underneath they have a cloaca which contains their intestinal, urinary, and genital tract. Primagens & Protogens do not produce sperm or ova so breeding cannot be possible.

DNA Origin

The DNA of Primagens and Protogens originates from a terrestrial *theropodic* dinosaur like alien located on a Star system within the Reddus Nebula. The creators found this to be the most optimal species to integrate with the cybernetic enhancements and their natural adaptability skills made them ideal for planetary exploration.

Creation of Primagen and Protogen | Growth

All inseminated under lab conditions and grown in an artificial Womb tank system, The DNA has been altered to grow to the exact form which is needed, once grown to optimal size and development, they undergo a few treatments adding all cybernetic enhancements and are then left in a med pod which gives them time to heal and let their body merge with the enhancements. All of this is done under a medically induced coma like state. Once they are physically ready they are put under brain monitoring systems and are subjected to a direct neural input of information. So an impression has been made on them before they even see the world or walk for the first time. After that they are put through training programs and VR chambers to enhance their physical and mental capabilities.



Artificial Enhancements

Visor Technology

Protogen Visors are made out of a special nanite matter which is able to change shape and move allowing the Protogen to form a functional mouth and consume food. Each particle is an individual nanite (Nano-Computer) which are programmed to simulate a functional muscle and nervous system within the face. Food is broken down within the cluster on nanites, swallowed and digested naturally. Special optic nanites run through the visor as well as illuminated nanos to display the facial features.

Primagen visors are made out of a highly damage resistant carbon based material. Optical and illuminated nanites run behind the protective layer, displaying the facial features. Primagens have no functional digestive track so the nanite cluster technology was no longer needed.

Modular Limbs

Protogen were also designed with the ability of modular limbs which work on a *plug and play* system. The limbs were changeable to adapt to different terrains and environments. The legs of Protogens also contain Electro-Protein energy chambers, using adenosine triphosphate conversion to fuel their electrical and biological needs. Limb augmentation has lead to a variety of shapes and sizes, making Protogens more practical to their intended purpose as well as for aesthetic purposes.





Technical Issues | Viruses | Growth Defects

Technical issues

Both cyborg variants have shown occasional technical issues. These include but are not limited to Power conversion failure, radiation damage from extreme conditions, '*Jumpy robab syndrome*' or JRS and Cosmic dust build up. Protogen visors are also prone to losing nanites from blunt force or extreme magnetism resulting in cracked visors. Limb loss is uncommon but does not fully debilitate the Protogen as replacement is an accessible option.

Viruses

Viruses and hackings have lessened since the production of Primagen units. Their signals run on a variety of complex frequencies which are invisible to most foreign interceptors. Virus symptoms and signs include but are not limited to uncontrollable or violent glitching, internal electrical blackouts or limb incompatibility.

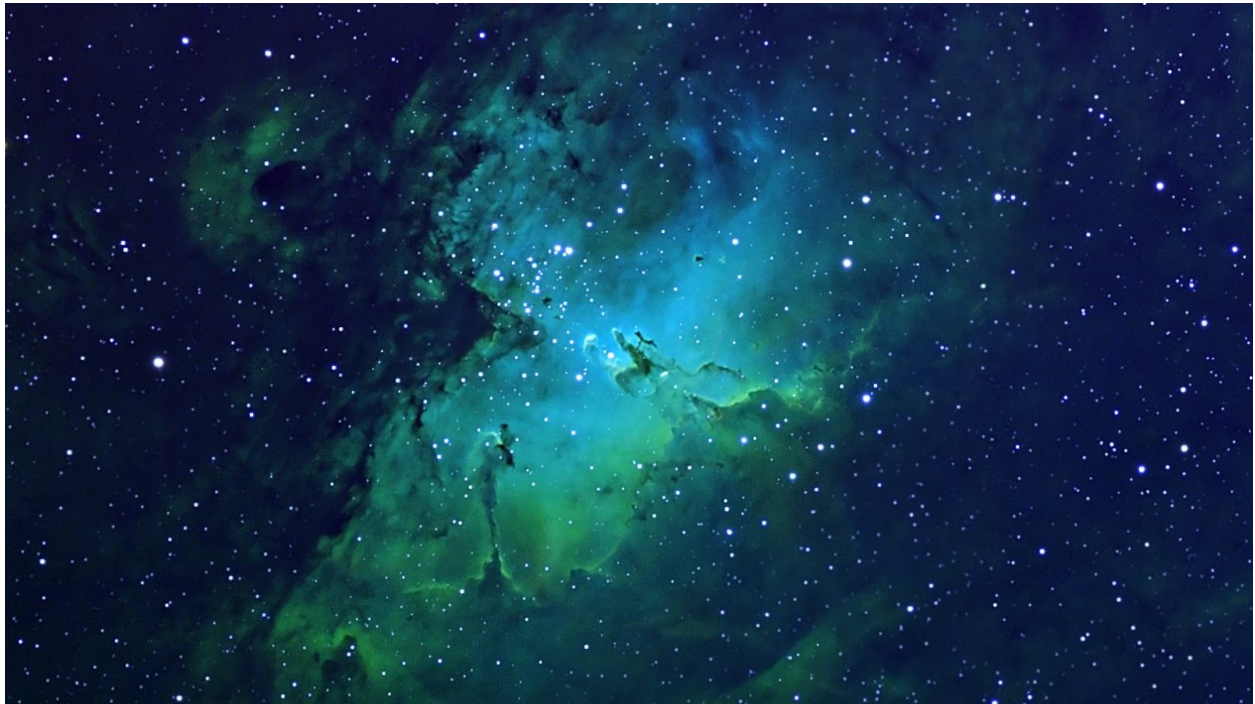
Growth Defects

Due to the heavily observed growth conditions and gene quality, growth defects are quite rare. Occasionally small gene deficiencies and defects slip through the carefully monitored system as they do not affect the function of the Primagen/Protogen directly. These can include but are not limited to coat length (Longer/shorter), finger and toe count, weight (Underweight/overweight) and ear size for Protogens.

The Creators

The Creators are the beings who bioengineered Primagens and Protogens. It is known that they come from the heart of the Oridia Nebula. Within the cosmic clouds the Creators have colonised a few star systems, each accessible via warp gate systems that were developed thousands of Earth years ago.

The Creators are considered a type III civilisation on the *Kardashev Scale*. They are able to control energy on the scale of its entire host galaxy, as well as harness Arcanical Energy. This ancient alien race strives in the exploration of uncharted space and alternate dimensions. Primagens & Protogens were developed to be the ultimate scouting unit, an intelligent controllable drone that could live and adapt to the variable planetary conditions.



Arcanical Energy

Arcanical Energy is a force of interdimensional *magic* that flows throughout this universe. Beings who are able to harness such power are considered to be 'Arcai'. While Arcanical energy serves as alternative energy form, it's also considering a highly spiritual and universally connected force.

In the year E18 - 25, Arcanical energy was converted into a power source for Warp gates, allowing travel and large matter transportation across the universe. This was a huge jump in terraforming technology, allowing quicker colonisation to new planets and star systems.



Frequently Asked Questions | Answers

Can I make a Primagen?

Primagens are a closed species, meaning that you cannot create your own without expressed permission. Please do not ask me if you can create one or if you can buy one from me, I offer Primagens for occasional auction only.

Why are they a 'Closed species'?

Primagens were originally made as characters solely owned by my partner and I. We decided to make them closed because we wanted to create a 'one of a kind' design for ourselves. Over the years Ascii & Abraxas grabbed quite a bit of attention, and so we offer these design for auction every so often.

How often are these auctions and how much are they?

At the moment there is no set times or dates for adoptable and custom design auctions. I do these usually every few months but this is subject to change depending on my IRL career. These auctions vary in price from \$150 - \$1100 depending on demand at the time.

Why did you make Protogens?

Since I decided to keep Primagens as a tightly regulated species, I wanted to make an open alternative to share with everyone. The concept was a design made before Primagens to show the technological advancements between the two. I wanted Protogens to be a more loving and emotionally sentient creature compared to their more *dicey* cousins.

How can I get a Primagen?

You can obtain a Primagen through adoptable Auctions on my FurAffinity (Malice-risu). This is the only way to currently get a Primagen. Any obtained outside this method will be deemed unofficial and possibly character theft.

Can I make a Protogen?

Yes, Protogens are an open species and are free to make. Please make sure to read and follow the species guidelines and rules when making your Protogen!

How can I get a Rare Protogen?

Rare Protogens are obtained through adoptables and auctions on my FurAffinity (Malice-risu), just like Primagens.



Can I upgrade my Common/ Uncommon Protogen to a rare later?

Yes! Any existing Protogen can be upgraded to a rare IF you purchase or win a custom rare adoptable. Upgrading means you will have access to regulated features on Protogens such as wings, extra limb modules, 3 eared Protos and multiple tails.

Can you help me design my Protogen?

Unfortunately I'm not able to always get back to everyone on this, while I do my best to give tips and check designs, I do not have a lot of time to help design characters outside of commissions and work. The Official Primagen & Protogen Facebook group is a great place to find artists and members that can help you, please do not be shy to ask for some assistance if need be!

Can you approve my Primagen Design?

If you would like to show me your design before posting I am more than happy to have a look and check if you need re-assurance. In the future we are planning on a verification system but until then I can offer to have a look!

What features can common and uncommon Protogen NOT have?

There is only a small degree of design restriction, this is to make sure that Protogen designs don't get too out of hand or unrecognisable. Some features or designs that are not generally associated with Protos include:

- Mechanical ears/ Primagen ears.
- Long boxed heads/ Primagen head shape.
- Tail mouths/ multiple tails.
- Wings (Excluding small non-functional chibi wings)
- Scaley skin (Smooth shark-like skin is acceptable)
- More than 4 Limbs.
- Raptor Feet claws. (Primagen feature)

Can I base my design off *theme/fictional character?

You are more than welcome to make themed or inspired Protogens but direct '*Skinning*' is frowned upon and may not be approved within the Official Primagen & Protogen group.

Where can I find more information about Protogens and Primagens?

This will be the most updated and regulated guide on Primagens & Protogens, but I highly recommend also joining the Official Primagen and Protogen Facebook group to keep in touch and up to date within the community!



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