

**\*Small Disclaimer - PDF may contain some grammatical errors and will be addressed before site launch! This is an update on the Protogen Guide only.**

## PROTOGEN GUIDE

This comprehensive guide covers the canon history, anatomy and ability of the Protogen species. Further on this page you can find the creator's guide, Proto FAQ and RARE Protogen Master list.

### What is a Protogen?

Pronunciation: /'prəʊtəʊ dʒen/ | 'Prow-toe-jen'

Protogens are a cyborg Alien species that are found in Zenith's Outer Reach (ZOR), a mammalian based creature created artificially for space & planetary exploration. Protogens vary depending on the 'DNA infusion' levels allowing Protogens to have an array of features & functions to help serve their purpose.

Core features of a Protogen include a visor display face, artificial chest & hip region, biological ears and a mix of artificial/Biological limbs. These are the most distinguishable features to identify a Protogen.



## DNA Origin & Species History

The Production and creation of Protogens started in the 12th Cycle of ZOR, the Primogenitors wanted to create a sentient modular being with the ability to learn and adapt to the universe without the constant upkeep needed for artificial life. At the time AI while being very efficient, struggled to learn and adapt to a forever changing world and would conclude biological life to be inefficient. Scientists turned to biological and cybernetic fusion as an alternative.

The DNA of Protogens originates from a Synapsid species located within the Reddus Nebula. The specifics of this species have been classified by Primogenitor scientists, but available extracts of research show that these creatures were adaptable to most environments making them the most optimal choice for space & planetary exploration. Once the ideal DNA was acquired, Primogenitor scientists worked on 'PROJECT ARC'; ARC - Artificial Remote Control. Scientists infused Micro Crystalline 'Arcaites' in the cerebral fluid of the Protogen, allowing total mind control over the specimen. This allowed Primogenitors total domination and control over the new species and halted the AI uprisings.

By the beginning of the 13th Cycle of ZOR, Protogen production had increased as a demand for manual labor and military use peaked. Protogen's were very efficient in filling these drone like roles as the Arcaites kept them in a subservient state, dubbing them the worker bee of the galaxy. They were treated very similar to AI as the stigma around their artificial creation and lack of free will gave them no individual rights. This unfortunately resulted in many Protogen's being abandoned or destroyed after their purpose was served.

Protogen that were further developed with complex features were often subjected to Arcuite instabilities. These experiments were to create a more elite class of Protogen with even more functionality. The additions of multiple limbs, flight functions and complex mutations often overloaded control system causing the Arcaites to short out early on after complete development. This resulted in the Protogen overruling their subservient behavior, becoming uncontrollable and dangerous to their masters. These elite class Protogen (RARES) were considered the rarest of the species as their additional features and mutations made them more powerful than most Protogen.

During this Cycle it was observed that some abandoned Protogen had started small colonies on one of the moons of ESMIRE 4. These communities had very little resources and were seen as harmless to the Primogenitors. In secret the fugitive Elites (RARES) had begun to develop skills in Arcai; an ancient dimensional power that allows energy manipulation and magical kinetic abilities. This allowed Protogens to nullify the infused Arcaites and reach a state of free consciousness. Harnessing this power had led to many Arcuite instabilities which were previously observed only in RARES and ultimately a rebellion movement formed.

The Protogen rebellion lead to a segregation within the Primogenitor race. Some considered the experiment and creation a complete failure while, others commended the advancement of a functional artificially created species. The separation gave birth to two factions the Syantika & Nehixim. The Syantika wish for a peaceful coexistence with their creation, while Nehixim wish to reconfigure or terminate the remaining 'defective' Protogen.

While the turbulence between the two main factions of Primogenitor's (Syantika and Nehixim Advancers) continues, Protogen's have created their own society on one of ESMIRE 4's moons. The moon known as E1 was terraformed and became the home capitol for the Protogen species. Protogen's have been able to freely live and thrive on the moon allowing them to continue to master and study Arcai. Mutual agreements made between the Protogen and the Primogenitors have allowed a semi peaceful symbiotic relationship. ESMIRE 4 still holds control of all Protogen production and continues to improve PROJECT ARC.

## GENERAL CORE FEATURES / MAKEUP OF PROTOGENS

- Short rounded edged visor
- Biological ears
- Protective Chest Plate (Exoskeletal)
- Particle Visor (Open/Closes)
- Bio mechanical Modular limbs
- 40% Artificial (Bio mechanical)
- Upright position / Bipedal
- Mammal Behaviorism
- Active Digestive tract
- Cheek accent plate with ridge

### Age Weight & Height Averages

Since Protogen are able to continuously upgrade parts there is no particular age limit, the factoring limit will be the Protogens ability to access the necessary upgrades in order to continue function. Organ transplant and artificial procedures can help a Protogen to continue to operate at full functional capacity. Failure to replace old organic and mechanical parts may cause the Protogen to lose function or worst case scenario, death.

The standard species height for Protogens 120 - 180 cm (Roughly 4 to 6 ft) with a weight range of 40 kg to 200 kg (88 oz to 440 oz). Weight will vary on biological make-up.

Some models were also made in extremely unusual sizes, this included a model range known as 'Micro-gens' and 'Colossal Protogens'. These elite models allowed Protogens to range from 10cm tall to 10m. These size specifics made it hard to balance the right amount of ARC Nanites and thus faced many Nanite instabilities.

Colossal Protogen - 200 cm and above

|

Microgen - 90 cm and below

### Visor

The visor on Protogens is made out of millions of small particle components known as 'Nanites'. The Nanites act as a shield barrier between the outside world and internals of the Protogen. Nanites are freely able to move and re-assemble their position, this allows Protogens to open and close their mouth. When eating, a gap between the face and esophagus is made to allow nutrients to be digested.

The visor itself cannot be removed, as the internal barrier is holding essential blood & fluid. If cracked or damaged, the visor will have an almost immune like response and cluster to protect the internal barrier. Protogens may lose nanites through blunt trauma, this may lead to cracks and gaps in the outer shell layer, but the internal layer will always be protected. If the internal layer of nanites is compromised this usually leads to permanent damage and eventually death.

Vision is artificially enhanced by the visor allowing the Protogen to have visual display overlays, thermal and other alternative optical abilities. The visor also allows scents to penetrate through a special set of Nanite receptors which carry the information to the brain. Nanites are not bound to any particular coloration or density, only that they have an outer and internal set to form proper functionality.

As a greater precaution and optical upgrade, some Protogens have been fitted with an additional flip down visor which adds an extra layer of protection and functionality. These 'visors' are removable and completely optional.



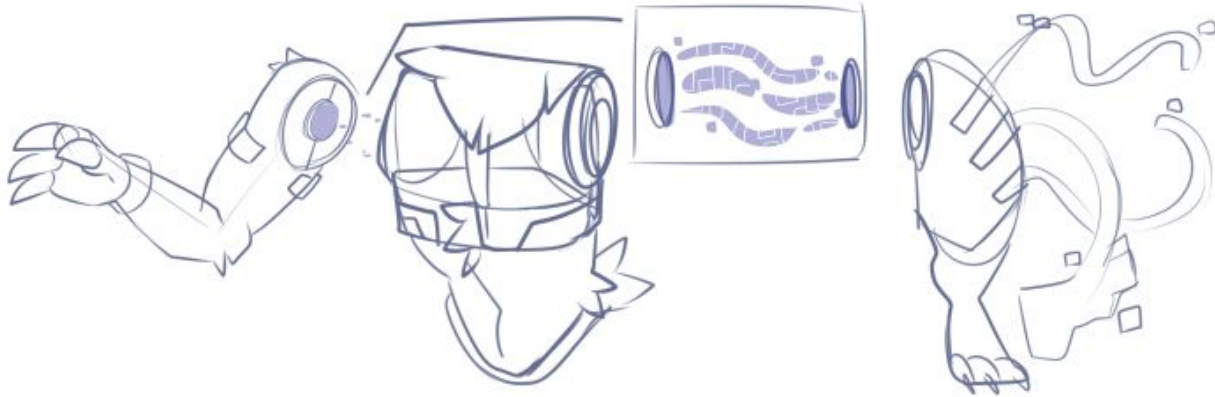
\*Nanite Explanation and break down still in progress\*



## 'Plug & Play' Limb System

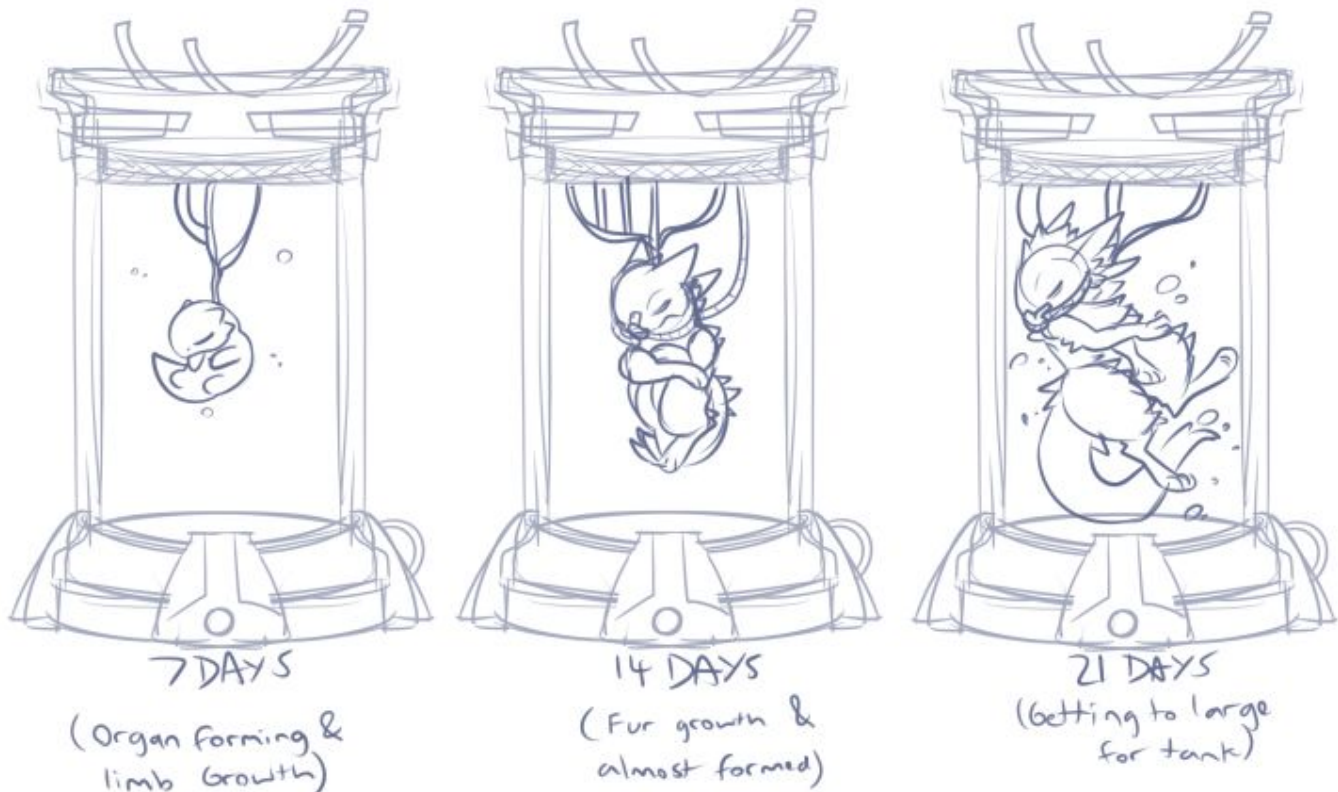
The mechanical chest and lower torso of a Protogen allow's the limbs to work in an adapter like fashion, this is the plug and play limb system. Limbs attach to the socket area with specialized magnetic nanites, these particles allow a solid join as well as transmitting Neuro data between the limb and brain of the Protogen. Protogen are able to freely remove and join new or alternative limbs to the main body. This also allows the Protogen to easily remove a critically damaged part or change to better suit the current environment.

Standard limb count is 2 arms, 2 legs and 1 tail, this allows the Protogen to fit most desired function. Primogenitor researchers found Arcaite instability issues when more limbs or complex systems such as flight where introduced, this put heavy restrictions on the Production of complex models as they served a higher chance of becoming rogue.



## Growth Process

All Protogens are created within the production facilities located on ESMIRE 4. Protogen are artificially inseminated under lab conditions and grown in artificial tank systems that simulate womb like conditions. The growth process takes a total of 21 days on average and an additional 14 days of artificial synchronization and training.

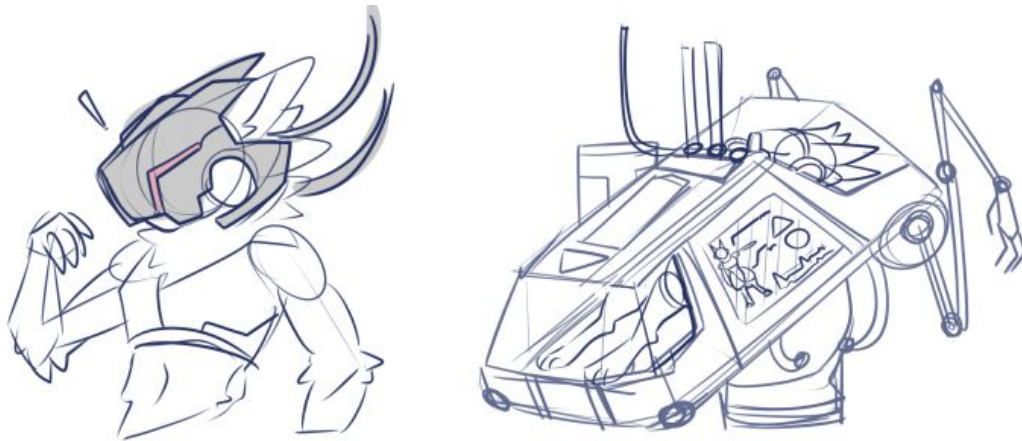


From 7 days onwards ARC Nanites are inserted into the cerebral fluid. Infusion process is carried out incrementally throughout the growth period. ARC nanites keep the Protogen unconscious for the remainder of growth and artificial synchronization.

Each Protogen's DNA has been altered and configured to specific requirements, this allows the Protogen to grow to the exact form that is needed. Once optimal size and full development has been complete, artificial transplants and treatments add all cybernetic enhancements required. The Protogen is also placed in a specialized med pod allowing time for the artificial and biological parts to merge. All of this is done before the Protogen has artificially 'born' or experience conscious reality.

Once they are physically complete the last stage is brain monitoring and data imprinting. Protogens are administered a direct neural input of basic functionality, purpose and training. This data input impression allows the Protogen to be at full functionality at the time of first awakening. Arcaite levels and functionality is monitored and adjusted over the remaining training days.

Protoprogens are then put through training programs within VR chambers to further enhance their physical and mental capabilities. Upon full completion if the Protogen has shown adequate Arcaite synchronization the Protogen is then transported from the production facility.



## DNA Infusion, Rarity Classes & Traits

### What is DNA Infusion?

DNA Infusion allows Protogen's to grow in a variety of different aesthetic and functional ways. Infusion is what makes each Protogen individual and depending on the level and complexity of infusion this will raise or lower is Rarity category. These traits are broken into 3 different categories; Common, Uncommon & Rare. The purpose of the rarity system is to help hold a species standard and what features apply to Protogens.

### Common

Common Traits are features & aesthetics that all base Protogens have access to. Common Protogen have the least amount of DNA Infusion and are seen as the species standard. Common Protogens are generally subordinate to their Creators as their disposition & nature has been stabilized to the needs of Primogenitors.

### Uncommon

Uncommon Traits are features & aesthetics that are more complex but are still accessible to all. DNA Infusion level sits as high as 50%, allowing half of the Protogen's genetic data to be altered with varying species. Uncommon Protogen more free-willed and are able to rebel against their Creators."

### Rare

Rare Traits are features & aesthetics that are extremely complex or do not fit within the species standards. The DNA Infusion rate is generally 50% or higher allowing the Protogen to access non-conventional features such as full flight, multiple limb sockets & complex nanite functionality. Rare Protogen are very few in number as Primogenitor's experienced many rebellious attributes & Nanite instabilities in Protogen's once the infusion level reached passed 50%.

Rare Traits are not publicly accessible but can be purchased in a few different ways (Community events, Adoptables, Custom slots & MYO Submission forms) The purpose of this restriction is to uphold the species standard design and lore but still allowing the option to obtain these very unique features.



## Roles / Professions / Purpose

Protopogens are created to fit a varying array of purposes from companionship to professional occupations, they are custom fit to their purpose. Many common occupations that are frequented by Protopogen include:

- Medical Response
- Defense / Combat
- Researcher / Scientist
- Security / Data Miner
- Construction
- Arcai Technician
- Pilot

Protopogens are also found outside these fields, including no particular function, purpose or assignment.

## 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.

Protopogen 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 Protopogen as replacement is an accessible option.

JRS - This is a rare condition where the internal nanite cells fall into an on/off functional loop for a short period of time. This causes the whole system to shut down and restart rapidly causing the Protopogen to 'jump' or jolt around momentarily. This surprisingly does not cause much harm to the Protopogen but can be dangerous to individuals within close proximity. The correct term for JRS is actually known as Nanite Restart Syndrome but 'Jumpy robab' became a more common nickname to match the visual associated.

### Viruses & Hacks

Viruses and hacking 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 Protopogen directly. These can include but are not limited:

- Coat length inconsistencies (Patchy fur, long fur, short fur)
- Abnormal toe/finger count (Lengths / shapes / make-up)
- Ear abnormalities (Missing structure/ Missing Scapha )
- Muscle hypertrophy / Muscular Hypoplasia



## COMMON

1 EAR SET (2 TOTAL)  
MAMALLIAN TRAITS  
AQUATIC TRAITS  
OUTER VISOR ARMOR (FLIP DOWN)  
FIXED BODY SPIKES/SPINES  
SINGULAR TAIL (ANY SHAPE/ VARIETY)  
STANDARD LIMB SET (2 ARMS / 2 LEGS / 1 TAIL)  
VISOR CRACKS / BODY DEFECTS (DEFORMITIES - SEE GUIDE)

## UNCOMMON

2EAR SETS (4 TOTAL)  
REPTILIAN / DRACONIC TRAITS  
INSECT TRAITS  
AVIAN TRAITS  
NEBULOUS TRAITS (ELEMENTAL)  
HORNS (ANY FIXED SET)  
FLOATING LIMBS (ARMS / FEET / TAIL)  
SMALL / CHIBI WINGS (TORSO SIZE)  
EXTRA APPENDAGES (ANTENNAE, TUSKS, ETC)  
ROBOTIC LIMS (SET OR COMBINATION - SEE GUIDE)

## RARE

3 EAR SETS (6 TOTAL)  
HEAD + CHEST PANEL COMBINATION (PRIMAGEN LIKE TRAIT)  
FULL FUNCTIONAL WINGS / FULL FLIGHT (1+ SET/S)  
ADDITIONAL LIMBS (3+ ARMS / 2+ TAILS)  
FLOATING HORNS (ARCAI - SEE GUIDE)  
HIGHLY COMPLEX NANITE ENCORPERATION (NANITES - SEE GUIDE)

COMMON AND UNCOMMON TRAITS ARE FREE TO USE AND ALLOW  
A WIDE RANGE OF CREATIVE FREEDOM THAT STILL REFLECTS THE  
CANON UNIVERSE AND LORE OF ZENITH'S OUTER REACH.  
TO ACESS OUR RARE TRAITS AND BE ADDED TO THE OFFICIAL MASTER  
LIST PLEASE CONSIDER CHECKING THE COMMUNITY PAGE FOR  
ANY CURRENT EVENTS, AUCTIONS, ADOPTABLES OR MYO FORMS!

(DRAFT / NOT COMPLETED)

# CREATING YOUR OWN PROTOGEN

Before creating your own Protopogen, **please make sure to read the guides available** to ensure your design fits within the species general appearance. Fictional Species in the Art & furry fandom are founded by their unique design, characteristics and lore which is why a comprehensive guide has been made for those interested in the beings & creatures within ZOR. [There is also an FAQ located further on this page.](#)

## Protopogen's are free to make for recreational use or adoptable character sale!

If you have an existing character, you are free to make a Protopogen form or an entirely new character from scratch. Both payable & free line-art bases are available within the community for those less confident with art, or alternatively you can commission an artist of your choosing for a reference sheet. You are also able to sell / trade Protopogens to other community members.

## What is the minimum requirements for a Protopogen?

The minimum requirements for a Protopogen are the visor display face, artificial chest & hip region, biological ears and a mix of artificial/Biological limbs. To be classed as a Protopogen the design must contain these core features associated with the identification of the species.

## A couple of things to remember when creating your Protopogen:

- Does the design meet the species standard?
- Purpose (What purpose does your Protopogen serve? It can be purely recreational!)
- Rarity Traits (What kind of traits do you have? Only rare traits are restricted from free use)
- Remember to have fun, don't be afraid to ask questions or think outside the box!

## Up to the Artist / Protopogen Owner

Your design is purely up to you so long as it still fits within the species general appearance and guidelines, so please feel free to play around with armor shapes, biological limits and accessorize to the fullest. For some ideas, what are your favorite environments? Consider basing them on what would be needed to survive in that terrain!

You are also free to add additional equipment, clothes, accessories,

Outside of design you are also free to give your Protopogen its own personality & story. Your Protopogen is able to exist in its own crafted universe or existing one and does not have to follow ZOR lore.

Some more things that are totally up to the artist / owner include:

- Back Story / Character story / Personality & characteristics
- Age / Gender / Name / Feature or function details

\* LEDs / Symbols / Facial design is all up to the owner

## Aesthetic Variants / Examples

### Visor Shapes

Protopogen have a short visor usually with rounded edges, here are some standard examples of visors:

\*Visors can deviate slightly from the main shapes below (More/less curve on edges etc.) Only off-limit aesthetic being the longer Primagen shape and surrounding armor.



Standard



Boxed



Oval



Shaped



Slim

VISOR RARE TRAITS - Nil



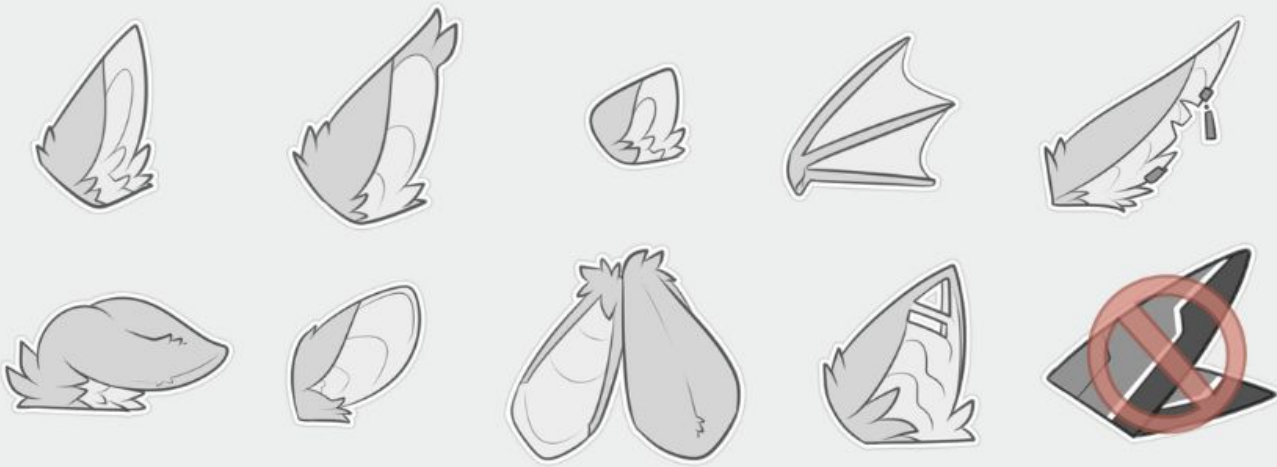
## Horns / Spikes

Protogens can have horns of almost any shape and size, this is considered an uncommon and above trait. Protogens can also have spikes anywhere on the body as well as some small floating hard light kind.

The only RARE feature is floating Horns (Solid or hard light). This is a very sacred symbol of high Arcai power and is a restricted feature to coincide with ZOR lore.

**HORN RARE TRAITS - Floating Horns (Solid or Hard light)**

## Ear Examples



Ears can be a variety of different shapes and sizes. There is only one limitation and that is the ears need to be biological. Common Protogen are allowed up to one set of ears, Uncommon can have up to two sets. They do not need to be furred and can have a variety of accessories, here are some examples:

\*Ears can vary outside the designs below, this is only a few examples. Only limits are mechanical ears & 3 ear sets for Rares.

**EAR RARE TRAITS - 3 ears per side**

## Tail Examples

Tails can have a large range of shape / size & function. Please be creative as possible, you can have as little or as much mechanical parts. here are some examples:

\*Tails can vary outside the designs below, this is only a few examples. Common & uncommon Protogen are limited to 1 tail present on the design, but are allowed to swap out to an infinite amount of designs with the 'plug & play' system.



**TAIL RARE TRAITS - Multiple tails (More than 1)**

## Armour Shapes / Requirements

Armor shapes can be any desirable shape. Extra armor such as 'flip down visors', gauntlets, Arm plates, leg/feet gear, tail armor is all optional. Protogens only require the minimum armor below:

- Cheek Accent (Any Shape)
- Chest Plate (Any Shape)
- Groin Plate (Any Shape)
- Thigh Plates (Any Shape)

These pieces are essential to the species design and cannot be removed. Plates/screens on the shoulders are optional but the cheeks do require some sort of accent or plate, it just does not require a 'screen'.

Some mechanical combinations are restricted to RARE such as a full set of mechanical legs or the Head+ Chest Panel combination. The only feature that is totally restricted from Protogen use is the Primagen leg design (Primagen only Feature).

The limbs below are fully mechanical parts that are allowed:

- Arms (Set or singular)
- Tail
- Leg (Singular)
- Combination (Arm + Leg)

**ARMOR RARE TRAITS - Head + Chest Panel combination | Full Mechanical Legs (Primagen like features)**



head Panel Example (Rare Trait)



Primagen Leg/Feet Example

## Hand / Feet Examples + Limb Restrictions + Additional Mechanics

Protoprogens can have a variety of hand / feet shapes & sizes. The most common hand shape is a clawed paw of 4 to 5 digits but this is only the species standard. Protogen have 2 arms & 2 legs & 1 tail as standard, any more limbs is considered a Rare Trait. Protogen can have either mechanical or biological hands and feet, both arms or legs can be of either make up. (All limbs can be fully biological, artificial or a mix)

Protogen can also have some additional mechanical extras such as a small set of mechanical 'Helper' arms/hands, tool back packs or weapon extensions fitted to the back / arms / legs. These are available at any rarity level.

The arms and limbs can be 'floating' or not completely joint to the body, this is an uncommon & above trait.

\*Hands/Feet can vary outside the designs below, this is only a few examples. Only limits are Raptor like feet/ mechanical leg combination. (Primagen Feature)



## HAND/FEET & LIMB RARE TRAITS - Multiple limbs (More than 2)

### Small Non Function Wings & Jet-pack Propulsion

Small non functional decorative wings are permitted for common & uncommon Protogens. This also includes 'gliding' aids such as a membrane like attachment from arm to body. Jet pack propulsion is permitted but also limited to short function use & size restrictions. Small decorative or 'chibi' wings must be no larger than the torso of a Protogen.

Full Functional Wings (FF Wings) and multiple wing sets are Rare traits, they can have a wide variety of designs from 'Hard Light' materials to biological. These wings are medium to large sized to realistic functionality.

## WING RARE TRAITS - Full Functional sized wings + Multiple wing sets

### Limitations

Protegens have a few limitations that restricts some features from being used within the species, this would include:

- Quadrupedal structure (or Taur like)
- Multiple heads or multiple torsos
- Lack of Limbs entirely (Singular missing or artificial replacements are okay)
- Primagen Features (Refer to Primagen species guide)
- Removal of chest plate / groin plate (Non Canon Design)
- Tail Mouths / Mouth Bellies (Does not incorporate into species functionality)

## PROTOGEN FAQ

### What is an open species? Why are Protogens an open species?

Open species are unique fictional species that have been created by independent artists. The term 'open' refers to the ability of public use and access, meaning the species can be freely created and used. While publicly available, these species still usually follow a set of anatomical rules and lore which identifies them, much like animals in real life. Protogens are an open species to allow free creation of creatures from ZOR, allowing people to make their own stories and characters based in / off the universe.

### Can I make my own Protogen?

Yes you are able to make your very own Protogen! Common & uncommon Protogen have no restrictions on the amount you can own. Please just make sure to follow the creation guide!

Individual owners can own up to a maximum of 8 individual RARE designs to discourage character hoarding.

### Can I feature Protogens in my artwork,story,book,game, product etc?

Public use / features of Protogens in artwork, media, books, games etc is fine with no royalties or specific permission required. A royalty would only be arranged if the works by Cool Koinu are being resold/used for profit. You retain all rights to your artwork/ Product and by featuring Protogens you have agreed to the community creation guidelines.

Primagens (Closed sister species to Protogens) do require special permission to use outside of fan-art, as the species has restricted use. (See Primagen Guide / FAQ)



## Why are RARE Traits restricted?

RARE traits are restricted as these are features that were not meant to be heavily associated with the species. From the lore aspect Protogen were designed to be a subservient bi-pedal mammal, the ability to fly would of been a disadvantage for Primogenitors. The other aspect is that these features are also used by many other open / closed species groups and by limiting the species to a specific set of physical traits the species maintains their aesthetic.

We also understand that these features are in demand and sought for, which is why we try to offer a monthly application and selection process to allow people the opportunity to upgrade and obtain these features.

For more information on MYO RARE submission please see our community page.

## Can I make a 'non-canon' Protogen?

You are free to make a Protogen which does not follow any of the original lore's backstory or universe physics. This Protogen will still need to fit within the species design and rarity system but does not have to physically function in reality/ ZOR Universe.

Examples of non-canon:

A Protogen that can remove the chest piece / groin plating.

A Protogen that is made out of a inanimate substance. (Jelly, plush, food, elemental etc)

A Zombie, un-dead or ghost Protogen

A Protogen Shape-shifter / Protogen form. (If you have a shape-shifter character they are allowed to take the form of a Protogen, or a Protogen who is a shape-shifter.)

Rules that still need to be taken into consideration:

The rarity traits (A non-canon RARE is not accepted, as this still portraying restricted features)

To be classed as a Protogen (Canon or non-canon), the design would still require the core features (visor display face, artificial chest & hip region, biological ears and a mix of artificial/Biological limbs)

## What if I disagree with the design rules?

The design rules have been structured to make sure that Protogens are identifiable within the open / closed species community. These rules and features are what define Protogen from other cyborg characters and species. If you disagree with the design limitations or species rules please consider if this is the community for you or not.

## Is NSFW/18+ artwork and media acceptable?

NSFW / Not safe for work or 18+ artwork and media featuring Protogens is fine.

We do not post any NSFW pieces within our community hubs as they are used by people of all ages, please make sure to only post this content where permitted. (FA / Twitter / Art sites / places that accommodate for adult content.)

## What do Protogen's run on? What Power can they use?

Protoprogens have an active digestive tract which allows them to consume food/Nutrients for energy. The food enters the stomach then processes through an advanced artificial organ which stores the some of the power created from broken energy molecules. This energy is then converted into electricity which powers the artificial parts, and the remaining energy consumed by food is used to support the remaining biological organs and cell production.

While uncommon, Protogens can also use Arcai energy to operate. A Protogen can go many years without food and run solely on electricity, Arcai or other alternative energy sources but is its not recommended as the biological parts will lack the needed nutrients. The Protogen will need to consume proper nutrients to maintain full biological function.

## **Do Protogens dispose of waste / Poop?**

ProtoGen waste is vaporized internally and a residual gas is very sparingly released (to not come out as a noticeable smell). So they do not poop but I guess it could be considered a fart?

## **Do Protogens need Sleep?**

ProtoGenes do not require sleep but intermittent breaks and restarts allow time for firmware updates. A ProtoGen can go into a hibernation mode if needed (In case of emergency or inactive use).

## **Do Protogens smell and taste?**

Yes ProtoGenes are able to detect smells through specialised nanites that have smell receptors. These carry the scent information to the brain much like in humans or animals. ProtoGenes are able to taste but are limited on ability to as taste receptors are fewer in number. The ability to taste is half that of a human.

## **What are ProtoGen Firmware Updates for?**

These digital updates are accessible through the Proto neural net and allow ProtoGen to download updates for their artificial components. These updates are usually made by Syantika faction to better help the ProtoGen species and offer as exchangeable trade for their services.

## **How do ProtoGen Breathe?**

ProtoGenes do require oxygen to survive but can adjust to the levels in the provided environment. ProtoGen breathe through the visor as nanites carry in oxygen molecules to special receptors located in the back of the throat. The ProtoGen then inhales this storage of oxygen molecules, the action is similar to a normal breath. If the ProtoGen is submerged in water, the nanites will close up stopping this molecule delivery system.

Aquatic ProtoGenes possess a gill system which allows them to adapt to this environment.

## **Can a ProtoGen live in space?**

A ProtoGen cannot survive permanently in the vacuum of space and will need oxygen to provide required nutrients to cell production and function. A ProtoGen can go out into space without additional protection or gear but it is not recommended as they are not 100% protected from radiation.

## **Do ProtoGen contain ferromagnetic (Magnetic) properties?**

Yes ProtoGen do contain magnetic properties. The exact makeup is unknown as the Primogenitors have always been very secretive of their research but from available information they do possess some level of ferromagnetism.

## **How do Protogens talk/ communicate or sound?**

ProtoGenes are able to communicate in a multitude of ways. ProtoGenes can either learn certain language dialects (Alien or earth origin) or well as using a variety of clicks, beeps, buzzes and robot jargon. ProtoGenes can also communicate via a telepathic network wired to their species.

Their base dialect and language study does derive from the Primogenitors own language but this only by default.

## **What Kind of equipment / gear can ProtoGen have?**

ProtoGen can have any kind of gear / equipment or items, there is no limits on what you can add to the armor gear!

Some acceptable examples are:

Speakers / music devices

Guns / weapons / lasers

Small robotic 'helper' arms

Medical equipment / surgical gear

Clothes and accessories (Of any sort)

## **What kind of Vehicles do Protogens use?**

ProtoGenes can operate a variety of vehicles including space craft and EVAs. Most of these were built by Primogenitors but some ProtoGen have crafted their own vehicles.

Thank you for reading the Protogen Guide Update! All of these screenshots are from the new species and universe guide site known as 'ZOR' - Zenith's Outer Reach. My goal is to continue to create an interesting sci/fi fantasy universe for people to work with/ create within! While this year has been very difficult for many of us I still hope for a 2020 release, I will continue to work hard and provide updates as I progress!

A huge thank you to all my Patrons for helping fund the site creation and development! I would have not been able to dedicate this much time to the site if it wasn't for the continued support online! If you would like to help contribute to the time and art production for the new site please consider joining Patron!

- Koinu

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