# Abstract

Naki. Dark matter raccoon humans. They have raccoon ears with stripes, dark-colored hair specked with turquoise and gold glowing spots, and striped tails. Their faces have classic dark raccoon masks around their eyes, and the designs of these masks vary from person to person (at least six different varieties). Incredibly intelligent, however highly fragile and dependent on their technology to protect them from damage.

Their tech is ultratech. They were a former order of space-faring people who used genetic modification to distance themselves from other humans. They built several permanent space habitats around black holes near the rim, living there for thousands of years. On those stations, they studied the black hole, revering its power religiously and using the extractable dark matter to power their stations and fuel their defensive weapons.

However, about 500 years ago when the Empire arrived on the Rim, the two factions disagreed on religious ideologies. While the Empire used psycasts as their source of power, the Nakis used dark matter in similar fashion. This caused the Empire to grow jealous of the Nakis, and thus the Empire launched a crusade against all Naki stations.

However, the Empire met a fearsome foe. While low in numbers, Naki home stations were nigh impervious to shipborne weapons, drawing infinite power from the black holes they orbited. Many Empire fleets were decimated in the decades-long war, leading to their eventual splintering and decline in the current Rimworld timeline. The Empire persisted and eventually moved entire moons to shove the Naki stations into the event horizon of the black holes they orbited. Before long, the millions of Naki were reduced to a single station, and eventually, that too fell.

With the Naki fleets and stations defeated, the Empire succumbed to the protracted proxy war, and fell apart among the rim. But, recently, absurd reports of miniature black portals opening on the rimworlds have surfaced. Nakis, imbued with the power of black holes and dark matter, have begun to materialize on the surface of planets. Some claim that they escaped a cultist order, led by a powerful archotech living in the supermassive blackhole Omega Eden. Others claim to be simply settlers compelled by their god to live a peaceful life on the rim. Regardless of how truthful these stories are, there is far more to their return than what appears on the surface.

# Gameplay design

As ultratech races, the Naki rely on Dark Matter extracted from live prisoners or Pylons. Like Rabbies, Nakis have a need for Dark Matter, though they don’t go insane from zeroing it out. Instead, they cannot heal from injuries and bleed out much faster as their bodies cannot heal without Dark Matter.

The central gameplay mechanic to Naki is the Pylon. The pylon acts as a meditation site, similar to Royalty meditation sites or Revia sacrificing circles. Naki pawns can meditate there, and the Pylon can be set to generate either Dark Matter or Naki items. This will be done from a settings panel at the bottom of the screen when the Pylon is selected. Different items require different amounts of meditation time. Meditating at the Pylon replenishes 2 dark matter per Naki per hour meditated. Naki can also ingest a single unit of Dark Matter to replenish 10 in their own needs bar.

Pylons can be built at the start of the game with a single unit of black matter and 100 stony materials. Getting the black matter at the beginning requires either spawning with it or harvesting it from a live pawn. (described further below)

Meditating at the Pylon is the Naki way of channeling the power of black holes.

## Items and apparel

### Dark matter

Dark matter is a drug and a crafting item. Naki can take it to replenish their own Dark Matter needs (1 DM item = 10 dark matter need). If a non-naki takes it, it inflicts Decay for 30 seconds, likely killing the pawn.

It can also be forcibly given to a prisoner or downed pawn. Killing a pawn with Decay drops 1-3 dark matter on the corpse instead of a body.

### Weapons

Naki can use normal weapons and wear standard clothing but benefit from wearing their own race’s clothing. Their own race’s clothing reduces daily loss of Dark Matter by up to 90%. At lower tiers, they function as clothing, but players can craft a reinforced armor plate to protect the chest area. Higher-tier armors include barrier shielding to compensate for a relative lack of heavy armor protection. All tiers of armor require Dark Matter and metallic materials.

Naki ranged weapons are all ultratech, and cannot be crafted normally. They must be assembled at Omega Eden by their archotech and sent through time and space to the colony. Once here, they have limited durability, and cannot be used by non-Naki.

The weapons are:

1. Naki Antimatter Launcher: Three doomsday rockets with a unique black explosion. No fires, but the explosions do far more damage.
2. Naki Minigun: Can fire a maximum of three bursts. Each bullet does 16 damage with lower accuracy than the standard minigun.
3. Naki Anti-Walker Rifle: 16 shots high, energy long-range rifle. Each bullet does 80 damage and has high accuracy at long range. Wide (10 tiles) forced miss range.
4. Naki Assault Rifle: 60 shots, three burst charge rifle. The standard charge rifle but with more damage per shot.
5. Naki Energy Pistol: 100 shots, one shot per burst. Think Handcannon from VWE but with faster ROF.

Naki also has melee weapons, but these can be crafted normally with metallic material and Dark matter. These do not have a durability meter.

Melee weapons:

1. Dark matter tanto: Gladius alternative with slightly lower damage per hit but higher hits per second.
2. Dark matter katana: Longsword alternative, with slightly lower damage per hit but higher hits per second.

Because of the durability limitation for these weapons, ideal gameplay will make the player choose between sacrificing many of these weapons for a raid or saving them and using other weapons. In the endgame scenario, the player will be reminded to store up several of these weapons to survive endgame.

### Clothing

Standard clothing has a starship motif to it. Think clothing you’d find on a Star Trek, Star wars, or Stargate show. It’s mostly made out of synthread, but the same motifs can be made from any wooly or fabric material.

Undergarments:

1. Female underwear with stockings, bra, maybe corset
2. Male underwear, no bra or corset.
3. T-shirt

Mid layer:

1. Vest
2. Turtleneck

Outer Layer:

1. Jacket
2. Short Jacket
3. Halter Top Jacket
4. Long Sleeved Shirt
5. Galaxy themed dress
6. Galaxy themed stiletto dress
7. Galaxy themed tuxedo

Pants layer: (Note since these don’t show up when rendered just make standard sprites)

1. Short pants
2. Long pants

Shell:

1. Space coat
2. Officer’s coat
3. Scientist’s coat
4. Trench coat
5. Galaxy tailcoat

Head layer:

1. Marine cap
2. Scientist’s glasses
3. Wide brimmed hat
4. Hood with cape

### Armor

Early game:

1. Darkweave body armor (2 components, 10 DM, 50 metallic, more survivability than standard body armor)
2. Darkweave veil (Veiled hat that protects as much as simple helmet

Midgame:

1. Marine uniform: Light plasteel and dark matter infused armor that is similar in power to a full suit of flak armor. Increases melee hit chance and ranged hit chance.
2. Officer’s uniform: Increases social and aiming, but has lower protection.
3. Ranged weapon shield belts and melee shield belts. Requires dark matter to be made but equivalent to high-end Eccentric Tech gear.

Endgame:

1. Defender armor: Cataphract armor but contains internal shields. It slows the wearer down but can be countered with spells.
2. Ranger’s headpiece: visor with shields that allows incredible shooting buffs.
3. Defender’s helmet: Defensive helmet with bonuses to damage dealt by melee weapons.

## Spells

Naki developed their unique form of psycasts, which are exclusive to the Royalty psycasts. If anything, Naki cannot use neurolinks or vanilla psycasts (unless dev-moded in). Naki spells require the user to have stored up Dark Matter, and to have enough for the spell to work.

Naki instead develop links to the Pylon, up to level 9. Each level grants an additional 50 to their max cap of dark matter. Each Naki starts at 50, and can reach 500 at max cap.

The spells are:

Level 1 (40 DM each)

1. Amplify: Increase movement speed, shooting accuracy, and melee hit speed for 10 seconds.
2. Decay: Casts an Hediff on a pawn at close range that causes them to take damage on random body parts for six seconds, with damage every second.
3. Hold: Stuns the target for 4 seconds.

Level 2 (80 DM each)

1. Close Wounds: Stops bleeding Hediffs.
2. Confuse: Confuses one target to make them walk around for 3 seconds
3. Mind fog: Lowers consciousness of target by 30%

Level 3: (120 DM each)

1. Mid Healing: Heals 3 injuries and stops bleeding
2. Mass fog: Mind fog over a 5x5 area
3. Greater Decay: Decay but it lasts 6 seconds

Level 4: (160 DM each)

1. Gravity well: Sucks nearby pawns into a single tile but doesn’t damage them. 10 tile radius, and sticks around for 8 seconds.
2. Distort vision: Temporarily blinds pawns in a 8 tile radius circle for 15 seconds.
3. Gravitational Lensing: Creates a small shield bubble that blocks shots in and out for 10 seconds.

Level 5: (200 DM Each)

1. Greater Heal: Completely removes all damage on a pawn, and removes permanent limb damage as well.
2. Singularity: Sucks all pawns in a 12 tile radius and destroys them.
3. Mass destruction: A 8 tile AoE decay cast that lasts 12 seconds.

## Buildings

All craftable Naki items are built at a Naki Assembler. This functions as an analogue to the Fabrication bench, and requires components.

If I have time, I want to create a teleportation pad that serves as a one-way teleporter to a location anywhere on the world. It requires a Naki to use it and costs 100 dark matter. It can also teleport a group to other established colonies.

# Race design

## Concept art



## Design

Nakis have one fluffy tail and two raccoon ears. The tail is universally grey and black, and has a lot of floof. The ears have dark grey stripes with a luminescent teal inner ring on the inside of the ear near the edges.

Hair colors are all universally dark, ranging from dark greys to dark blues and purples. The hair is flecked with teal and yellow specks, like stars in the universe. If one allows you to smell their hair, it would smell of raspberries and rum (ethyl formate).

The female head shape is going to be borrowed from Kurin, and male head shape from the Male Kurin mod.

Body shape will also be borrowed from these two respective mods.

Racial characteristics are as follows:

1. 20% slower farming speeds
2. 20% slower smithing and crafting speeds
3. 40% boosted research speeds
4. 10% boosted social speeds

In addition, as discussed, Naki have a need bar for Dark Matter and can draw from these internal reserves to power spells.

To be in line with other anime race mods, Naki does not suffer from the effects of aging and can live to be 120 years old.

## Personalities

The vast majority of Naki are pragmatic, teetering on nihilistic sarcasm. However, they are also incredibly curious and will make small talk with you to get to know you better. As agents of Omega Eden, they are tasked to discover more about the universe and bring stuff to it by disintegrating others or blackholing them.

On a personal level, they’re generally kind upon first meeting, wanting to get to know you. The longer the relationship lasts, the more one discovers that they have an insatiable thirst for disintegrating and blackholing everyone and anything. Naki claims they’re sending information and knowledge back to their parent, but they don’t fully grasp that non-Naki is effectively destroyed in the information transfer process. Beyond that, they don’t fully grasp good and evil, so that can cause friction between races and colonists who team up with them.

# Faction

Nakis don’t have a worldly faction but can spawn as raiders or wanderers. There will be a random event where a portal opens, and a heavily injured Naki can be captured or healed to join.

If one gathers 100 dark matter, and has at least 1 Naki colonist, they can use this 100 dark matter at a Pylon to summon (randomly roll) a Naki colonist to join the colony.

# Endgame

There are two endgame scenarios for players to play.

## Energy Fountain:

By sacrificing 1000 dark matter, the Pylon can be upgraded to an energy fountain. It will still be usable during the quadrum it takes to transmute, but raids will spawn in every 7 days. All hostile factions will try to destroy the Pylon and take the dark matter to build their energy fountain. If the pylon is destroyed, the event ends.

When the Pylon finishes transmuting, a modal will open, telling the player that they now have an infinite energy source. A player can interact with the Pylon to exchange 1 unit of dark matter for 100 units of any arbitrary resource.

## Singularity

To appease the archotech that borne them, Naki can choose to use 1000 dark matter to begin a collapse scenario. This collapses the spacetime portal that powers the Pylon into a new black hole, sucking in the entire planet and destroying it. Naki’s don’t care, since they’re going back home for them. For other factions, not so much.

All factions on the planet are set to hostile, and will spawn waves of attackers every 1-2 days. This will last for 7 days, at which a modal will open asking the player to press the big red button. If they choose so, the entire settlement is destroyed along with the planet. GG lmao.