

Races!

Despite the differences, the three races are all 'human'. Genetics prove it. They just happen to be three radically morphologically different subspecies.

[Basics: Fur benefits and drawbacks cancel each other out, Quadruped and climb pen cancel out, forelimb and pens cancel out]

Hume- The hume are modern day humans and closer primate anthromophs. Most either lack or have very thin fur and no tails. On the other hand, it makes them better at technical jobs as they have less things catching in places and shedding, and are more sensitive to touch over their entire body.

Zoan- Zoan are pretty much anthropomorphic animals. Tails and such. They tend to be somewhat more athletically inclined than the average hume, but don't too as well in the heat due to the fur.

Fur (immunity uncomfortable cold and heat), +4DC on intense heat

[[Zoan weight +5lbs or so more than the average hume. Tail.]]

Taur: Taurs are similar to Zoan. One of the few six limbed mammals, they stand on four legs and have a standard upper body. They have paws, not hooves. Generally, they only where tops, and culture has them keeping tails down for the most part to preserve modesty. They sometimes swim in a bottom though.

Quadruped, -4 on climb, Fur (immunity uncomfortable cold and heat), +4DC on intense heat

-5 pen to use forelegs as psuedohands, -9 with off hand penalties.

[[Taur are about one and half to double the weight of the other two races.]]

Biology!

Taur: The lower body has only eight ribs and thoratic vertebrae, resulting in an over all shorter lower body then you would expect. The body divisions are head, torso (consisting of chest or thorax and abdomen), trunk (consisting of the lower body; subthorax and subdomen), and tail.

Hume: Primates are all in the hume. For some reason, primates almost never get fully furred... odd. Most of the full furred on have a zoan or Taur parent. Not all, but most. Some do get the thumb-feet though. Makes others jelly. Not all that useful since toes are short though. (same -5 plus the -4 off hand pens as Taur.) So they can hang from their feet, if they are strong enough, but honestly, with a base of 1 when taking 10, not much else.

Zoan and Taur tend only to resemble creatures form Euarchontoglires and laurasiatheria.

--Not sure if to include hoofed or not...

Taur eat about half again to twice as much as hume and Zoan. Bigger bodies and all.

Food! With a large portion of the sentient population being anthro mammals, eating mammals never really took on strongly, though they do raise them for milks. Hmm... milk. Instead, most cultures eat sauran meat. Warmblooded, lays yummy eggs, matures rather quickly and taste awesome to boot. And yes, you can make bacon from it. Of course, they still love seafood and poultry. Because dammit chicken rocks.

Diets vary. All are omnivores, but some can handle more cellulose rich food (and need it) better than

others. (Like the herbivour looking taur [who aren't all that common for some reason] and Zoan of the same.) One of the things people watch along with fat and salt content is cellulose content. Also; you can tell by the teeth. While not true carnivore/herbivore teeth, canines and molars are more pronounced in some.

Taur, frankly, eat more than Zoan and Hume. On average, a Taur's meal is 50 to 100% larger than a Zoan or Hume serving. It reflects in the prices too. Meals are sold as B or Q sized. Q sized meals are about 40 to 100% more, depending on the place. Fast food hovers around 40 to 60, fancy sit down restaurants 50 to 80, expensive places just double.

Clothes! Humes don't have to worry about fur getting caught in catches, the tail sizes, etc. Only Taur have it easier cause they go for tops only.

Roughly 47% of the lowers shopping targets have tails. Pants, skirts and such all have three sizes. Length, Waist and tail. (humes go for tail zero). A badly placed or cut tail hole can be just as bad as a wedgie.

Shoes are mostly optional. Taur have special shoes, being digitigrade and all, but even humes tend to build up usable pads (which are just calloused soles really). So shoes are more of a fashion and utility thing rather than a necessity. Unless they are one of those who hate the cold and where shoes when the ground gets a chill and frost and snow start developing.

As it is, Taur generally only wear tops (Taur bottoms are complicated for the most part. Really...) Some wear it, but it's really optional. The easiest to wear is garment that slips over the tail with a skirt like segment hanging below it, a large section that buttons or zips under the belly, some with a section going around the waist. Gender neutral. (Inspiration:

http://fc07.deviantart.net/fs23/f/2008/002/9/f/Riell_Redesign_by_RickGriffin.jpg)

Not in all places are as optional. Labs for instance have 'throw' or 'blanket' like 'coats' they put over their lower for protection.

Bathrooms! Awkward time! Woot! Squatting toilets are the common ones. Not sitting. Cause sitting would be weird for taur, and people can use squatting anyway, so...

They have urinals as well, but it's not for male taur. It would be very... awkward.

Bathrooms tend to be clean. (Even the mens) Missing and splashing everywhere as even more stigma, since it has the implications of being either feral or a toddler. And, no one wants to walk on it. And lots of folk are barefooted...

Showers-

And example of too HZ stalls (Hume Zoan). Too tight for proper taur uses. Most taur showers are just an open wall of shower heads.

http://fc05.deviantart.net/fs28/f/2008/101/c/1/Compact_shower_by_BrownFox.jpg

Transport! It tends to have seats that fold down to accomodate taur or even zoan and hume that want to sit on the ground or lie down rather than use the seats. Technically, taur can use the benches, but they would take up more space.

Car seats-

http://th06.deviantart.net/fs70/PRE/i/2012/221/d/6/standart_issue_anthro_car_seat_version_ii_by_cervelet-d5afe7k.jpg

Tram/Trains

http://fc09.deviantart.net/fs15/f/2007/073/c/7/I_Hate_My_Commute_by_wannabemustangjockey.jpg

Education! Much like a university, Elmswood Academy uses credits for all levels of education. Progressing from one level of schooling to the next requires a set number of credits. Students are also associated with a specific faculty (there is general and independent studies) and are expected to complete at least 40% of their credits in direct relation to it. (some general course are considered universal and count towards all).

Clubs also count towards credits, though not as much as actually courses do. Clubs and classes add both to experience and education. So you have both casual clubs and serious ones. (Robot Fighting Club vs Engineering Club. Would do similar things, but the latter has school funding and such.)

It's an open school, were you don't really have to 'apply' to university of you are interested. You are still in the Academy, so you can automatically get in. For those who aren't completely interested in academia, it is possible to instead either get an intership or apprenticeship job on campus. Some students get jobs that way.

Classes! There are six 45 min periods per day at Elmswood High, with what works out to be a 45min long lunch at noon. Three periods between the start of the day and lunch, and another three after than before classes end for the day.

Classes start at 9 with a short homeroom session, and end at 4 after another short session. This is generally when the class officers or meetings are held.

With the system, there are six mandatory courses for students to take, and four elective slots. Most courses are three periods per week. Each course is worth a credit per period, so most courses are 3 credits.

Current: <http://img18.imageshack.us/img18/5393/wojq.jpg>

[This will be changing.]

Information Technology - Introduces students to the concepts of OS and various programs on computers as well as electronic and computer hardware and other related technology and basic theory. The syllabus varies, as the course is taught by university students and they are allowed to devise their own course plans.

General Science - Touches on the basics of introducing students to more advanced concepts in science. A general course that covers principles from the major sciences.

Health and Fitness - Two parts are fitness, outdoor exercise and activities, one part is a lecture covering health and lifestyle concepts.

Language - Really... not much to say on this. Grammar, writing, analysis and stuff. I'm not sure if they actually speak 'English', but whatever. The concepts are the same. We'll call it English for lack of anything else.

Math - Number sense, linear relationships, area, volume, stuff. Honestly. High school math at this level was like ten years ago for me...

Social Studies - Society, laws, history, current events, politics, the school, countries, geography. Introduces students to various concepts from the social sciences.

Electives - All students take a minimum of 12 credits of electives. Some elective courses replace one of the core, however.

Dorms! There are various dorms around campus. The dorms we start in have rules such as no cooking stuff or flames or weapons. Also, males and females should technically stick to their own sides, so...

Meals! Set meals are served three times a day; breakfast in the dorm cafeteria between 6:30 and 8:30am, lunch in the school, and dinner at 6:30 to 8:30pm. Aside from that, students can get various snacks and other meals from the numerous shops around campus.

Alchemy! To start with. This is not something High schoolers would be messing with. At all. That said, electricity is the common power. Alchemy has a less efficient power curve. The larger the scale, the more efficient electricity is in comparison. (Alchemy can also be converted to electricity like any other power source.) While you can run channels for alchemy, wiring for electricity is cheaper on a larger scale.

Alchemy (alchemic energy) requires reagents (herbs, compounds, sometimes symbolism) to be drawn out. Much like most energy. (Revolving magnets to draw out electricity, friction and aerosolized gas for fire, etc.) There are a good number of small scale alchemy toys and tools.

Alchemy taps three main sources. The potential energy within the reagents, the potential energy of the world itself (hurdlng through space is a lot of energy) and energy from the crafter and/or initiator (who might be different people).

Alchemy is a precise science. The patterns, circles, equations, sigils or knotwork has to be accurate for the circuit to be viable, the reagent mix has to be correct as well, the intentions of the crafter have to be modulated and so on.

[rules on crafting later, probably in a class.]

Anyway, alchemy allows for more fanciful tech since it's easier to change its applications on the smaller scale. A simple reagent circle with the property coding etched in can get wheels to turn, unlike the larger motor electricity would call for.

To use alchemy, you need the Alchemist feat, representing the ritual to initiate and bind one to the energies of the world. Extended Wisdom Check to determine success. Not everyone is cut out to use alchemy. While machines can pattern alchemy, the reagents still need the hand of an alchemist to be primed.

The minimum requirements are high school graduation or final year and age 18.

Note - most people aren't alchemists. You can use alchemy without being an alchemist. You can even purchase preprimed reagents from alchemist and just initiate them. Alchemy taught in school is much the same as electronics and computers. The basics so you can recognize it and perhaps interpret the purposes of simple patterns.

Medicine! I touched on it a bit in alchemy, but it's a mix of modern and medical alchemy.
[in progress]

Alchemy based healing exists, but it's limited. Treating light wounds and injuries is a joy with it, as alchemy easily adapts to the bodies natural energies, fueling and speeding natural healing, but fast healing can lead to more complications, so things like broken bones and diseases and defects tend not to be treated with it, as the scarring or just plain bad healing can cause more troubles. (for the fans, think SGA episode Miller's Crossing, where the nanites cured the girl's heart murmur by shutting down her heart [effectively killing her] for a few minutes, then restarting it, then moving on to fixing the physical brain damage that caused, leaving her pretty much as a baby in a teenager's body).

I'm not going to lie, alchemic medic can be superior to common medicines in several aspects. The techniques can cause more complete healing than standard medicines. Because it boosts the natural abilities, it can be more efficient. They don't fully understand how alchemy easily substitutes for natural energies, but the circles and equations compromise easily. Of course, there is still the time restriction on the healing process, and the reagents also require frequent changing as the process proceeds.

Alchemic medicine is good at treating certain age related and even lifestyle diseases. Osteoporosis for one. Cancer, not so much, since all it does is just make it worse (More energy to replicate? Oh Yeah! Cancer Party!). They can treat lifestyle-genetic disorders as well. For instance, Diabetes. Ari is a diabetic kid, and has an Alchemy Array imprinted on his shoulder that, in emergency, substitutes for insulin to manage his glucose level (basically, it produces a dose of insulin. He has to get it restored biweekly or so (not that it's always exhausted, but the reagents can expire and lose potency. Though this doesn't mean it won't work, expired reagents might cause unexpected effects.)

Alchemic reactions lose potency as altitude (absolute, not mountains) increases. The current theory is proximity to the earth, which is the primary power source.

Mythos!

While there is no true creation myth, or great teaching about evolution*, there is still some common stories. Largely due to alchemy and the acknowledgement that the earth has a life force**, the stories that the earth itself caused the dark ages has some support. Some of those stories tell that the Hume, Zoan and Taur were born from the regret of ending the C'rot. Others say it's just a plain second change, or that the earth was trying to revive the C'rot. Whichever way, they commonly say animals emerged alongside the three after the burning/unheaven/turmoil/etc ended, and that the world drew on the spirits of the animals to remedy some of the darker aspects of the D'Crot for her/his/its second children.

* the lack of great interest in that sort of science and the literal scorching of most if not all of the hard evidence and/or remnants of life pre-dark ages makes coming up with a theory on a longer scale than the bases of natural selection was improbable for them anyway.

** Some alchemist traditions commune with the earth and draw totally on it for the power to use the skill.

The Sky!

There are two moons. Because they are. Suu; larger, brighter, cool white. Arax; somewhat smaller, eccentric orbit, reddish. There are regular meteor showers, about every month or so, with spectacular ones once every year around mid fall.

Zoan, Taur and Hume all had different astrologies (star patterns and such)

The World!

Geological activity is common. There are actually what they call living caves for the speed in which they change. Many regions are volcanic or were. Much of the planet's soil has traces of volcanic origin. Continental drift was also pretty steady until recent times and evidence of relatively recent cool of subterranean pools of molten rock.

There are three major continents. Tralen, Janane and Pual. Zoan, Taur and Hume origin points respectively.

When I say three continents, I don't mean there are only three giant land masses, more like three semi distinct groupings of land on the major continental shelves.

Fauna!

[see mythos

To start with, the obsession with genus and genetic relations isn't as pronounced. It also helps that wildlife is somewhat less diverse than in our world. Many species we are familiar with are unknown or regaled to background characters in stories (think the creature Seth is based off [Stargate]. No one knows if it's an extinct animal or just a mythic one). There are still a good amount of mammals kicking around the place, including some big preds that will mess you up good (think sabre tooth and dire archetypes). There are also the big birds (like a 14ft wingspan condor/eagle thing that lives in the wilder regions). Reptiles are around as well, but amphibians are less common. They do have some decent sized bugs (in addition to the small ones). On that note, fleas are major problems. Fleas are common like the flu and sunburn. Flea repellents (collars, bands, powders, alchemy rings, etc) are promoted a lot when flea season comes around.

While I have mentioned the larger ones so you know, small regular sized critters exist. More common than the rest. Also, there are a few six limbed furred critters around the place too.

Saurans [also called: saurids, saurupsan and so on] are somewhere between birds, reptiles and mammals. Warm blooded, egg laying, thick pebbly skin, fast growing with some having pseudo-furfeather growth called flume.

Linking to food; Sauran, poultry, reptiles and fish are the typical meat sources. Mammals are generally avoided (aside from for fur and milk) because of all three races have traditions that claim the same force that birthed the races from the memory of the C'rot drew on the traits of the animals to enlighten first children.

History [Draft]!

History no longer knows with any form or certainty. Those days are considered lost for that reason. Only oral traditions remain. While the details vary, not only between the races, but also between cultural groups within then, some constants can be drawn from it.

It began with the C'rot. The C'rot were the first. They were a strong and mighty people, wise and clever and gifted. They dominated the world around them, and built an empire, according to legend. No trace has been found, but that is generally attributed to the next part of the legend. With no one else to dominate, the C'rot turned on themselves, and in three days, they laid waste to their mighty empire and it was destroyed.

The accounts start to differ here in reason and cause. Taur traditions state the earth, Atu in their tales, tore open and swallowed the remnants in anger before churning like water beneath their paws. Zoans tell

of the sky turning dark and burning and burying them in ash and cinder and brimstone in Ture's wrath. Hume hold to the story of the burning tears of Neir, their term for the earth's consciousness washing the sins of her children away.

In the Ashen years that followed, the Hume, Taur and Zoans emerged on the three major continents. Fearful of the earth's ire, it took decades before technology, following stories kept by the Keepers, re-immersed, alchemy with it. It was another century and a half* before the three interacted.

* - still several centuries before the current time.

Note - Much of these time frames are prosaic and bardic. They are what is given in the stories, and no real evidence of how accurate they are.

Varous names for Hell

Taur: Pits

Zoan: Burning

Hume: Depths