

Note from editors: Small changes / additions may be made on the final site, this guide is subject to slight changes and updates to help better fit the species. We appreciate your understanding and hope you find the information available informative!

- Koinu

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 the 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. This makes 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 microcrystalline '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 Arcaite 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 Arcaite 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, Protogens 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. Protogens 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 Round Edged Visor
- Biological Ears
- Protective Chest Plate (Exoskeleton)
- Particle Visor (Open/Closes)
- Biomechanical Modular Limbs
- 40% Artificial (Biomechanical)
- 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 limiting factor will be the Protogen's 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 fully functional capacity. Failure to replace old organic or mechanical parts may cause the Protogen to lose function, or worst case scenario, death.

The standard species height for Protogens is 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 these models faced many Nanite instabilities.

Colossal Protogen - 200 cm and above

|

Microgen - 90 cm and below

Visor

The visor on a Protogen is made out of millions of small particles known as 'nanites'. These nanites act as a shield/barrier between the outside world and the internals of the Protogen's visor. Nanites are able to move freely and reassemble their position, this allows a Protogen 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 system-like response and cluster to protect the internal barrier. Protogens may lose nanites through blunt force 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, then it will usually lead 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 an optical upgrade, some Protogens have been fitted with an additional flip down visor, which adds an extra layer of protection and functionality. This add-on is removable and completely optional.



Mouth opening



Split jaw function



Biological tongue (with Nanite support)

'Plug & Play' Limb System

The mechanical chest and lower torso of a Protogen allows the limbs to work in an adapter like fashion. This is the plug and play limb system. Limbs attach to the socket area with special magnetic nanites, these particles allow a solid connection as well as transmitting neural data between the limb and brain of the Protogen. Protogen are able to 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 a part to better suit the current environment.

Standard limb count is: 2 arms, 2 legs and 1 tail.

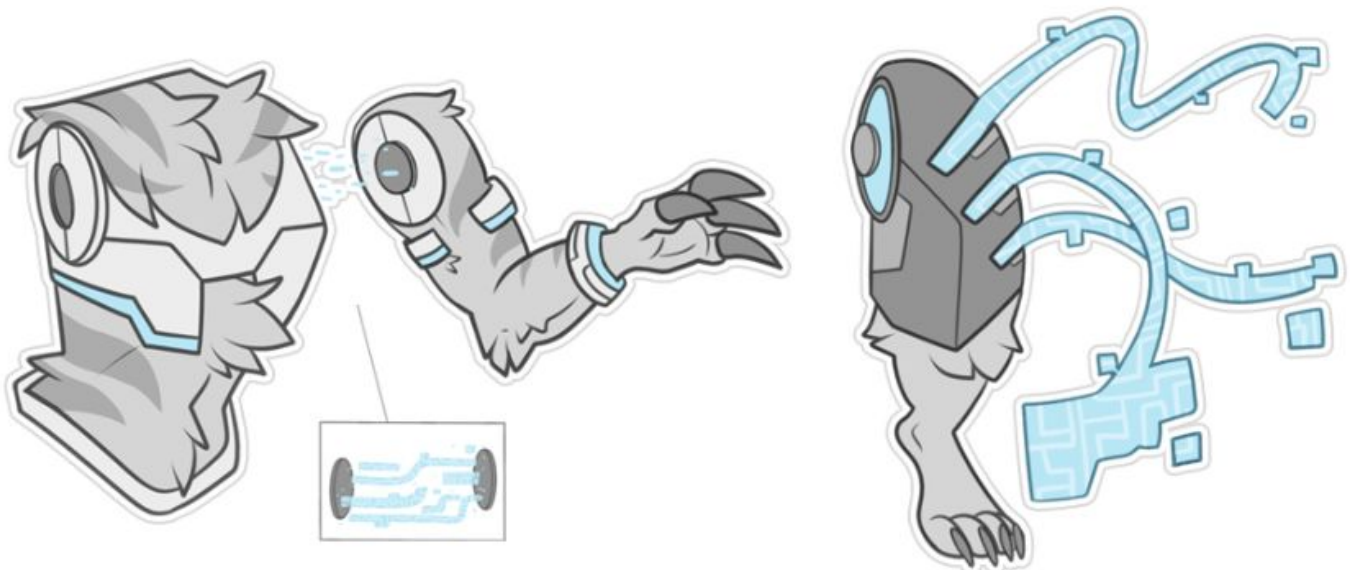
This allows the Protogen to fit the most desired function. Primogenitor researchers found Arcaite instability issues when more limbs, or complex systems such as flight, were introduced. This put heavy restrictions on the production of complex models as they served a higher chance of becoming rogue.

Nanite functionality

Nanites play a large role in Protogen functionality. Many different types of nanites have been modified to serve particular roles and purposes in the bodily function of Protogen. The two main functions that nanites serve in all Protogen is visor (functional and protective layers) and limb connectivity.

- Nanites range in size from 20,000 to 100,000 nanometers (Note individually visible with the naked eye) Their name comes from the size range they sit within.
- Nanites can be replenished / replace if damaged
- Allow nutrient and nerve information to be transferred between the body and limb (through plug and play) / blood, nerve control, etc/
- Magnetic nanites hold limbs in place
- Nanites also allow control on bodily hormones and chemicals allowing the physical state to cope under various conditions. (Adrenaline boost, serotonin under injury etc)

Some Protogen are also capable of complex nanite functionality, a feature only found in RARE Protogen. Some of these abilities include the ability to mass manipulate nanites into physical shields, barriers, and even as far as 'duplicate self' consisting purely of nanites. There is little Primogenitor research on these complex features as they are very uncommon occurrences.

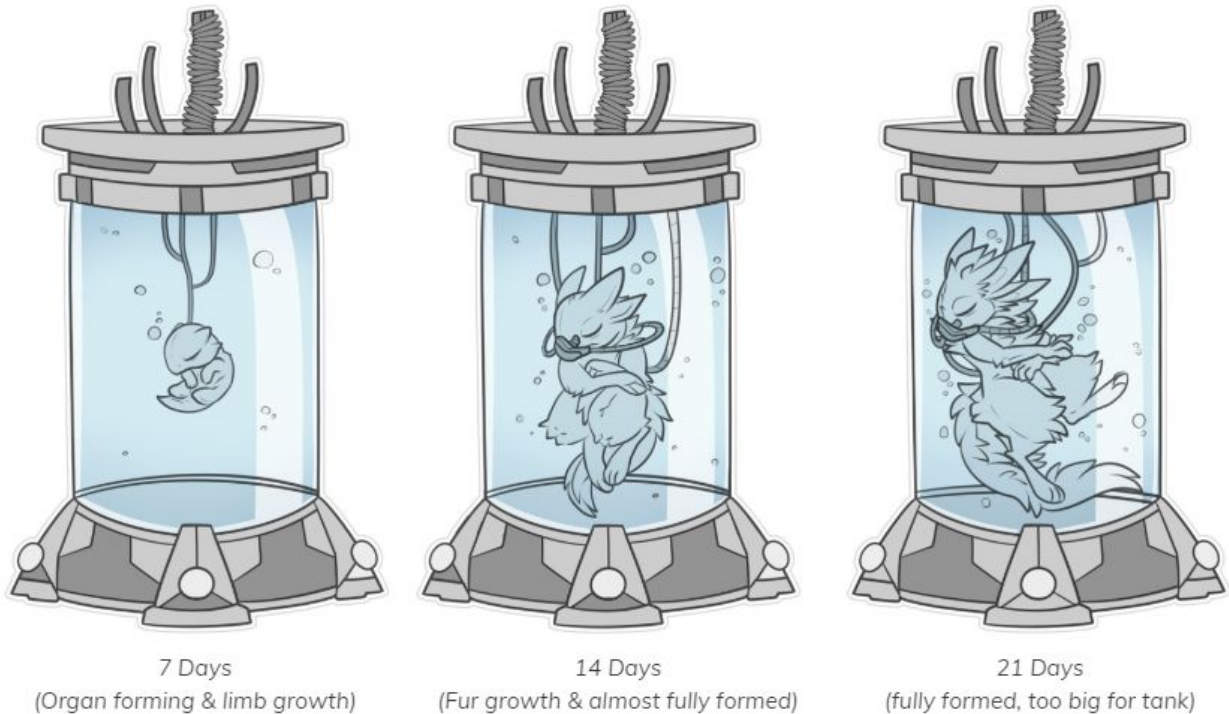


Example of connecting nanites between limbs

Example of Complex Nanite functionality

Growth Process

All Protogenes are created within the production facilities located on ESMIRE 4. Protogenes 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.



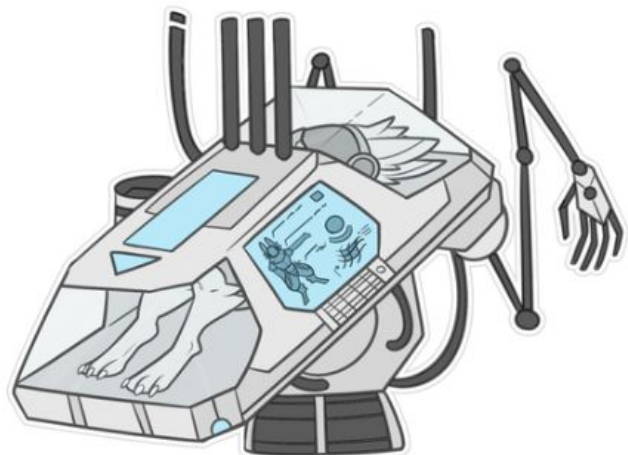
Each Protogene's DNA has been altered and configured to specific requirements. This allows the Protogene to grow to the exact form that is needed. Once optimal size and full development has been complete, artificial transplants and treatments add all cybernetic enhancements required. The Protogene is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

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

Protogenes are then put through training programs in VR chambers to further enhance their physical and mental capabilities. Upon full completion, and if the Protogene has shown adequate Arcrite synchronization, the Protogene is transported from the production facility.



Example of VR Training set - Protogene learning limb functionality and hand movement



Synch Pod - Protogene recovering from enhancement addition procedure

DNA Infusion, Rarity Classes & Traits

What is DNA Infusion?

DNA Infusion allows Protogens to grow in a variety of different aesthetics and functions. Infusion is what makes each Protogen an individual. However, the level and complexity of infusion will raise or lower the rarity of the protogen. These traits are broken into 3 different categories: Common, Uncommon, and 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 and 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 and nature has been made to fit the needs of Primogenitors.

Uncommon

Uncommon traits are features and 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 are more free-willed and are more likely to rebel against their Creators.

Rare

Rare traits are features and 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, and complex nanite functions. Rare Protogens are very few in number as Primogenitors experienced numerous rebellious attributes and nanite instabilities in Protogens once the infusion level reached 50%.

Rare Traits are not publicly accessible, but can be purchased in a few different ways (i.e. community events, adoptables, custom slots, MYO Submission forms, etc). 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

Protegens are created to fit a wide variety of purposes, from companionship to professional occupations. They are custom fit to their purpose. Many common occupations for Protogens include:

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

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

Technical Issues / Viruses / Growth Defects

Technical issues

Both cyborg variants have been known to show 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 replacements are an accessible option.

JRS - This is a rare condition where the internal nanite cells fall into an on/off loop for a short period of time. This causes the whole system to shut down and restart rapidly causing the Protogen to 'jump' or jolt around momentarily. This (surprisingly) does not cause much harm to the Protogen, 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 heavy observation of growth conditions and the meticulous process of selecting high quality genes, 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 Protogen directly. These can include, but are not limited to:

- 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 (Irregular Muscle Mass)

CREATING YOUR OWN PROTOGEN

Before creating your own Protogen, **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 down on this page.](#)

Protogens are free to make for recreational use or adoptable character sale!

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

What is the minimum requirements for a Protogen?

The minimum requirements for a Protogen are: the visor display face, artificial chest & hip region, biological ears, and a mix of artificial/biological limbs. To be classed as a Protogen, the design must contain these core features to be identified as a part of the species. Please make sure to check all the information available on this page!

A couple of things to remember when creating your Protogen:

- Does the design meet the species standard?
- Purpose (What purpose does your Protogen 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, and think outside the box!

Up to the Artist / Protogen 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 accessories to the fullest! For some ideas, what are your favorite environments? Consider basing your Protogen's traits on what would be needed to survive in that terrain!

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

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

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

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

Aesthetic Variants / Examples

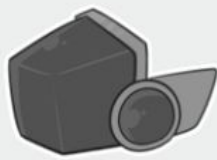
Visor Shapes

Protogen 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 - None

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. There is no specific limit or count for spikes / horns.

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 a few examples:

Ears can vary outside the designs below, these are only a few examples. The only limits are mechanical ears (Primagen only) & 3 ear sets for Rares.

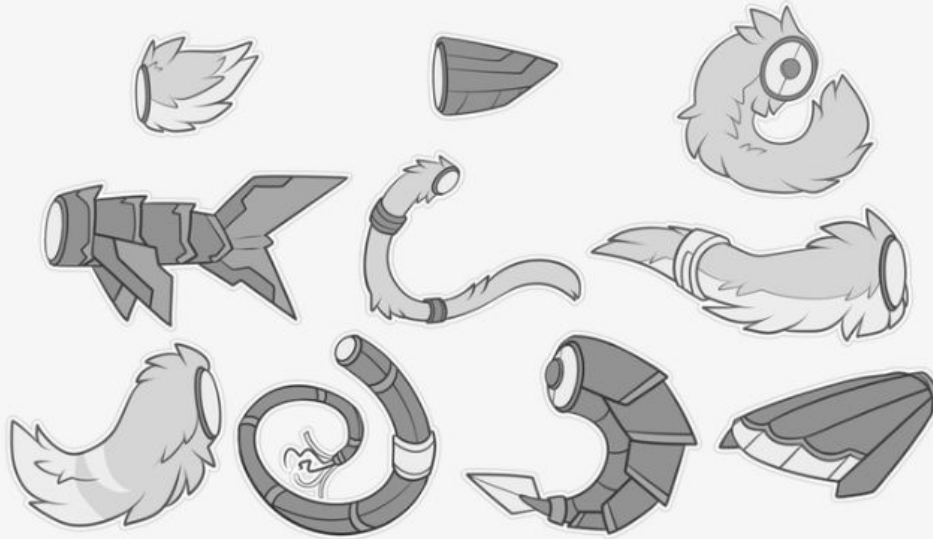


EAR RARE TRAITS - 3 ears per side

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 for your tail. 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 practical 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:

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

Cheek Plate and shoulder plates are optional, but is highly recommended as its a very defining feature of the species. Alternatives for screens can be an sort of plate or 'accent' on the cheek. Removal of the chest, groin or thigh plate is considered non-canon.



Example of cheek & head panel



Primagen leg design

Some mechanical combinations are restricted to RARE such Head+ Chest Panel combination. The only feature that is totally restricted from Protogen, regardless of rarity, is the Primagen leg design (also referred to as mechanical raptor design) This is because it is a Primagen only feature.

The limbs below are fully mechanical parts that are allowed:

- Arms (Set or Singular) - Any Design
- Tail (Singular) - Any Design
- Leg (Set or Singular) - Only Primagen Design restricted
- Combination (Arm + Leg) - Only Primagen Design restricted (Leg)



Singular chest & head panels can be applied to any rarity
Combination of both is considered a RARE Trait (Primagen like feature)

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

Hand / Feet Examples + Limb Restrictions + Additional Mechanics

Protogens 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. Protogens have 2 arms, 2 legs, and 1 tail as standard. Any more limbs is considered a Rare Trait. Protogens can have either mechanical, biological, or holographic/hard light 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 backpacks, 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 (hard light/holographic limbs qualify as 'floating limbs').

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)

Note: Explanation for limbs and drone control will be added on a later date.



Example of some hand types (no design restrictions)



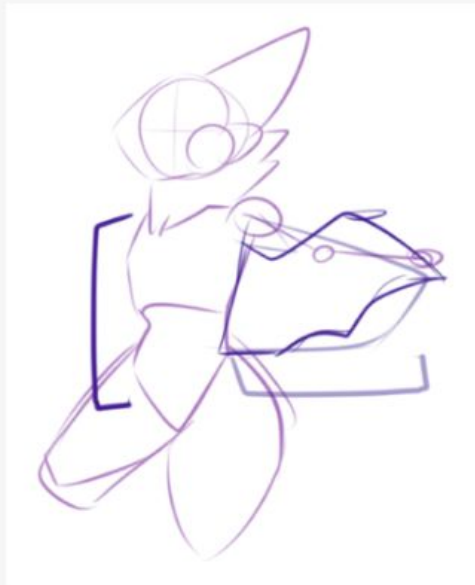
Example of some feet designs (Related restriction - Primagen foot/leg design)

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

Small Non Function Wings & Jet-pack Propulsion

Small non-functional (or decorative) wings are permitted for common & uncommon Protogens. This also includes 'gliding' aids such as a membrane like attachment from the arm to the body. Jetpack propulsion is permitted, but is also limited to short function use & size restrictions. Small decorative/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 for realistic functionality.



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

Sizing / Colossal Protogens / Micro Protogens

Protegens do have a species standard height and weight, which can be found in the example below. For extremely unusual sizes of Protogens, we do have a RARE trait. The trait allows you to canonically have any desired size outside of the species standards, as well as an official title added to your RARE listing. To obtain the 'Colossal' or 'Microgen' title you will require to apply for this trait via the RARE update / owners form found on our community page!

You are still able to make a Protogen outside of the species standards, this just falls under the non-canon creative freedom.

RARE TRAITS - Official Colossal / Micro-gen Title (For RARE Protogens)

Limitations

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

- Quadrupedal structure / feral (Non Canon Design)
- 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)

We have moved some of these features to non-canon use but generally these features are not compatible with the species or diverts heavily away from intended design and function.

PROTOGEN FAQ

This FAQ section covers all Protogen related topics, if you have a question that is not covered in the list please go to our community page for the link!

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 that help it be identifiable, 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 a lore standpoint, Protogen were designed to be subservient bi-pedal mammals. The ability to fly would have 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 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 RARE protogen.

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 / crotch plating.

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

A zombie, undead, or ghost Protogen

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

Rules that still need to be taken into consideration:

The rarity traits (A non-canon RARE Protogen 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).

****Only Canon designs can be featured / posted in our official community hubs, please make sure your design fits within our species standards before posting thank you.****

What if I disagree with the design rules?

The design rules have been structured to make sure that Protogen are identifiable within the open / closed species community like 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?

Protogens 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 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's were designed to be efficient, natural waste removal is a timely process so a vaporization method was implemented to increase productivity. The waste is vaporized internally through a special artificial organ 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? (This includes all waste types.)

Do Protogens need Sleep?

Protogens 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 Protogens 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. Protogens 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?

Protogens 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 Protogens 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?

Protegens are able to communicate in a multitude of ways. Protegens can either learn certain language dialects (Alien or earth origin) or well as using a variety of clicks, beeps, buzzes and robot jargon. Protegens 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 Protegens use?

Protegens 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.

Can Protegens reproduce?

Protegens are not able to reproduce, the artificial growth and mechanical synchronization renders the species sterile. Arcaite transfer would not be possible via natural birth process and thus the species have been genetically altered to produce no eggs, sperm or growth of internal reproductive organs. External reproductive organs are entirely optional but do not have any reproductive ability.

The concept and design of external reproductive organs is entirely up to the artist/Owner.

For our NSFW Protogen guide/concepts please follow this link to FA :

The link above will redirect you to FA, you will need to be 18+ and have an account to be able to view the content above. If you are a minor do not proceed, you will not be able to view this content.

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

<https://www.patreon.com/CoolKoinu>