

ZO
Zoe Ostei



Portfolio ••• Organized Asset Review
<https://zoeoedia.com>

Artist Portfolio

General Information

Name: Leah Melnik

Alias: Zoe Ostei

Gender: Female

DOB: 07/10/1996

Specialty / Focus: Digital Art; Concept Art

Quick Overview

This document includes four segments, with each branching into sub-sections that fall under their respective topics. The second page offers a table of contents for easier reading and navigation.

The main topics are:

Environments, Intelligent Life, Wildlife and Items.



Introduction:

Under the alias of Zoe Ostei, I have been producing various forms of digital artwork on a website I maintain and consistently update. Exploring art, practicing and creating works has had a significant impact on my life, and has helped me immensely by serving as an outlet for emotions, an escape from unfortunate hardships, and a method of expressing and sharing my ideas and visions.

I've always drawn and had a love for art, whether scribbling into a notebook, decorating folders or doodling on borrowed printer paper in a hospital waiting room. For a long time, I lacked any sort of confidence in my projects.

Like many others, I was my own worst critic... but, I always tried to improve. I continue to try to improve, learn new methods and skills, and keep an open mind.

It's my hope to contribute to the world of art and work alongside others with creative interests.

Experience:

I've taken numerous art-related courses and participated in several public events and projects, but most of what I've learned has come from independent study, practice, dedicated time and disciplined effort. I've learned that there are countless ways to approach a subject artistically, and countless techniques to discover through experimenting and implementing unique approaches. I've learned the importance of understanding a subject beyond observation. I've learned how real world logic applies to works, even in a fantasy or fictional setting. I understand that overall, art is subjective, and different people may resonate with different elements of an artwork, or be turned away. This considered, I do hope my artwork resonates with you.

When it comes to programs used for digital art, there are a few applications I've experimented with and studied or used. I find that there are similarities between programs in the sense of layout, language used and features, and my preferred application is Krita. However, I can work with other programs (such as GIMP or Adobe applications) as needed.

Within the topic of digital art tools, I strongly prefer my current tablet (Wacom Cintiq) and am capable of creating original brushes, workspaces organized for efficiency, and consistently picking up new techniques and approaches necessary in order to produce quality, original content.



These are goals I've aimed for in the process of developing this Portfolio.

- To showcase different strengths and unique approaches in designing and developing a diverse collection of original concepts.
- To display a collection of base concepts under multiple subject categories with both originality and an observable space to develop or expand on said concepts for team or project purposes.
- To present consistently high-quality art examples covering a broad range of subjects.
- To establish the type of content I will be able to contribute in a work setting.
- To introduce sets of content that portray a level of consistency, flexibility, quality and drive.

A Note:

To the person reading this,
Thank you for viewing my portfolio.

Website: <https://zoeoedia.com>
Contact: <https://zoeoedia.com/contact-zoe>

● ● ● If you have any questions or inquiries, I can always be reached via the Contact section of my website, and I will do my best to reply to your message in a timely manner. ● ● ●

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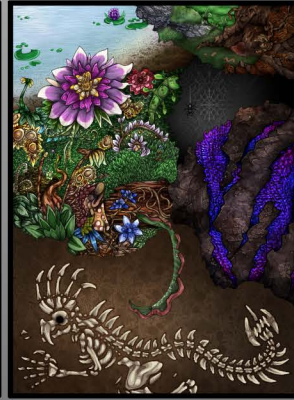
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Environments



Natural Lands • Developed Towns and Cities • Nature Attributes



This segment includes concepts related to environments.

The **Natural Lands** section includes 3 illustrations of varying natural environments.

The **Developed Towns & Cities** section includes 3 illustrations of varying civilized environments.

The **Nature Attributes** section is split, and introduces both a collection of flora (with additional development) and a mock AU foundation.





Natural Lands





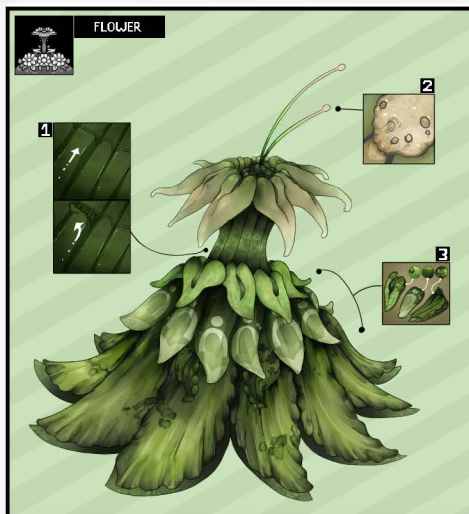
Developed Towns & Cities





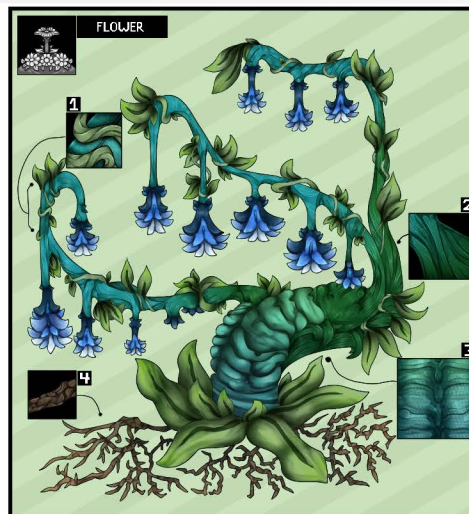
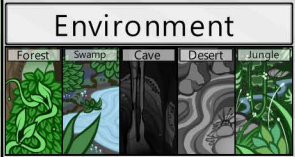
In nature, there are many fine details in flora possessing a unique beauty. These details or pockets of nature are often overlooked, despite being in plain sight.

This section details flora-based concepts under these categories: Flowers, Fungi, Produce



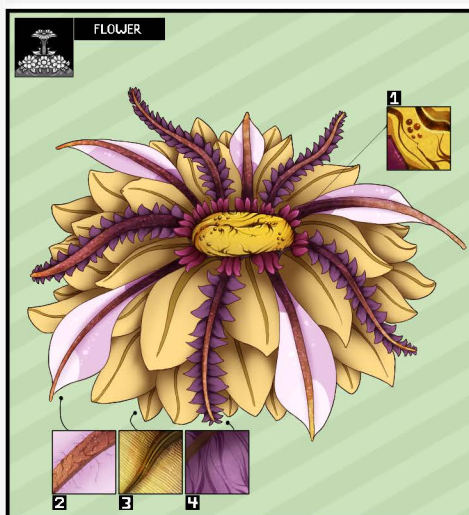
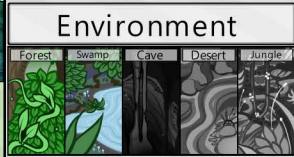
Witchen Skirt

1: Dense support material folds back as the plant ages, later becoming part of the broader leafy base.
 2: Plant stamen end coated with a soft exterior which sheds similarly to moth dust.
 3: Leafy Petals take 3 forms as the plant grows. The top set have a similar density to the support material they initially shed from. The middle set grow slightly larger, and can develop unique patterns on their surface. The bottom set is semi-split, with their underside being less rugged and more vulnerable. The bottom set's center is the part most sought after for foragers, as it contains a healing gel rarely seen in other local plants, one that requires a period of aging. Due to the Witchen Skirt's growing process, this gel is aged to perfection by the harvest stage.



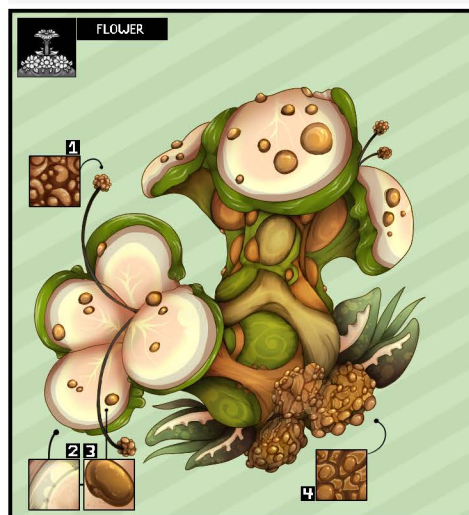
Petal Droop

1: Thin but very dense growths follow and circle the plant's base, fused to the base in some areas. They offer shaping support and another method of distributing essential nutrients.
 2: The base structure of the flower appears rugged due to the pattern in which the internal, separated 'tubes' grow - they intertwine, swirl and fuse as the base extends.
 3: A hard material (carapace-like) covers the thickest part of the plant's base, close to the ground and protecting a crucial part - a sort of "brain", or a part that develops and retains information about the plant's extensions.
 4: Roots of the plant are constantly splitting as they grow outward into the ground.



Honey Sweet's Bite

1: The center of the Honey Sweet's Bite flower emits a pleasing scent. It may be similar to maple, but most often mimics the smell of honey.
 2: The light pink petals are thin, but have a thick stem. They are soft to the touch.
 3: The yellow petals look smooth from a distance, but have light ridges visible when viewed up close.
 4: The small lavender petals look tempting to feel, but those who do quickly regret it. On the ends of the small lavender petals, a chemical is produced and held, one that elicits a sharp pain in response to those who would unknowingly reach for them. The pain disappears in a moment and can be compared to a bug bite, but it tends to work well as a repellent.



Plyffes

1: At the end of a Plyffes flower's stamen, there's a mass of bulbous growths filled with pollen. These growths periodically burst.
 2: The smooth, puffy openings of the Plyffes flower contain a sticky gel that can be harvested for crafting purposes. The gel is similar to a common adhesive used in medical arts, but is far easier to collect if you know where to find this plant.
 3: The bubbling growths on the surface of the plant's opening material are indicators of the flower's current growth stage. Herbalists can make the most of their harvest by monitoring these growths.
 4: Sometimes, at the base of a Plyffes a number of rounded, bumpy growths may begin to appear. This occurs when the Plyffes is carrying or producing too much of a unique fluid. These growths are perfectly safe to touch, and even to eat - although, it's recommended that they're cooked first or paired with another edible item.





Saucer Shrooms

1: The Saucer "lids" have an easily identifiable pattern.

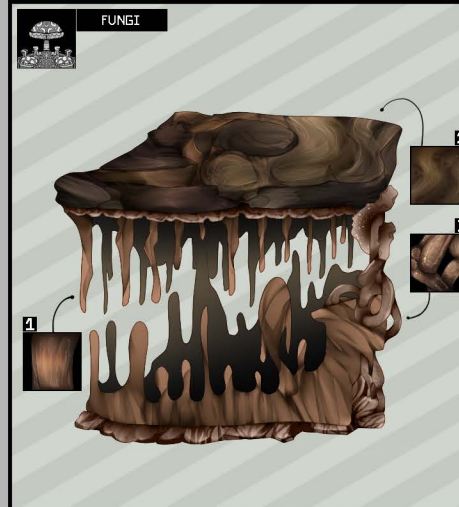
2: Just below the Saucer "lids" are thin, fabric-like growths. These growths are sensitive to light, and will shrivel inwards if exposed to too much light. Alternatively, in dark places such as caves, these growths may emit a slight blue glow and extrude further.

3: Saucer stalks appear coated in a reflective material, and beneath this coating are striped ridges. The stalks of Saucer Shrooms are wide, but have some hollowed areas on the inside.

4: Bright blue growths extrude from random parts of the stalks.

Environment

Forest	Swamp	Cave	Desert	Jungle



Stalagmite Shrooms

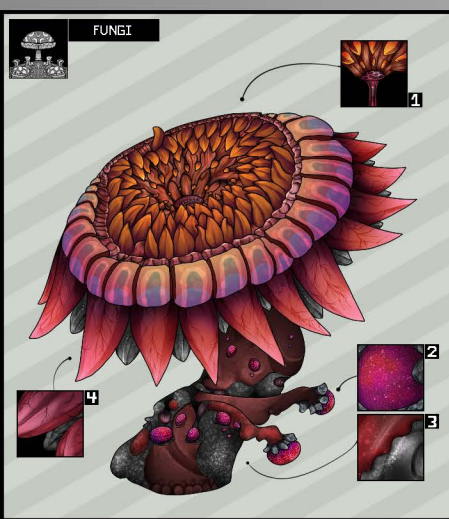
1: Rugged, flaky growths grow parallel to each other from the bottom and top of the mushroom, giving a stalagmite cavern appearance.

2: The Stalagmite mushroom cap resembles the rocky surfaces of an old cavern. Explorers often mistake these mushrooms for rocks and step on them. However, the Stalagmite Shroom is intentionally designed this way. The pressure releases spores that not only cover the area nearby, but stick to the feet and legs of unsuspecting visitors, allowing the mushroom to spread its spores to new areas. The mushroom then slowly returns to its original form.

3: The cap of the Stalagmite mushroom is connected to its base only by one minor stalk. This stalk is covered in tubing that supports the cap and distributes essential fluids.

Environment

Forest	Swamp	Cave	Desert	Jungle



Vampire Mawshroom

1: The Vampire Mawshroom's cap funnels down to a part with numerous openings, leading deeper into the base of the mushroom. The cap's structure is meant to lure, capture and consume insects similarly to a jungle "pot plant". The mushroom acquires sustenance primarily through this method.

2: The bulbs that extrude from the base of the Mawshroom function in 2 important ways. One, they contain the spores necessary to spread the presence of the mushroom in the proper environment. Two, they can potentially detach and grow into a new Vampire Mawshroom entirely.

3: There are two materials that make up the Vampire Mawshroom's base structure. The primary material is a blood-fueled base that handles biological decisions regarding directions of growth and bulb extrusion. It contains the information necessary for the Mawshroom to function, and acts on that information. The secondary material is mainly a supportive type. It's dense, rough and protects the extruding bulbs with its density.

4: Leaf-like growths protrude just below the mushroom's cap. They develop in a revolving pattern of previously mentioned primary and secondary material.

Environment

Forest	Swamp	Cave	Desert	Jungle



Sweptshroom

1: The Sweptshroom has a natural net-like build. Similarly to the Vampire Mawshroom, the Sweptshroom receives essential nutrients through carnivorous means. Flying insects are often attracted to the heat and scent produced by [3], and become trapped in the sticky interior of the net.

2: There are a number of hollowed openings that mimic the functions of [1].

3: The Sweptshroom has the potential to produce a mild heat, and contain the heat to either build up or expel. The heat is accompanied by a unique scent.

4: The Sweptshroom's heating part is coupled with rows of ashen gray support linings. These linings can pulsate in a way that helps maintain the produced heat.

Environment

Forest	Swamp	Cave	Desert	Jungle



Bow Fruit

A semi-sweet, juicy fruit that melts in your mouth.

Grows on trees.

Environment

Forest	Swamp	Cave	Desert	Jungle



Dew Berries

These berries are mostly liquid, but have a sweet taste.

Dots of excess liquid bubble over their surface, resembling morning dew.

Grows on bushes.

Environment

Forest	Swamp	Cave	Desert	Jungle



Grotto Fruit

This fruit has a mysterious glow.

Trials have indicated that the Grotto Fruit has restorative properties.

Grows on trees.

Environment

Forest	Swamp	Cave	Desert	Jungle



Zichal Veggie

This vegetable isn't very tasty on its own, but adds a special flair when cooked and used in certain recipes.

Grows in the ground.

Environment

Forest	Swamp	Cave	Desert	Jungle



This section details an environmental foundation for the development of an elemental AU (Alternate Universe), and examples of expansions related to this foundation are explored.

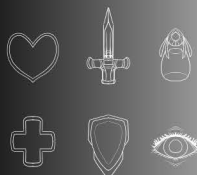
In the Alternate World of Vaurcan, there are many essences or "Elements" central to the foundation, development and social structures of the world.

These Elements can be manipulated by those with the innate biological (or otherwise artificial) keys to a specific Element's "Core".

Every Element has a Core – a pure, untouchable essence that exists in every known space in different densities, that which cannot be tainted or destroyed.

These Cores empower the influence of their respective Elements.

Every Element has unique qualities that, when accessed and utilized correctly, offer a diverse range of skills to the user. These skills can boost productivity and assist in completing various jobs or tasks. Alternatively, Elemental skills can be destructive, double-edged or otherwise harmful.



Discovered Cores

- Flame Ⓢ Water Ⓢ Flora Ⓢ Earth
- Poison Ⓢ Wind Ⓢ Web
- Adapt Ⓢ Guard Ⓢ Nourish Ⓢ Electric





	Flame Common	
	Flame, a common Element, is both parts a blessing and a curse to those who wield its key.	
Flame is associated with: fierce, primal, destructive; rejuvenating, empowering, cleansing		
	Imbue Consumables	Use the base essence of this natural element to imbue consumables with a radiant warmth, and allow those who consume these items to remain well-fed for long and see improvements in their health.
	Energy Charge	Use the base essence of this natural element to cleanse your spirit and recover energy, clarity and stamina.
	Conjure Flame	Use the spiritual pathways within your body to expel flame at target points on your body. These points vary from person to person, but are most commonly seen at the flame user's palms or mouth. Conjured flame can be manipulated by the user within a certain distance, depending on the user's mastery.
	Flame Burst	Bring your spiritual energy to a single target point on your body, and release sharply. This creates a Flame Burst: a bright flash of flame energy that sears close-range opponents. Depending on the strength of this skill, the user may be left with a dark marking on the used target point.
	Flame Pins	Concentrated, quick bursts of flame energy fire outwards from the user's chosen target point. The range and precision of these bursts depends on the user's focus and mastery.



	Water Common	
	Water, a common Element, offers a diverse set of tools to those who wield its key.	
Water is associated with: wary, double-edged, vanity; spiritual potential, serenity, calmness		
	Enveloping Aura	Breaking apart the base element into a blanketing, flowing mist, direct the mist over and through another's body to cleanse the spirit and mind of those suffering applicable ailments.
	Calling Rain	Commune with nature to call for rainfall, requiring an offering of some of the user's blood.
	Heat and Chill	Manipulate the temperature of the water element. Used for numerous, varied purposes in daily life, worship and nature interaction.
	Ice Missiles	Create dense, frozen forms of ice to sharply direct towards hostile opponents. This skill performs better when a water resource is nearby, and blood may be used as a substitute.
	Steam String	Create a thin string of boiling water, using elemental power to entrap the water (as it would otherwise evaporate). The entrapment method leads to a level of instability and often causes vibration in the string. At its best, this skill can cut through many opposing obstacles/forces.



	Wind Common	
	Wind, a common element, offers a sort of environmental mastery to those who wield its key.	
Wind is associated with: masking, dishonesty, disconnection; agility, ingenuity, cleverness		
	Wind Barrier	Create a protective barrier to shield yourself or allies.
	Empowering Agility	Use your sense of the winds surrounding to increase environmental awareness, and potentially avoid attacks by boosting your dodging motions in the midst of a fray.
	Wings of Wind	Using Wind mastery, lift yourself (or others) to new heights or distances.
	Empowered Weapons	Use Wind mastery to empower your weapons with unique elemental components. This effect varies in appearance and usage depending on the weapon of choice.
	Illusions of Wind	Use the motion and direction of your wind manipulation skills to create folds of flowing wind, and further imbue spiritual energy into the folds to create convincing illusionary scenes or actions. Those who lack a trained eye may easily be fooled by this.



	Flora	Uncommon	
	<p>Flora, an uncommon Element, offers potential for new awakening to those who wield its key.</p>		
	<p>Flora is associated with: fear, weakness, introverted natures; promise, beauty, ascension</p>		
	Potent Bloom	Imbue medicinal or consumable flora with rich spirit energy, increasing the items' effect potency.	
	Regrowth	Expel nature's toxins from the user or target, and replenish their energy and spirit. Can also revitalize withering flora.	
	Bountiful Harvest	Those with the Flora key may commune with the spirit of their natural element in order to ensure maximum yield of crops and harvestables.	
	Curse of Decay	Using the skill Curse of Decay can be a destructive force against the heart of opposing forces - their vital resources. When used on another person, it can result in aggressively leeching essences to form inside the opposing body. If the essence isn't expelled, over time, it can lead to organ failure or severe illness.	
	Prison of Vines	An aggressive crowd-control skill. Thick vines form and wrap around an opponent, locking them into place.	











	Earth	Uncommon	
	<p>Earth, an uncommon Element, offers a uniquely powerful toolset to those who wield its key.</p>		
	<p>Earth is associated with: brutishness, brashness, lacking of balance; boldness, courage, determination</p>		
	Sap Material	Users of the Earth's key may locate and isolate materials found in the ground, and bring such treasures to the ground's surface.	
	Construction Mastery	A unique form of mastery developed by those wielding the Earth's key, Construction Mastery is a classification which refers to one's ability to create, develop and maintain structures in a community. Earth element users excel in this field and may use their mastery in place of otherwise necessary tools.	
	Diagnose Environment	Using Earth mastery, a user may connect with their element's place in their environment. This then allows the user to assess environmental factors and risks, and make informed decisions related to architecture, farmland and construction planning.	
	Grip of Earth	A reliably quick and accurate skill, Grip of Earth allows one to ensnare an opponent or creature by manipulating the Earth to fold in (or grip) a target. This skill has the potential to break bones or crush limbs, but cautious users sometimes prefer a lighter (or more humane) use which simply binds their target.	
	Spines of Earth	A hostile skill, a user may call on the Earth to quickly shift and extrude a rod-like earthy spine, potentially impaling those who stand on their earth.	











	Electric	Uncommon	
	<p>Electric, an uncommon Element, offers unique benefits to those who wield its key.</p>		
	<p>Electric is associated with: tension, impulse, irrationality; energy, quickness, unexpected occurrence</p>		
	Righteous Light	Create a flash of stunning, pure light at a chosen element focus point on the body. To those who are exposed to Righteous Light, negative afflictions either significantly lessen in severity or are healed, depending on the affliction's strength.	
	Recover Endurance	In weakened states, those with the key to the Electric element may charge their bodies with the spiritual essence of their base element. This charge spreads instantly to all ends of the body, holding off the negative impact of even severe wounds, and granting energy and clarity.	
	Imbue Gear	Use the base element to imbue certain materials found in armor, items and weapons with a unique, protective coating. This skill increases those (wielding imbued objects) sharpness and cunning, speed and energy.	
	Shock Blast	A burst of electricity formed from a target point can cause mortal damage if cast into an opponent. It acts as a double threat - sharply shocking the target's body causing damage to common/necessary internal functions, and taking a hold within the body where it may continuously sap or deregulate functions.	
	Blinding Spark	Unpredictable sparks appear in odd patterns while moving towards their target. This ability is confusing and difficult to avoid without a counter-skill. Once reaching their target, if organic in nature, the target will experience shock, confusion and motion inability.	











	Nourish  Rare		CORE
	Nourish, a rare Element, is a highly flexible gift that can be manipulated by those who wield its key.		
			
Nourish is associated with: risk, rebound, loss; spiritual healing, nurturing, faith			
	Full Recovery	Call upon a greater power to cleanse the body and mind, restoring energy, strength and clarity to the user or user target. This powerful skill can heal almost any affliction.	
	Empower Soul	Use to maximize the body's spiritual energy and spiritual connection. Increases awareness and higher understanding, and empowers the natural senses.	
	Empower Element	A supportive skill that greatly enhances the elemental abilities of others.	
	Writhing Leech	A Nourish essence is conjured and split in two. When one half enters the body of an opposing force, it spreads to and through every elemental pathway. It drains their life, spirit and elemental power, while directly feeding it to its other half for the benefit of the user.	
	Feeding Control	Feeds energy into an opponent that empowers their skills, but diminishes their will, and leaves them open to being controlled by the Nourish user. The weaker or more injured the opponent, the more effective the Nourish user's influence and control becomes.	



	Guard  Rare		CORE
	Guard, a rare Element, is a guardian's greatest gift, one which offers the means to protect against threats physical and spiritual to those who wield its key.		
			
Guard is associated with: limitation, exploit, sacrifice; protection, enduring, strength			
	Shell Barrier	A roughly textured to the touch but invisible dome surrounds the caster or target area, and prevents hostile external forces both elemental and physical.	
	Breaking Barrier	A defensive barrier skill that cancels all non-Guard elemental ability effects within a certain range. The range of this skill depends on the user's Elemental Mastery.	
	Endless Warrior	Those with the Guard element's key are unrelenting warriors who, even while impaired (or even unconscious) will use their physical form as a vessel for their element and will, defending others until their vessel is completely destroyed.	
	Absorb and Rebound	A skill that blocks elemental attacks and absorbs the blow, then uses the acquired energy to return damage or negative effects to the opponent.	
	Crushing Strikes	An aggressive skill that breaks elemental defenses or ignores certain elemental effects to savagely strike down an opponent.	



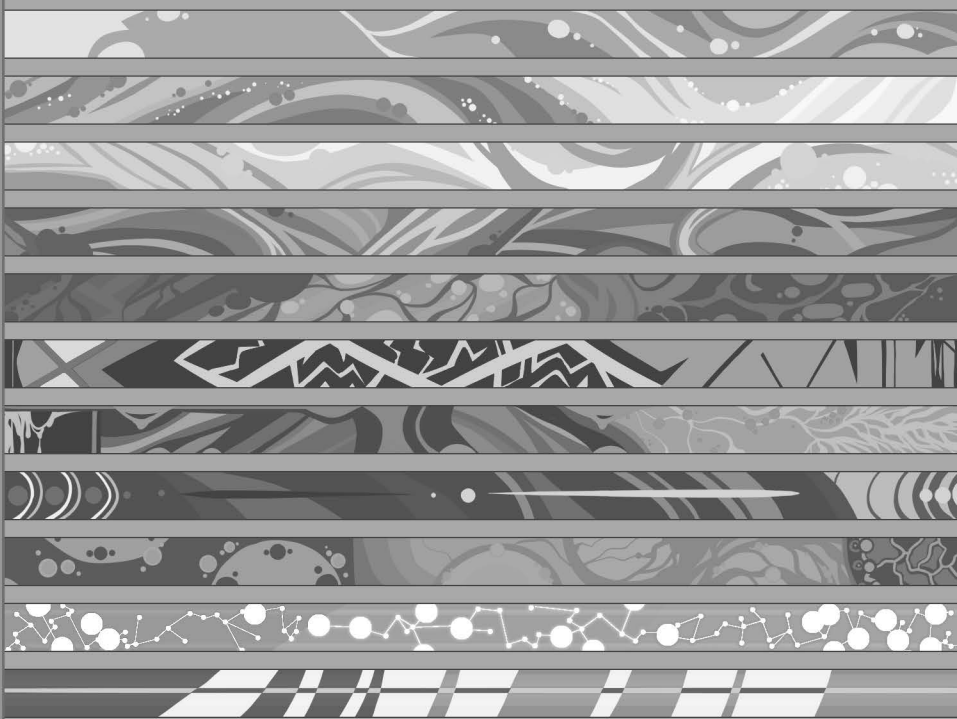
	Poison  Rare		CORE
	Poison, a rare Element, is more-so seen as a curse by many, but offers unique skills to those who hold its key.		
			
Poison is associated with: betrayal, isolation, decay; pacts, daring, resilience			
	Universal Antidote	This skill can remedy afflictions of the poison variety.	
	Isolate Elements	This skill may disconnect or isolate elements or elemental effects in order to assist in the removal or healing of stubborn afflictions.	
	Potion Mastery	Holders of the Poison key tend to have heightened connections to nature and a deeper understanding of the unique properties of natural chemicals and substances. With this gift, they may excel in alchemy and potion crafting.	
	Unrelenting Poison	A conjured toxic essence that seeps into the body, draining energy and health and increasing in potency the longer it goes untreated. It is stubborn and often remains present but dormant within the afflicted for long after the initial intrusion.	
	Hostile Contagion	A conjured toxic essence that infects opponents with a fierce, damaging affliction. This particular essence lacks stability as it jumps from host to host. If used with thought and solid intent, it is a skill that can ripple through and disable multiple opponents.	



	Web	Mythic
	<p>Web, a mythic Element, grants heightened levels of connection between other Elements at lower rarities to those who hold its key.</p>	
<p>Web is associated with: aggression, merciless acts, control; bridging, high potential, knowledge</p>		
	Elemental Link	A skill that allows for the bridging of elements between different element users, unlocking new, unique skills and skill combinations in a highly controllable and manipulable form.
	Collaborative Growth	Holders of the Web key may empower other elements with the use of their elemental skill. The Web user's skills and ability is amplified as well.
	Collective Feed	Web users have a unique connection to elements of nature, and thus have a heightened level of awareness and understanding of elemental presence. This allows Web users to detect changes in elemental presence, identify element strength levels in different environments, and even use lower tier abilities of other elements.
	Elemental Cancel	This skill creates a temporary rift between a target's key and their element, causing any elemental skills to be weakened or null when a casting attempt occurs.
	Mimicker's Reveal	When being hurt or receiving afflictions by the use of an elemental power, a Web user may create a temporary artificial key of their opponent's element and use the same damaging abilities against them, even if said abilities are of a high tier.

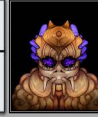


	Adapt	Mythic
	<p>Adapt, a mythic Element, grants a method of elemental shifting depending on body state, environment and willpower.</p>	
<p>Adapt is associated with: dysfunction, uncertainty, instability, potential in mastery, user focus, diversity</p>		
	Endure Environment	This skill allows Adapt users to endure harsh environments by counteracting hazardous place's effects on the body through manipulation of elemental pathways in the body.
	Modification Orb	This skill creates an orb of elemental energy surrounding the user, which modifies aspects of the environment within its confinements, such as temperature, humidity, wind chill and elemental presence.
	Minor Element Skills	Adapt users may use lower tier element skills from any element. Focusing on one element in particular can result in the achievement of Element Mastery, which would then unlock higher tier skills of the chosen element.
	Elemental Shift	This skill shifts or alters elemental presence in a target area, rendering opponents relying on their element powerless for a short time.
	Break Body	This skill is powerful, dangerous and grim. When a target is afflicted by Break Body, their critical body functions are deregulated. This can result in disorientation, confusion, illness, pain and often death.

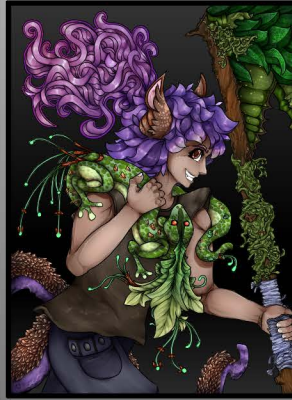




Intelligent Life



Species and Races • Body Modifications • Original Characters



This segment includes concepts related to the overarching subject of potential intelligent life forms.

The **Species & Races** section includes 3 in-depth development sheets of alien species concepts.

The **Body Modifications** section covers example modifications in specific themes: hair, eyes and ears.

The **Original Characters** section introduces 5 example character/species concepts along with some relevant details and development.





As species ascend and reach new heights of enlightenment, worlds across infinite universes seemingly become smaller...

This section explores intelligent or civilized species and race concepts.

Vrenelt



Biology

There are male and female sexes in this species.

The reproduction process is similar to that of the human species.

Female Vrenelts carry their developing youngling for 3/4s of a year.

The child is formed in an egg and hatches soon after being laid.



Average Male Height: 8'4"
Average Male Weight: 350lbs
Average Male Lifespan: 80 years



Average Female Height: 6'11"
Average Female Weight: 220lbs
Average Female Lifespan: 87 years

Diet: Omnivore

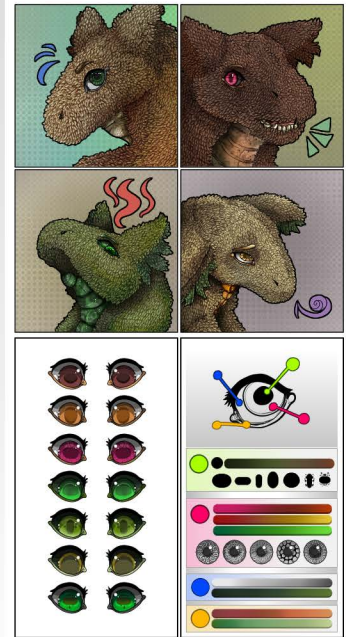
Environment: Adaptable

Additional Notes:

Vrenelts are highly emotionally intelligent and hyper-aware of the subtleties in communication by nature. Their social behaviors are deep and intimate, and they are often pacifists.

Vrenelts excel in crafting, farming, construction and other handy-work.

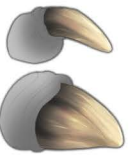
Vrenelts tend to enjoy festivities and events, and as such, celebrate many unique holidays.



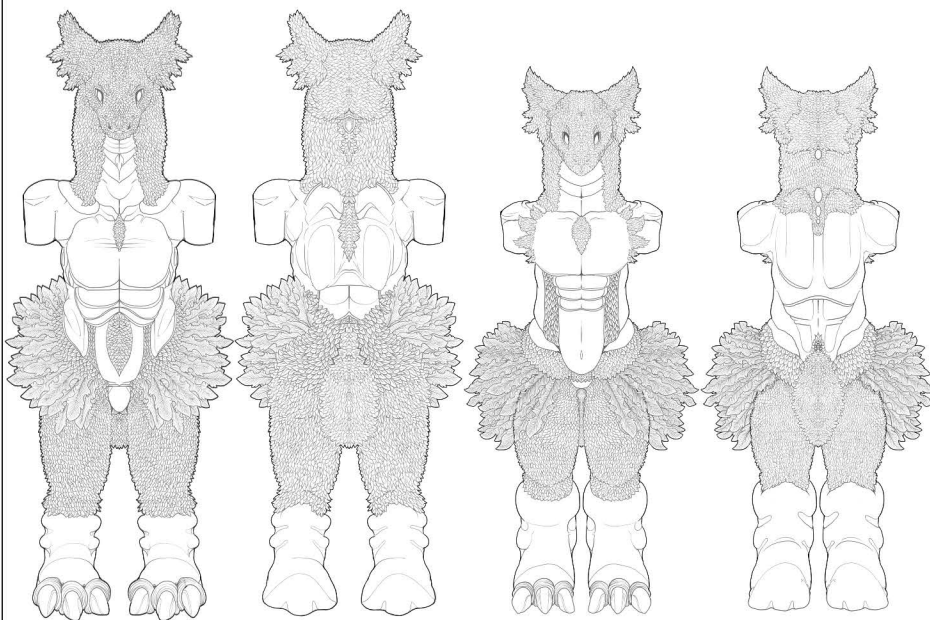
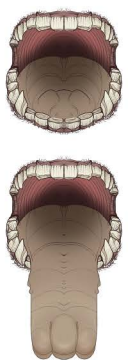
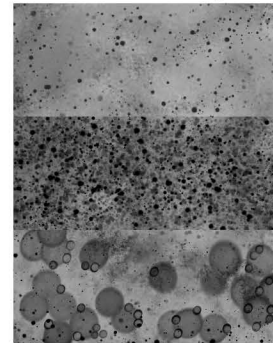
3 Feathering Types



Common Coloring



Common Markings



Adornments



Threaded Accessories



Jeweled Head Piece



Waist Veil



Hung Accessories



Trinket Parts



Inclonus



Biology

This species does not have multiple sexes.

Inclonus reproduce asexually, developing incubation pods on different parts of their body where a new Inclonus will begin to form.

However, being in the proximity of another Inclonus during an incubation cycle may result in mutations or changes in the growing Inclonus, potentially showing a resemblance to the other, external adult.

Average Height: 5'7"
 Average Weight: 115 lbs
 Average Lifespan: 108 years
 Diet: Omnivore
 Environment: Adaptable

Additional Notes:

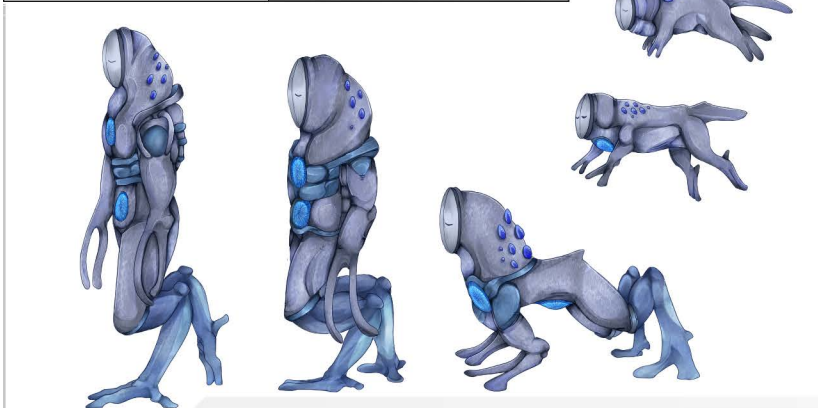
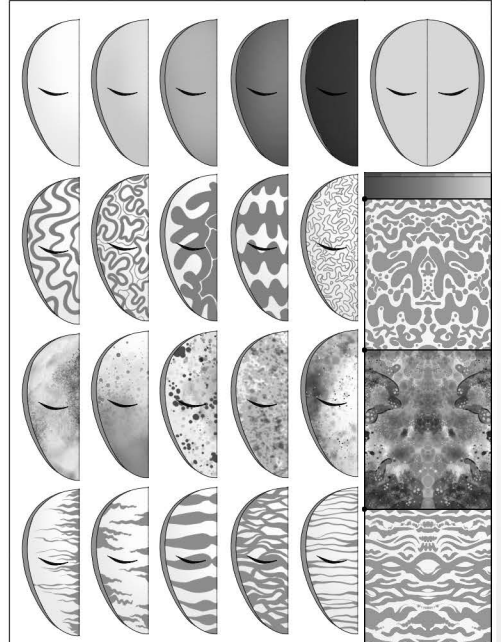
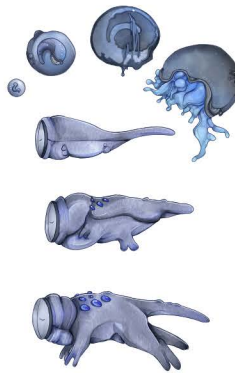
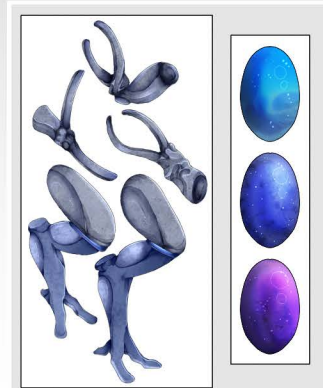
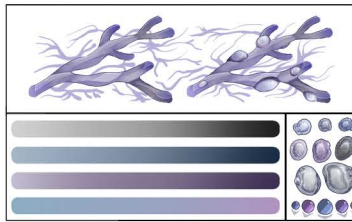
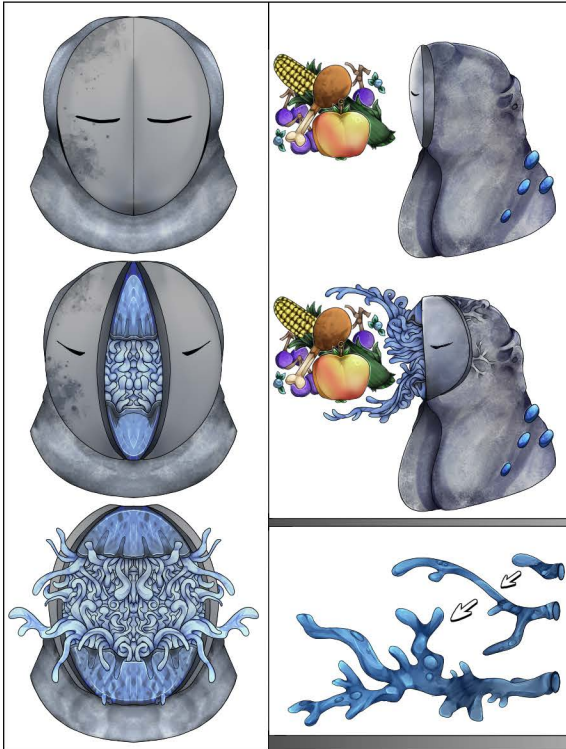
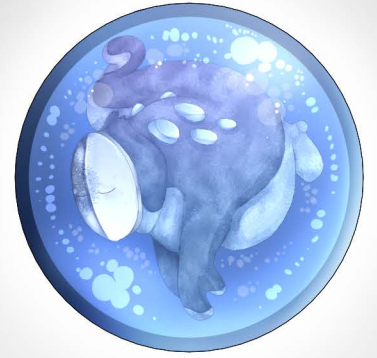
Inclonus have clay textured skin that can be drastically morphed and manipulated.

Inclonus do not have commonly recognized basic senses, rather, they are equipped with a unique sense that grants them an awareness of their surroundings and other creatures through the air's pressure and presence, as well as a resonating organ that almost instantly informs their brain of even the most minute changes in their surroundings.

Inclonus do not have a passageway with which to emit sound, but may form temporary parts on the surface of their skin to mimic others' sounds.

They mainly communicate through body language and finely shifting their skin.

Inclonus are incredibly intelligent and empathetic beings with unending curiosity.



Rojen

Biology

There are male and female sexes in this species.

The reproduction process is similar to that of the human species.

Female Rojen carry their developing youngling(s) for ½ a year.

Twins and triplets develop in approximately 33% of pregnancies.

♂	Average Male Height: 7'2" Average Male Weight: 210lbs Average Male Lifespan: 72 years
♀	Average Female Height: 7'0" Average Female Weight: 200lbs Average Female Lifespan: 74 years

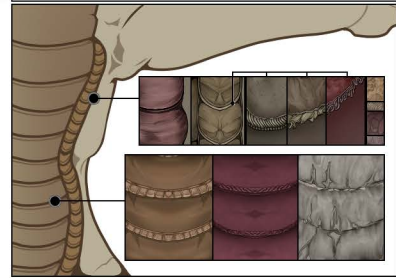
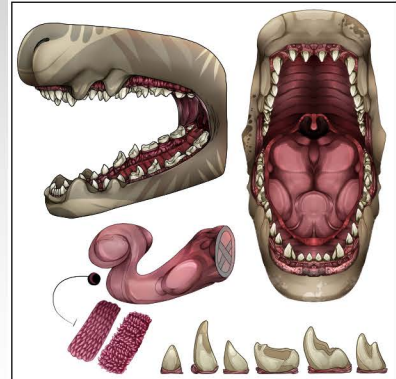
Diet: Omnivore
Environment: Highly Adaptable

Additional Notes:

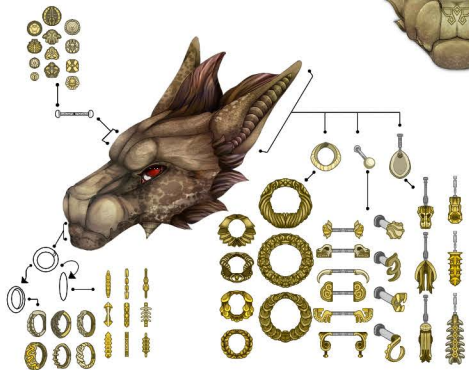
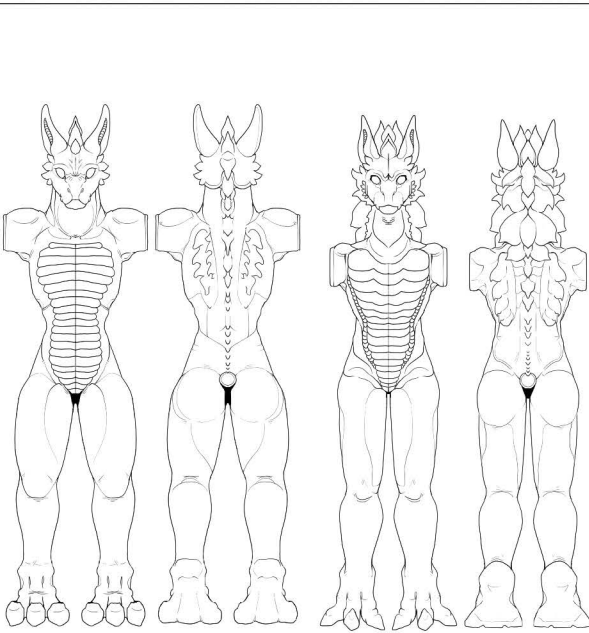
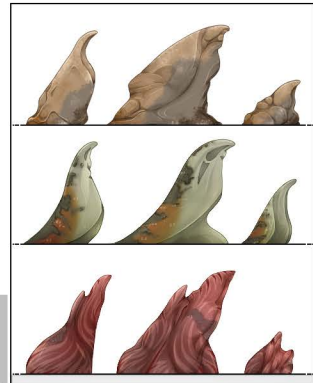
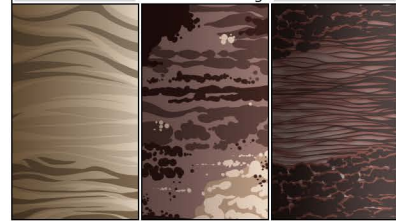
Rojen tend to be brash and forward in communication, but aren't maliciously hurtful. They tend to be fairly independent in nature, but are extremely loyal to those they choose as leaders.

Rojen are highly adaptable and can often form a population in certain environments deemed by other races to be "unlivable". Their endurance and stamina are unmatched, and they are natural warriors.

Rojen have ridged, folding and flowing growths that somewhat resemble manes, but they lack fur. These growths are fleshy to the touch.

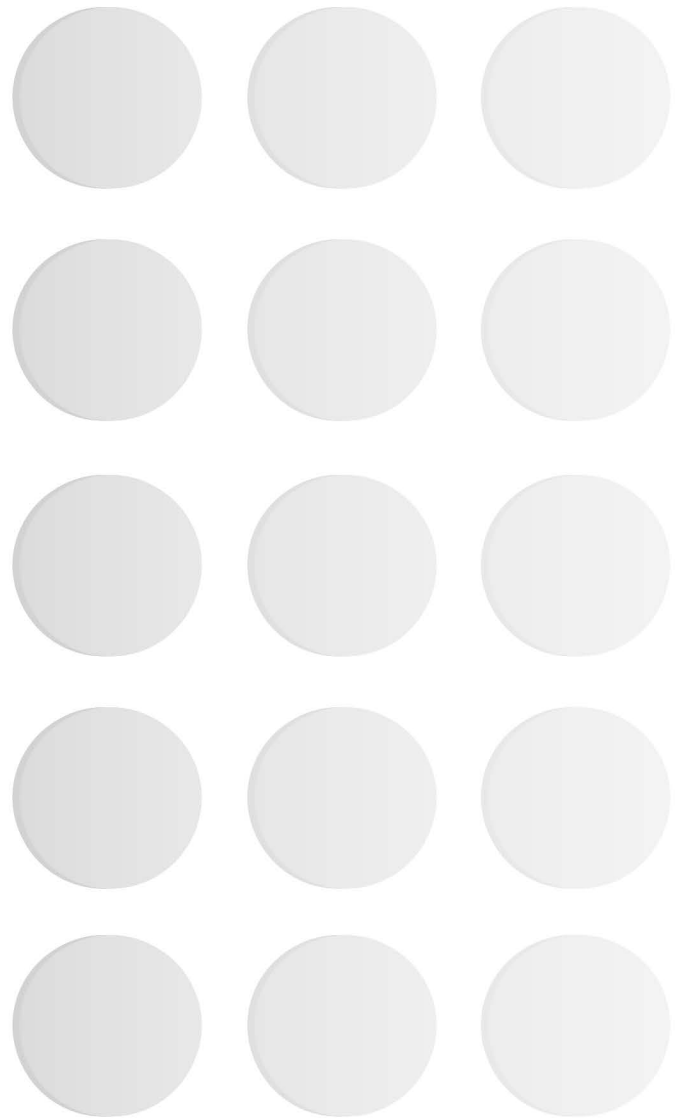
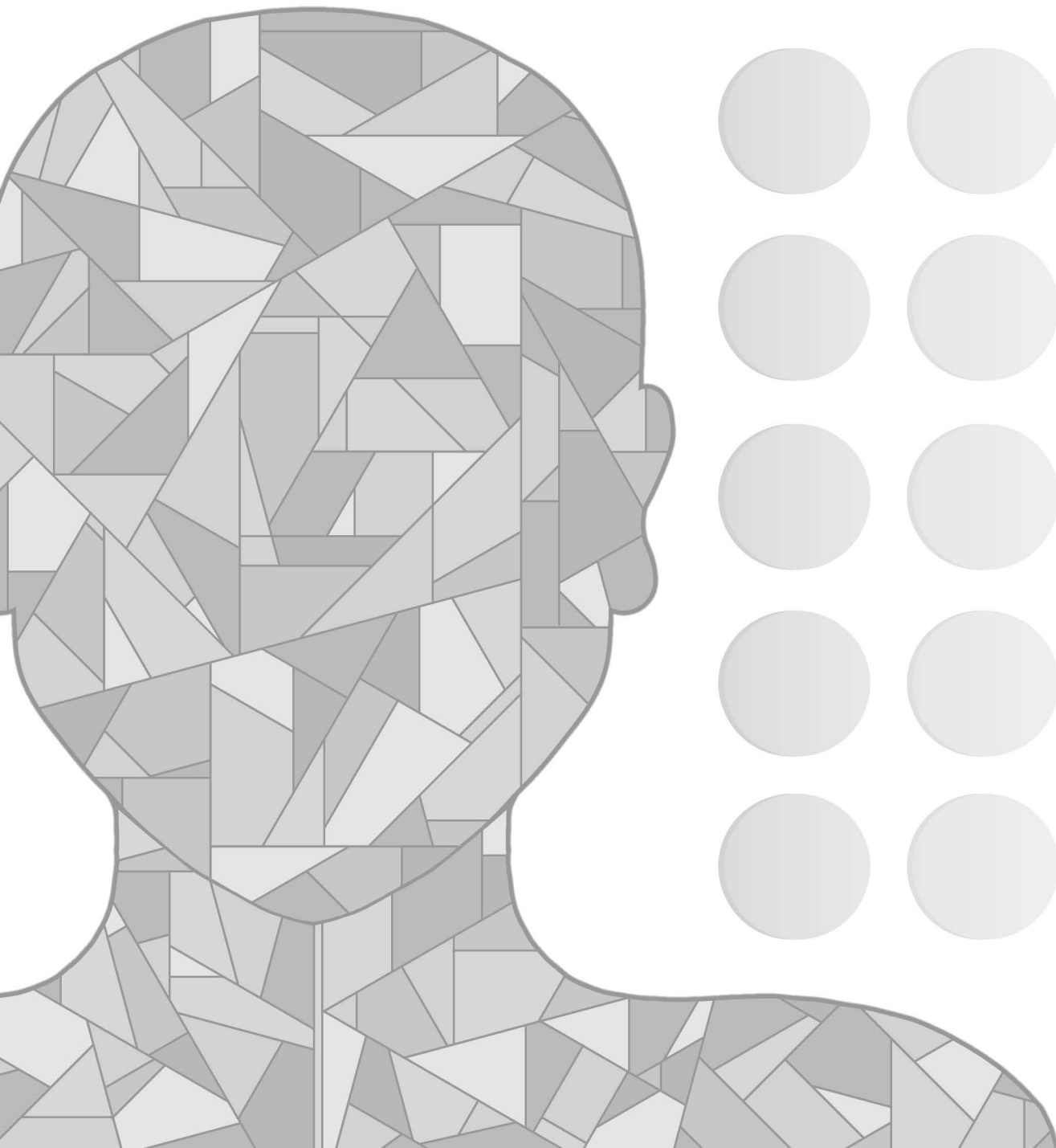


Common Markings

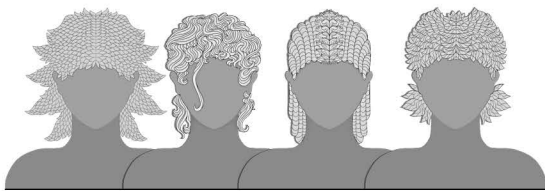
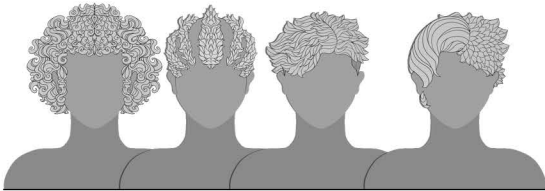
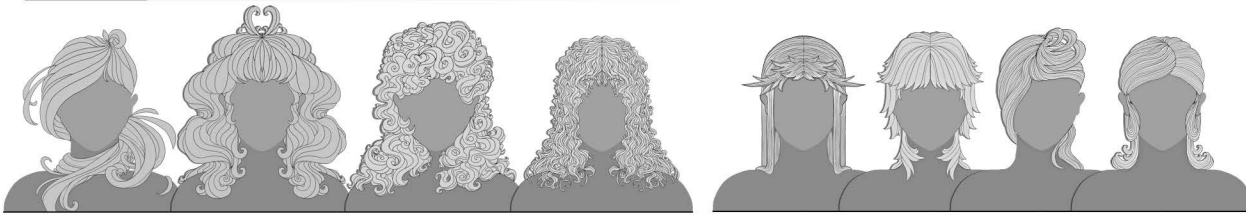




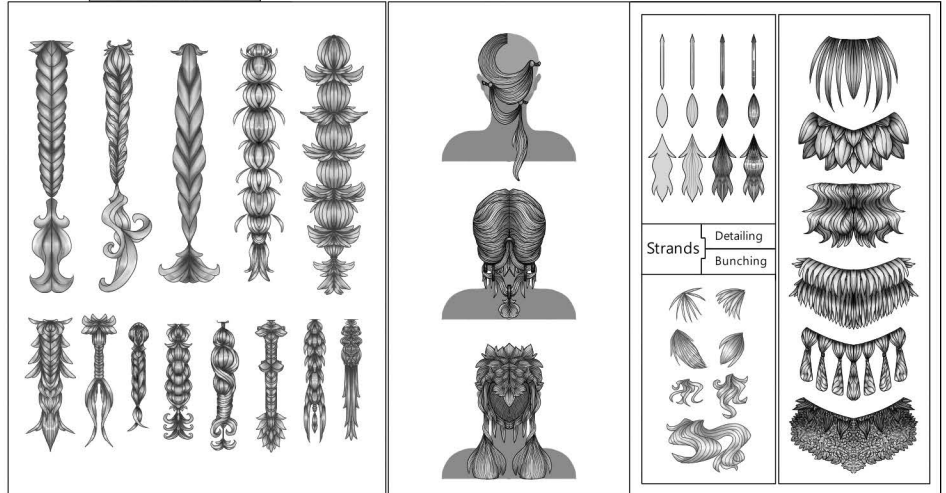
This section presents body modifications to potentially apply to humanoid figures.
These modification examples are developed under specific categories: Hairstyles, Eyes, Ears



Hairstyles



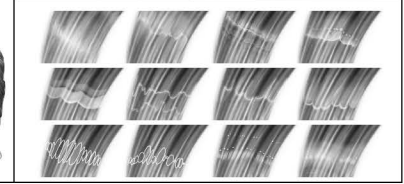
Detailing Mods



Bun Extension



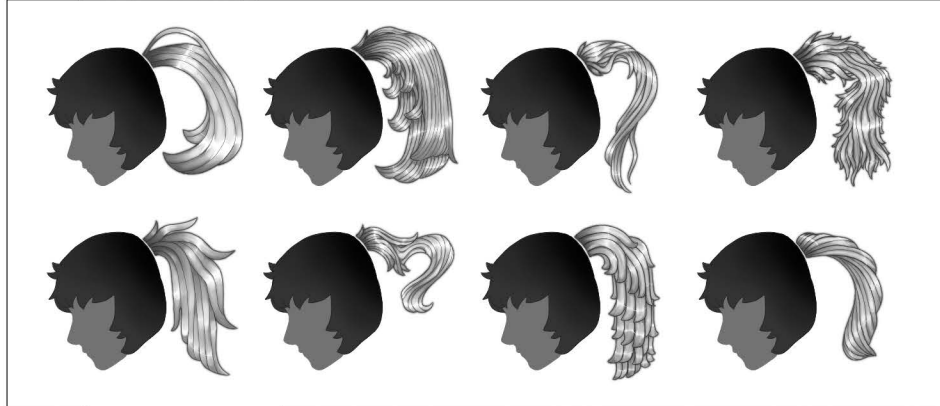
Highlight Styling



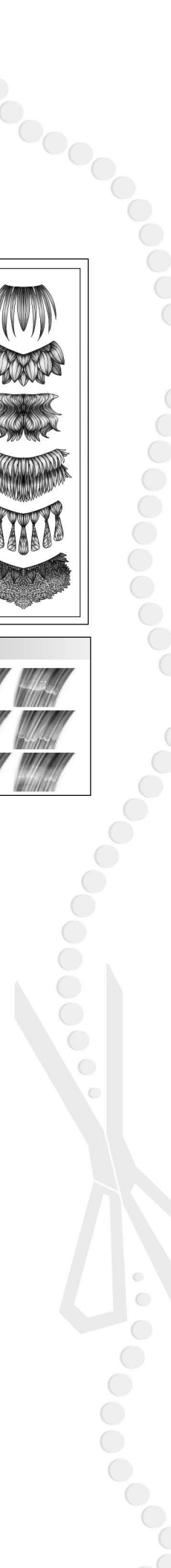
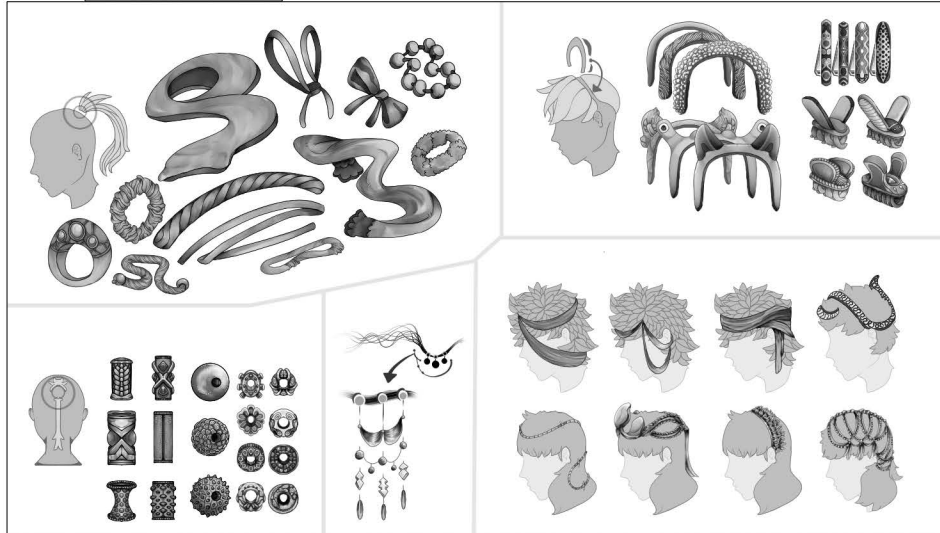
Flow Mods



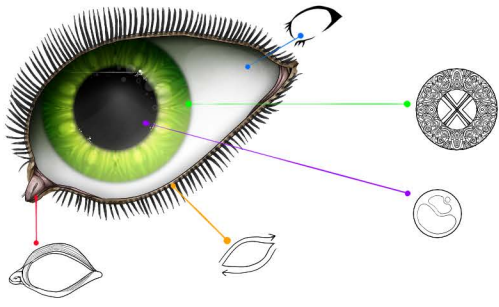
Ponytail Styling



Hair Adornments



Eyes and Eye Modifications



Sclera Mods

Sclera Shine Styling

Gen Flesh Mods

Gen Ridges & Extrusions

Flesh Textures



Pupil Shaping

Natural	
Aggressive	
Cosmos	
Drip	
Cross	
Element	
Intricate	

Iris Styles

Flat

Morph

Color Distribution Mods

Flat

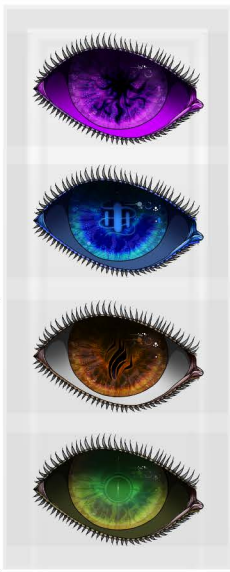
Gradient

Iris Rim Shaping

Gen Shaping Mods

Shape Styling

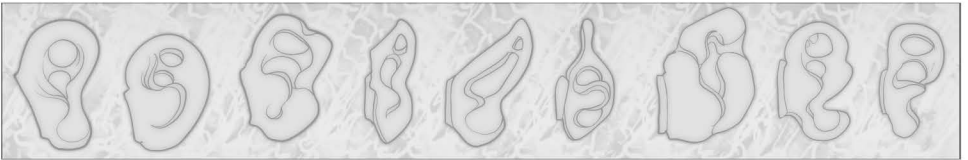
Lash Mods



Third Eye

Placement

Ears and Ear Modifications



		Basic Ear Lobe Droop Mods
		Basic Ear Helix Reach Mods

Animal Ears

Mystic Ears

General Themes | Ear Concepts

Ethereal | Fae

Aquatic | Sea

Aggressive | Decay

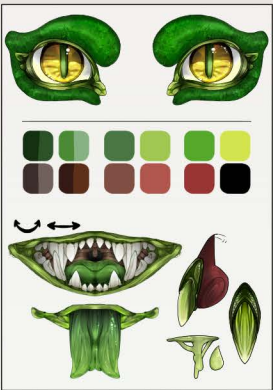
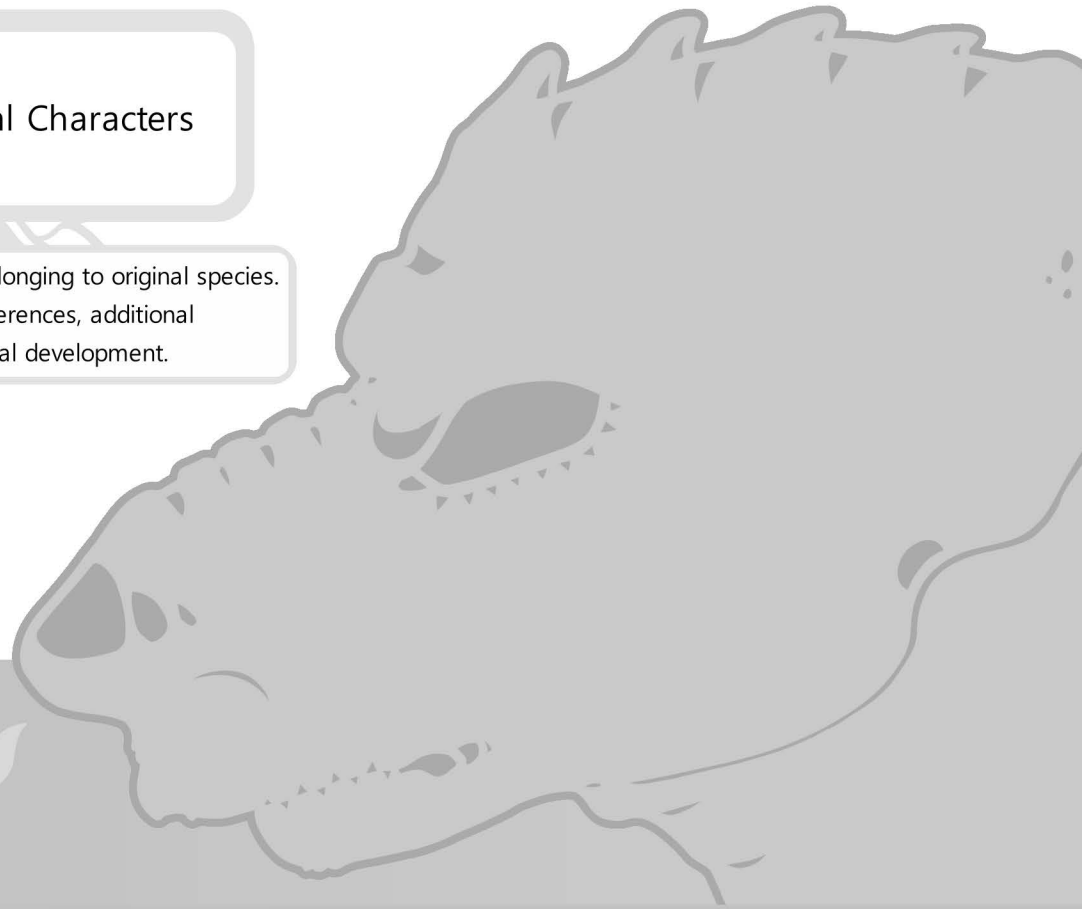
Righteous | Bloom

Ear Alterations

Intelligent Life

Original Characters

This section introduces unique characters belonging to original species. These references include fullbody references, additional detail references and minor general development.



Name:	Species:
Kaushkeht	Banded Vennce
Age: 28	Environments:
Sex: ♂	Primary: Dense Jungles Secondary: Dense Woodlands, Desert(Oasis)
Personality:	
<p>Kaushkeht holds a deep appreciation for nature, and is always fascinated by the intricacies of various flora he comes across. His connection with nature is aligned with his highly spiritual nature. He carries a staff wherever he travels, a traditional craft from his home settlement. When facing threats, he can use his staff to bridge his body with the lands around him, supplying him with the power to protect himself or others.</p>	
Origin:	
<p>Kaushkeht was raised in a large settlement surrounded by dense jungle. The settlement's population at that time was disproportionate to their food stores and production, and so many residents needed to ration their supplies. The jungle was booming with resources, but the beasts hidden in wait made the process of gathering a dangerous task. Kaushkeht trained relentlessly to develop his nature element affinity so that he could contribute to the cause of feeding the settlement, and those early trainings and experiences helped to mold him into the Vennce he is now.</p>	



Name:	Aushel	Species:	Burs-Fae Elf
Age:	19	Environments:	Primary: Faelands Secondary: Marshes, Jungles
Sex:	♀	Personality:	<p>Witty and fiendish, Aushel revels in trickery and is no newcomer to mischief. She is often difficult to read, and she tends to show a multitude of personality types. Despite these traits, she will at times yearn for a true friendship, and she does have a level of fragility that she'd never intentionally reveal.</p>
Origin:	<p>Aushel was born deep within the Faelands, and grew up with a family known for developing rare enchantments and enchanted objects. She was the only child, and often unattended to, besides the times her parents taught her their craft with the hope that she would one day step up to continue their work. In her early teens, she crafted many wares of impeccable quality under her parents' guidance. However, as she got older, she began to feel disconnected from her work.</p> <p style="text-align: center;">She dreamed of a life outside of it all...</p>		



Name:	Fervel	Species:	Hiunses
Age:	18	Environments:	Primary: Canyons Secondary: Woodlands, Mountains
Sex:	♂	Personality:	<p>Fervel is a strong-willed, driven beast with an unshakable inner peace. He values his family and his cultural roots, and tends to want the best for anyone and everyone. If there's a way for him to help, he will take the opportunity without hesitation. Some view him as naive, because he has a habit of assuming only the best of others, even those he'd just met.</p> <p>Though, he's quite satisfied with this trait.</p>
Origin:	<p>Fervel was born alongside his 2 sisters, Tairi and Sivel. The triplets grew quickly together and developed exceptionally strong wings. Fervel left his village for one year when he reached the age of 16, as it was tradition that newer generation males must travel together to an ancestral site once they are able and ready. The trek is led by an elder, and once reaching the destination, the young Hiunses are told to set up camp. They remain among the long-passed spirits of the land for some time, and the elder passes along stories of old in the nights.</p> <p>Fervel was teased for his femininity, but didn't take offense. He knew that Tairi and Sivel were two of the strongest village Hiunses, and could probably lay out anyone who would devalue them by their gender.</p>		

Name:		Species:	
Spite		Lutixern	
Age:	23	Environments:	
Sex:	♂	Primary: Corruption Valleys Secondary: Swamps, Corruption Flats	
Personality:			
<p>Spite is fairly silent and reserved around others, but lacks humility and tact when he does speak. His behavior is unpredictable, and he frequently gets lost in his thoughts while developing elaborate schemes. His natural hyper-awareness protects him from potential dangers, and is suitable for the dirty work he often takes on.</p>			
Origin:			
<p>Spite was born in a Corruption territory, and carries traits of corruption on his body. He was born of a single mother, not ever knowing his father. In his early childhood, his mother became severely ill and passed away. Spite grew up knowing much of hardship, living in a village with others who refused to involve themselves with him. Simply put, he needed to have the heart to do anything in order to survive...</p> <p>...and so, he did survive.</p>			



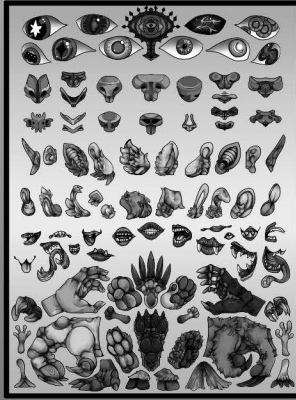
Name:		Species:	
Jhuvlin		Ticheil	
Age:	43	Environments:	
Sex:	?	Primary: Oceanside Secondary: (any)Lakeside, (any)Riverside	
Personality:			
<p>Jhuvlin doesn't display many expressions, and speaks in an unchanging low tone. Their species is particularly rare, and known for remaining intentionally isolated from the world outside of their communities. Jhuvlin has lived a quiet, simple life in an Oceanside village, and doesn't feel a shred of regret. However, the thought of meeting and learning from other species does intrigue them.</p>			
Origin:			
<p>Jhuvlin lives among others of the Ticheil species in a secluded Oceanside village. This village was created to self-sustain, and remove any need for external interaction. All activities, including studies, took place within the village territory. Jhuvlin was very interested in and excelled in health studies, medicine and care. Naturally, Jhuvlin always wanted to learn more in order to help others more effectively. So, there were some occasional temptations to venture outside of the village in search of new knowledge.</p> <p>Jhuvlin, despite history and age, feels the potential of venturing still. Perhaps an "excuse" will one day show itself.</p>			



Wildlife



Wild Beasts • Creature Assets • Companions



This segment includes concepts related to the vast potential of natural, biological developments seen in animal species inhabiting a range of environments.

The **Wild Beasts** section is a collection of species concepts grouped and designed within a body type category.

The **Creature Assets** section includes numerous potential modifications to both the base structure of a species and potential extrusions, or external features.

The **Companions** section introduces 3 tame species concepts with general form references and additional development.



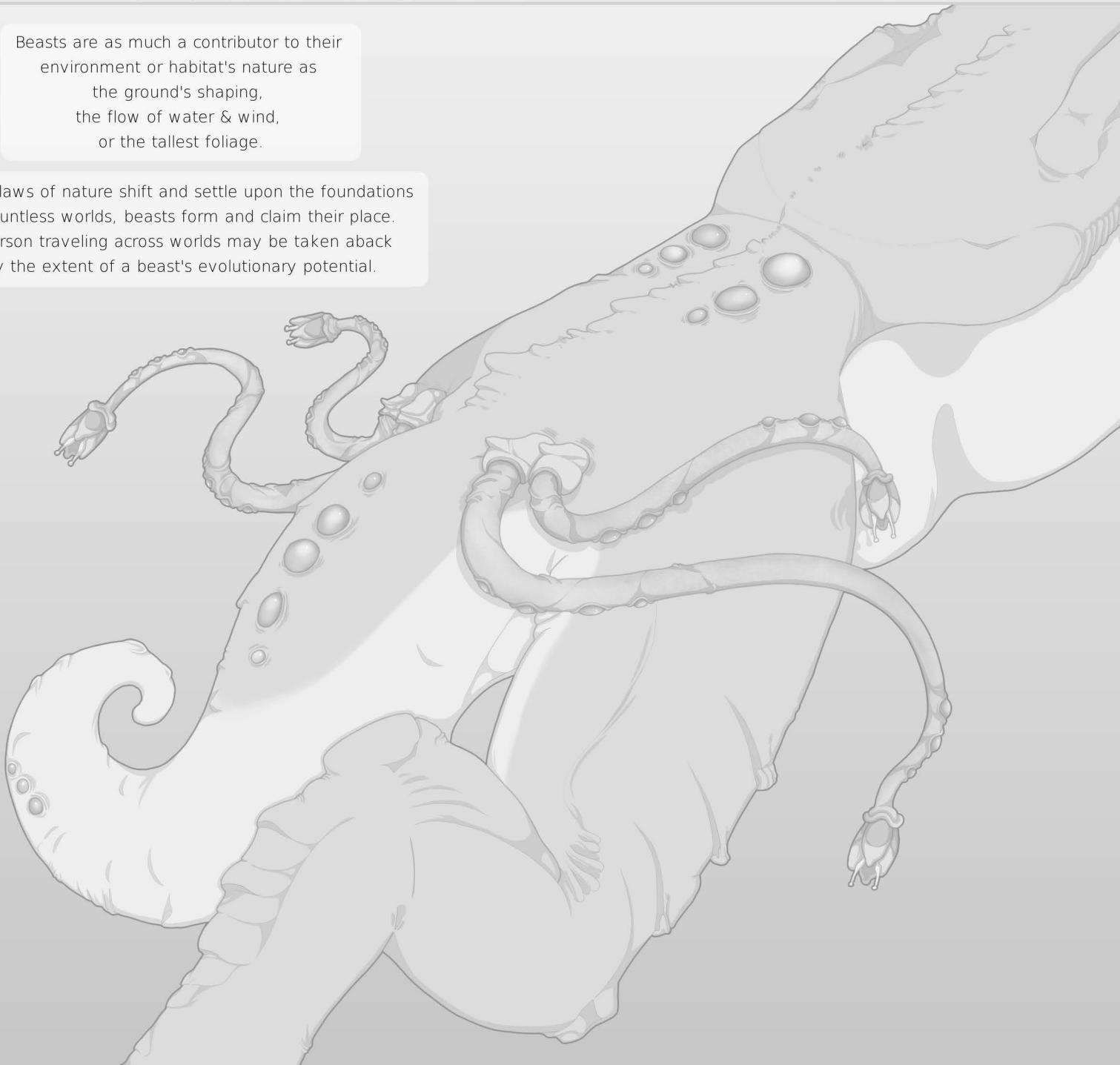
Wildlife

Wild Beasts

This section introduces a variety of wild animal concepts. These concepts are organized by body types.

Beasts are as much a contributor to their environment or habitat's nature as the ground's shaping, the flow of water & wind, or the tallest foliage.

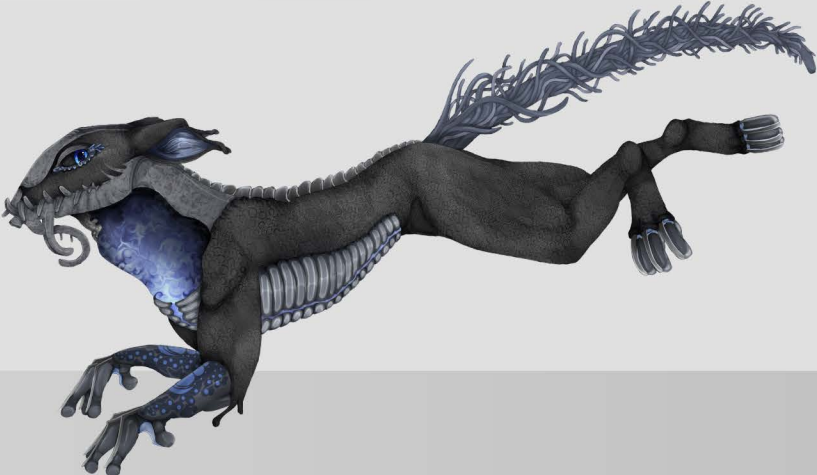
As the laws of nature shift and settle upon the foundations of countless worlds, beasts form and claim their place. A person traveling across worlds may be taken aback by the extent of a beast's evolutionary potential.



Body Type: **Stocky**



Body Type: Agile



Body Type: **Bipedal**



Body Type: **Hydra**



Body Type: **Serpentine**



Body Type: **Aggressive**



Wildlife

Creature Assets



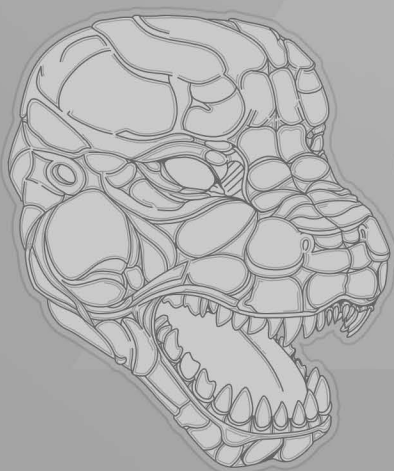
This section contains sets of physical feature examples that a creature may be equipped with.

Central features most often have a specific purpose... or at times, multiple.

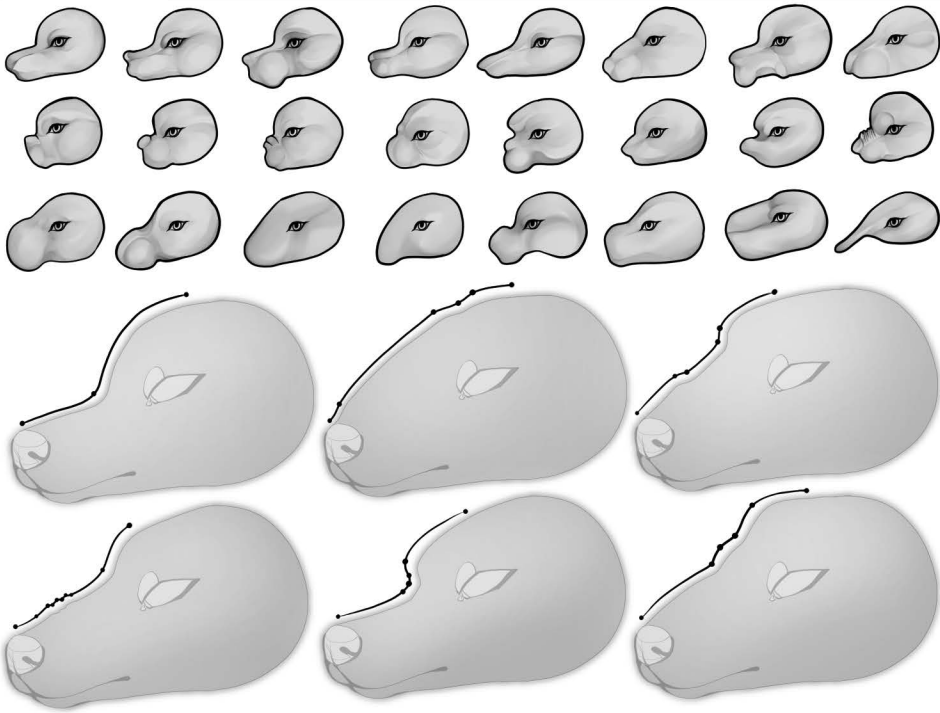
In the process of a species developing adequate biological tools to survive, there are instances where a creature may develop features with visual appeal, or traits with an unclear purpose.



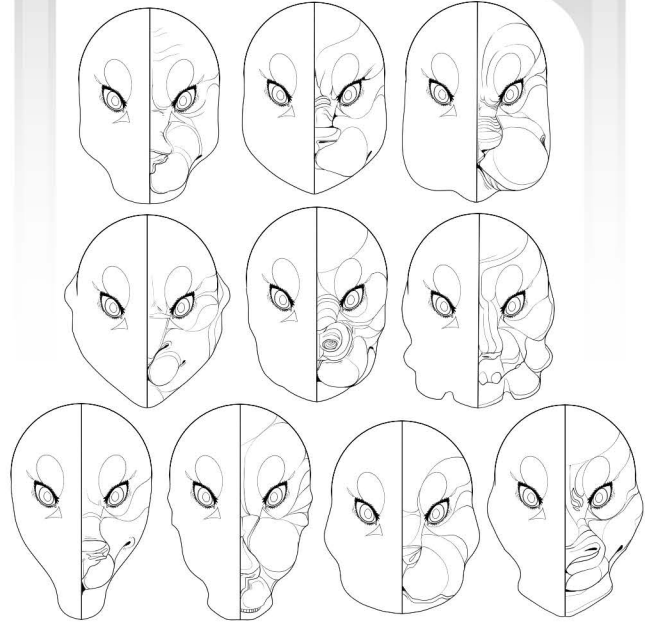
Regardless of function or flair, the diverse range of traits seen throughout countless species are a uniquely beautiful and curious gift of nature.



Head Shaping



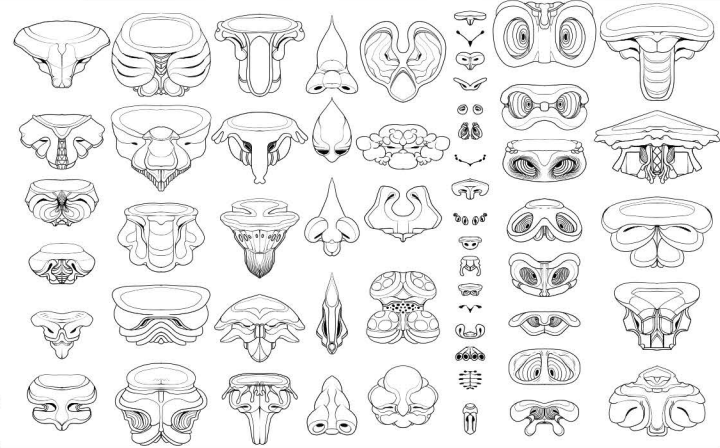
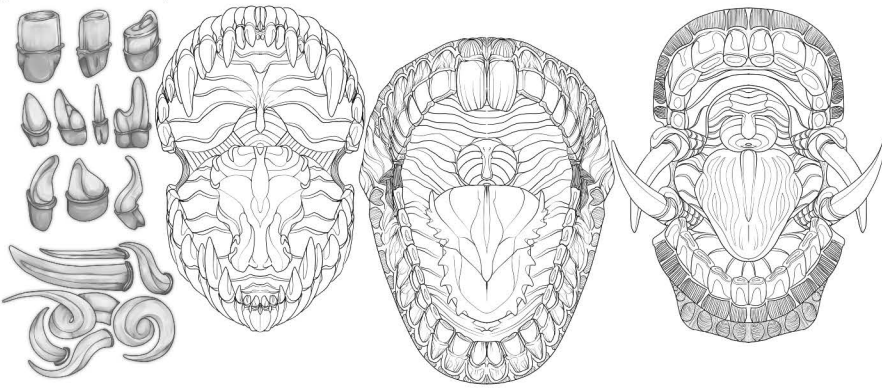
Face Shaping



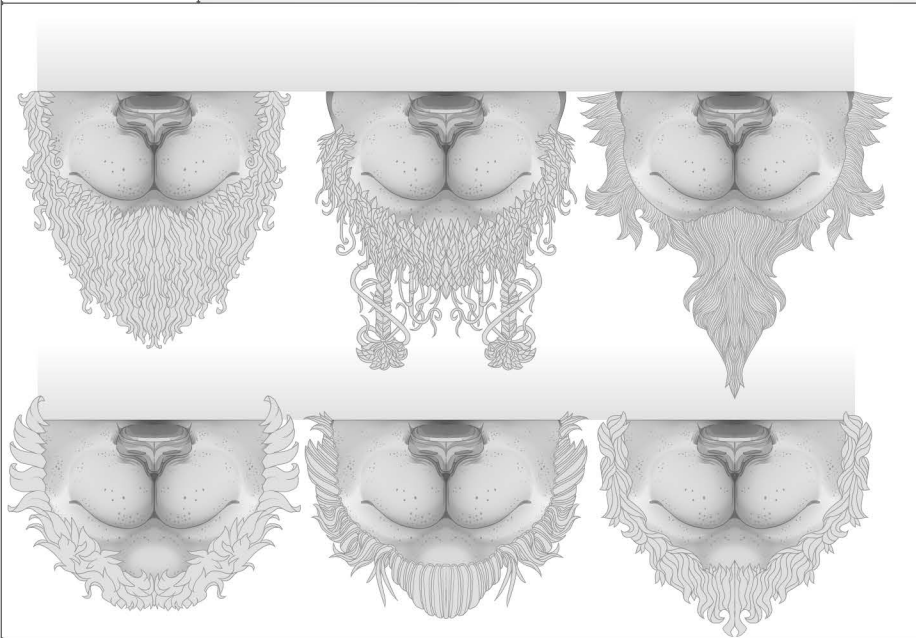
Teeth & Tusks

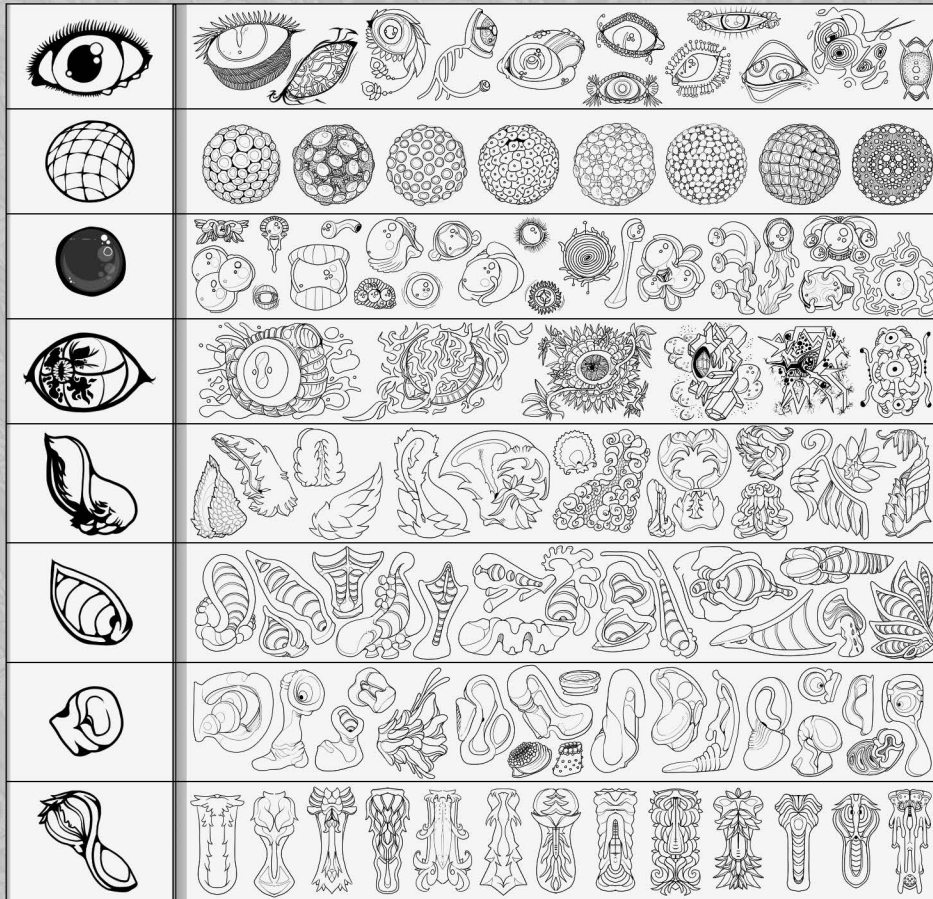
Full Jaws

Noses

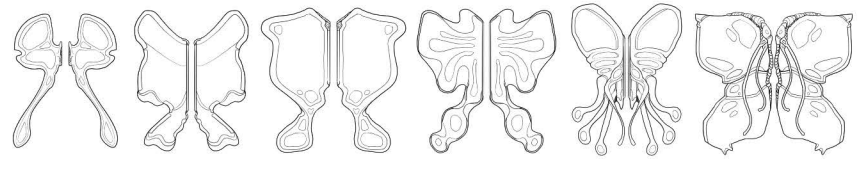
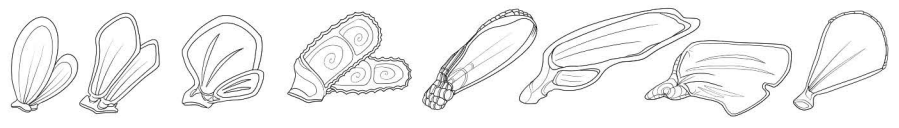
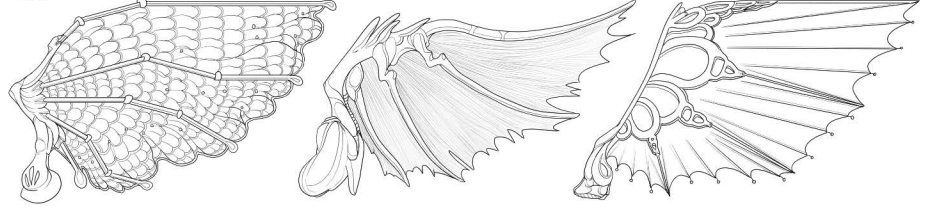
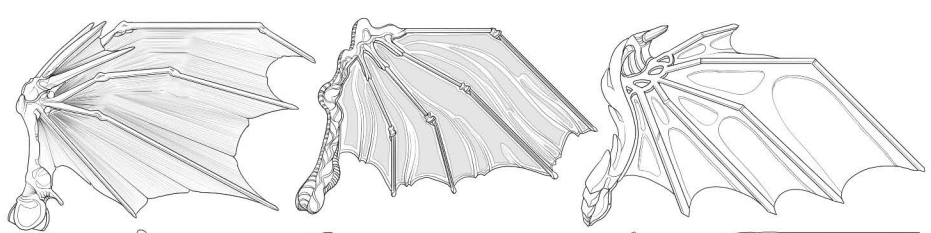
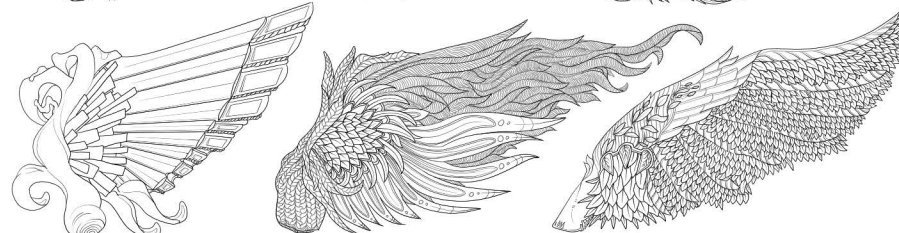
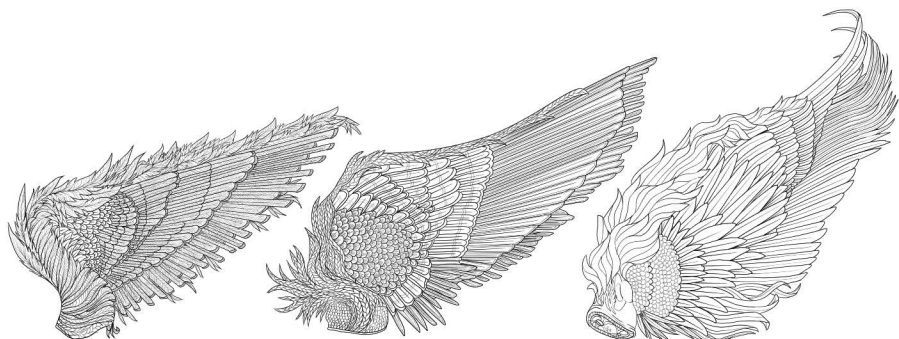


Beards

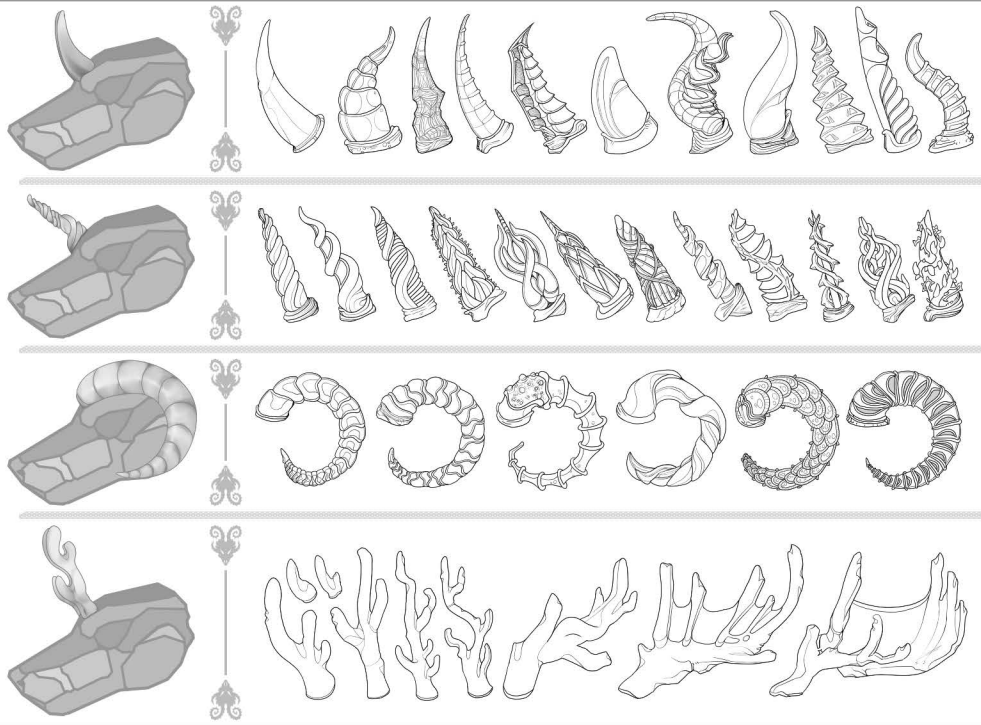




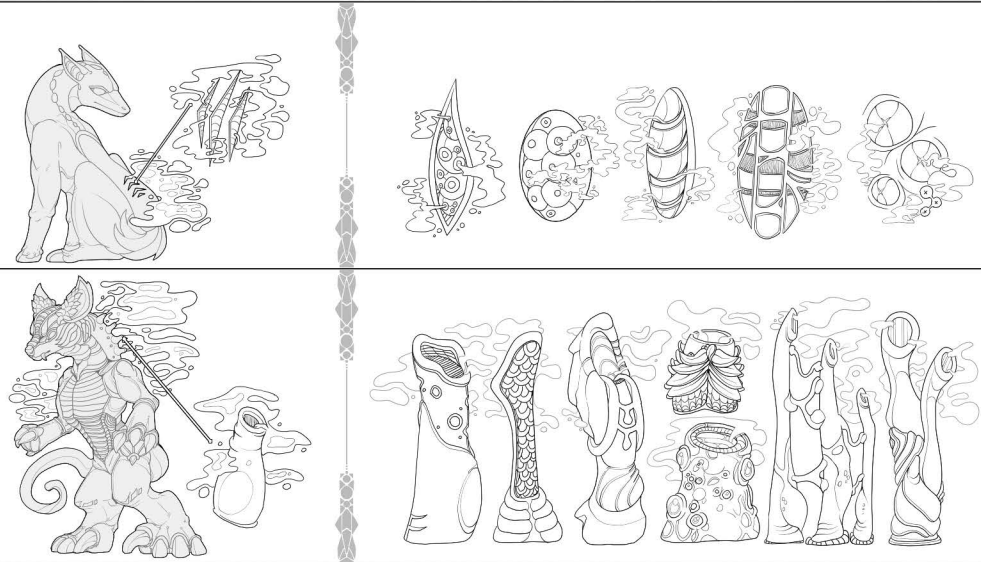
Wings



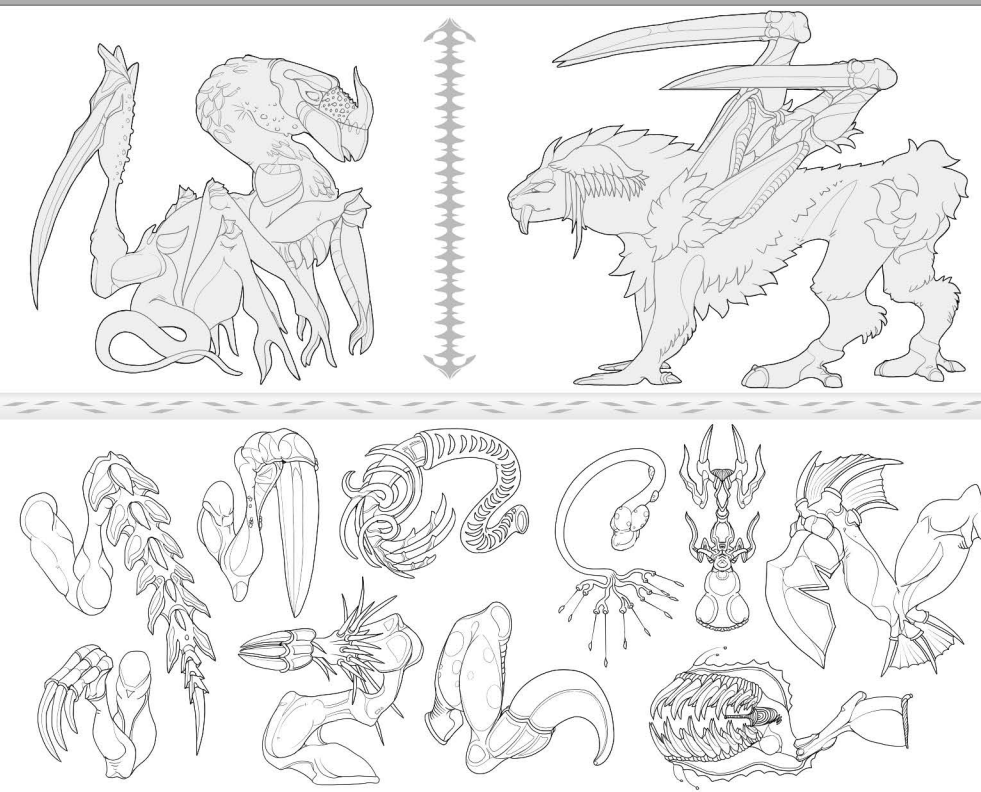
Horns & Antlers



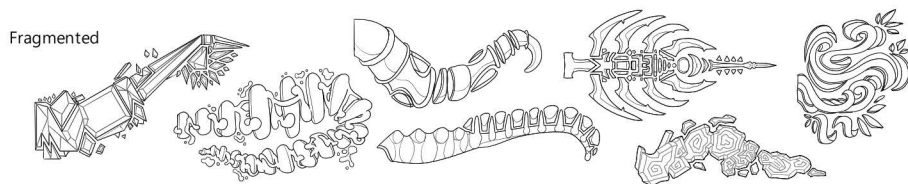
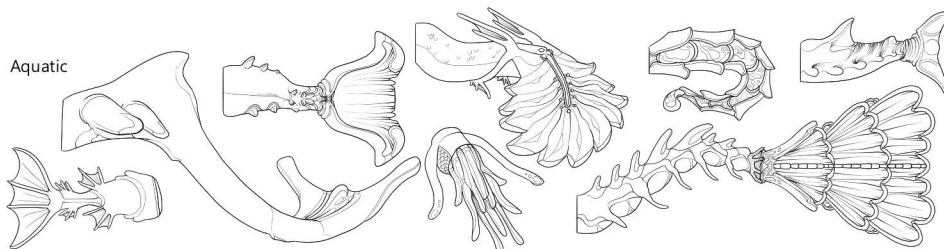
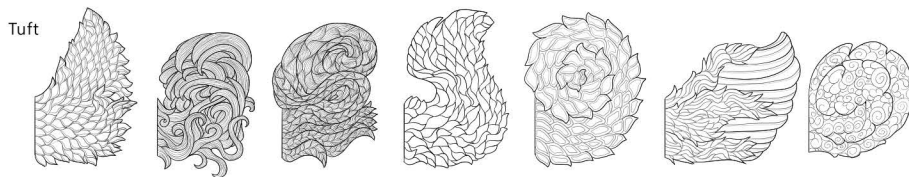
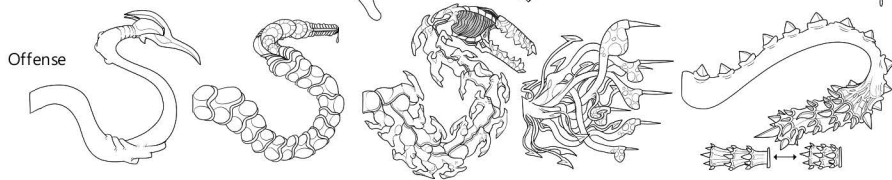
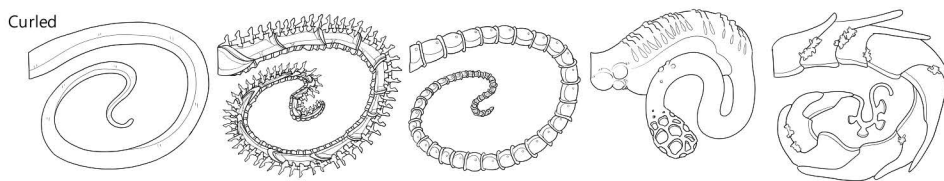
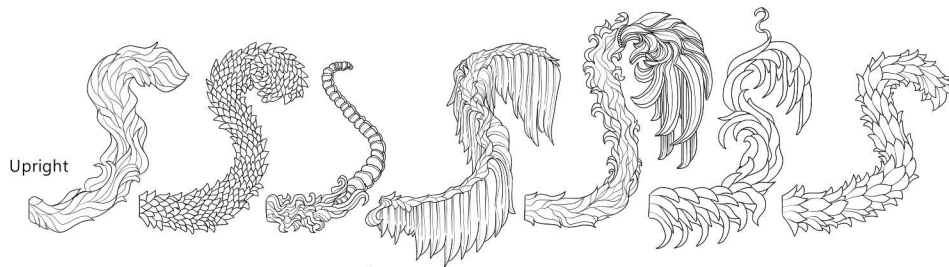
Expulsion



Aggressive



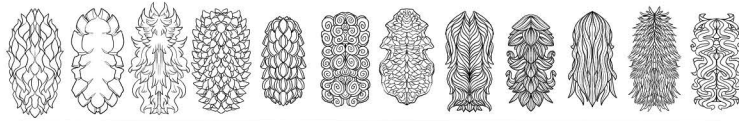
Tails



Growth Variation

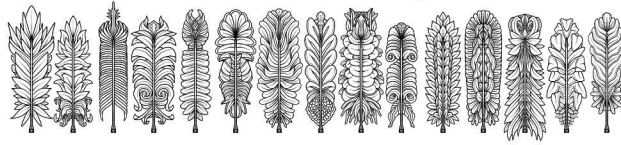
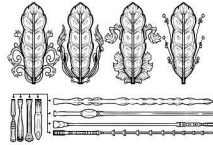
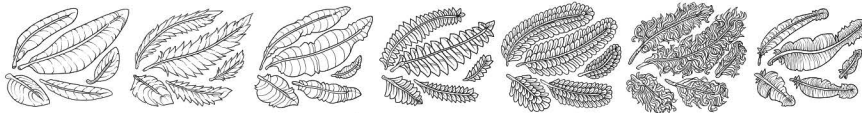
Fur Growths

Flow
Density
Texture Variation
Extension
General Styling



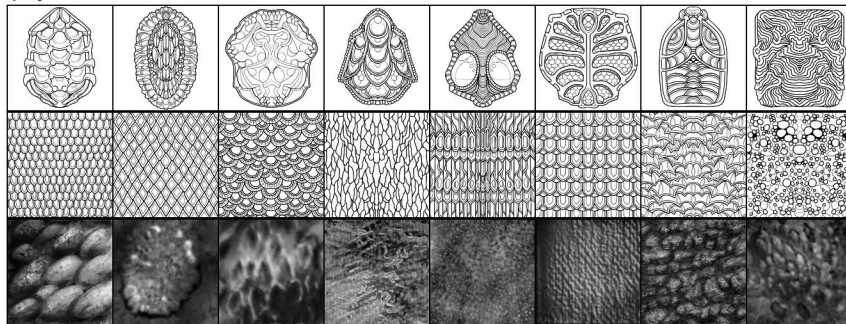
Feather Growths

Flow | Roughness | Texture Variation | Extension | General Styling

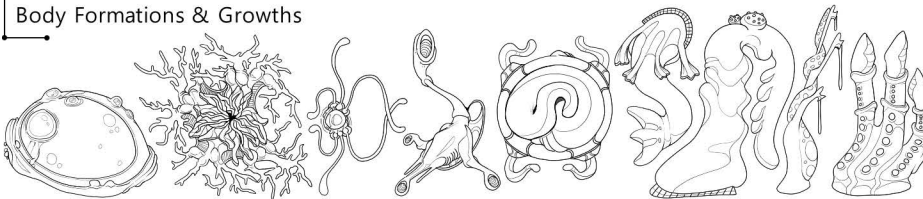


Scale Growths

Individual | Patterned | Rough Texture

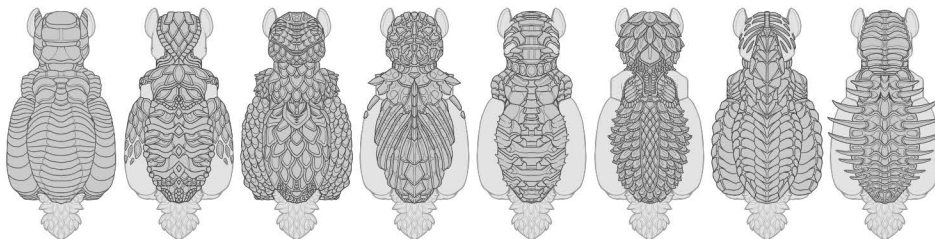
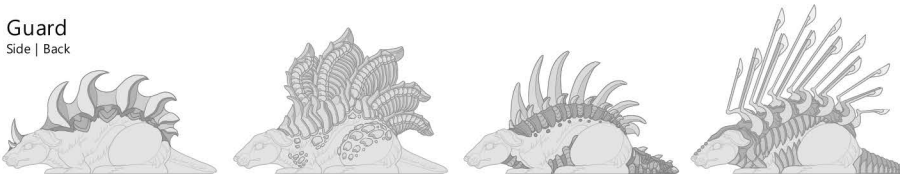


Body Formations & Growths



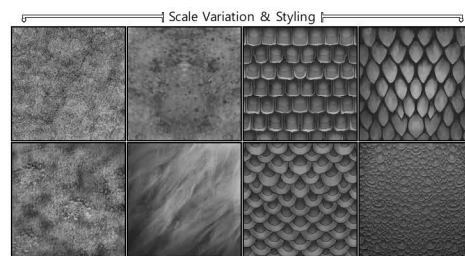
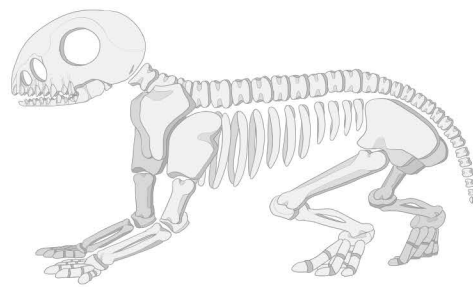
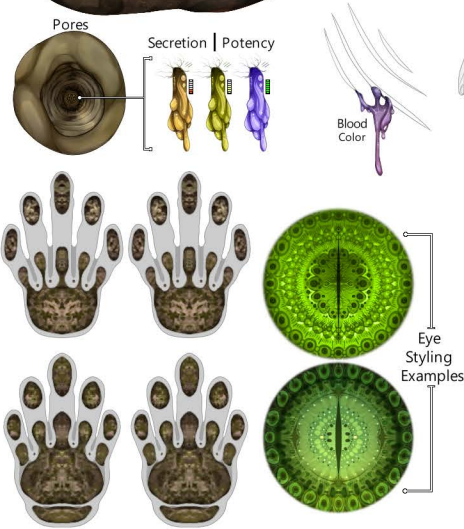
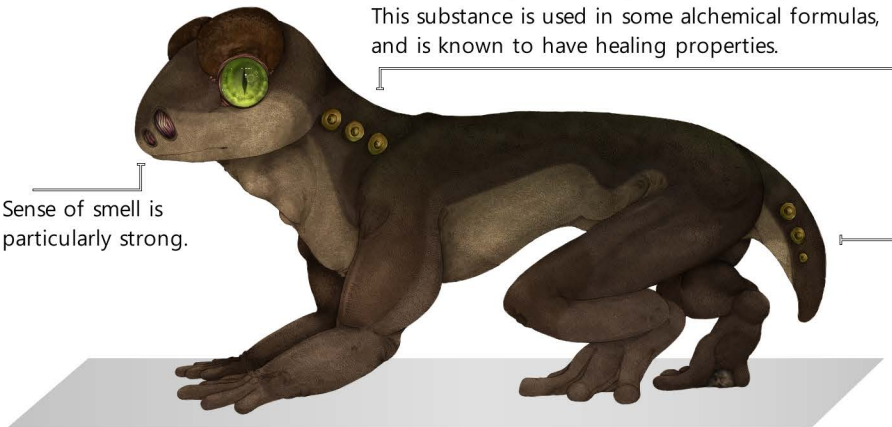
Misc. Growths & Extrusions

Guard
Side | Back



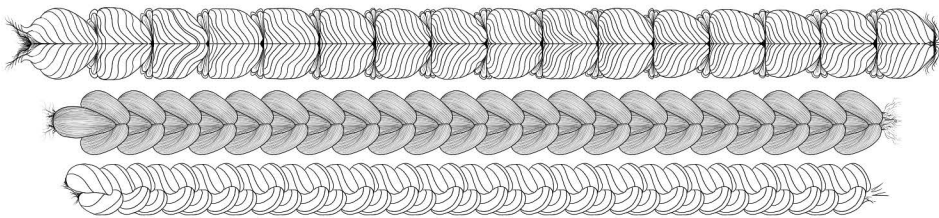
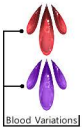
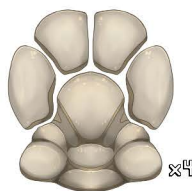
Pores on body periodically secrete an oily substance. This substance is used in some alchemical formulas, and is known to have healing properties.

Sense of smell is particularly strong.



Subspecies Variants



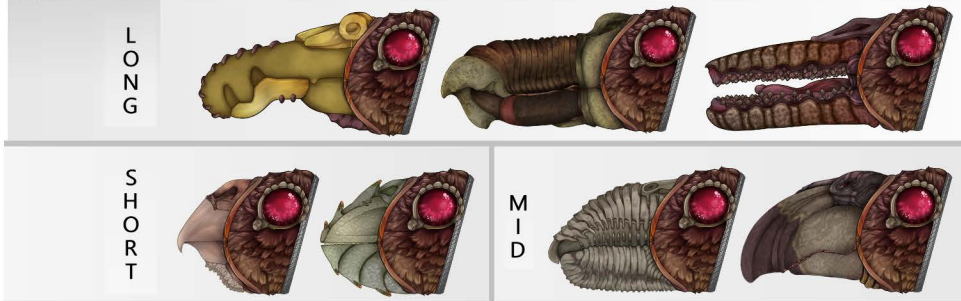


Subspecies Variants

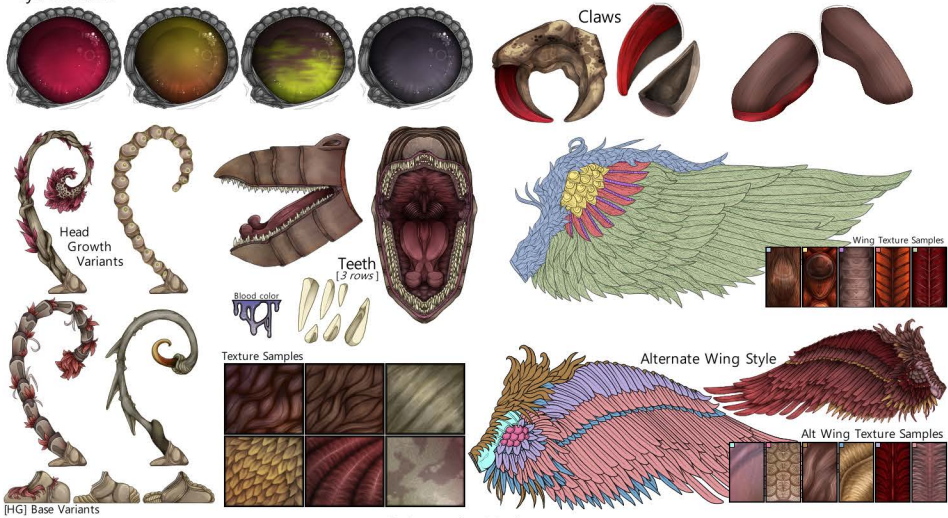




Alternate Beaks



Eye Variants



Subspecies Variants

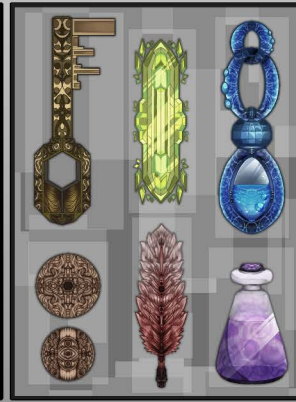
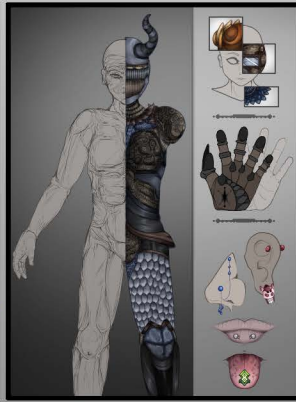




Items



Weapons and Tools • Outfits and Armor • Collectibles

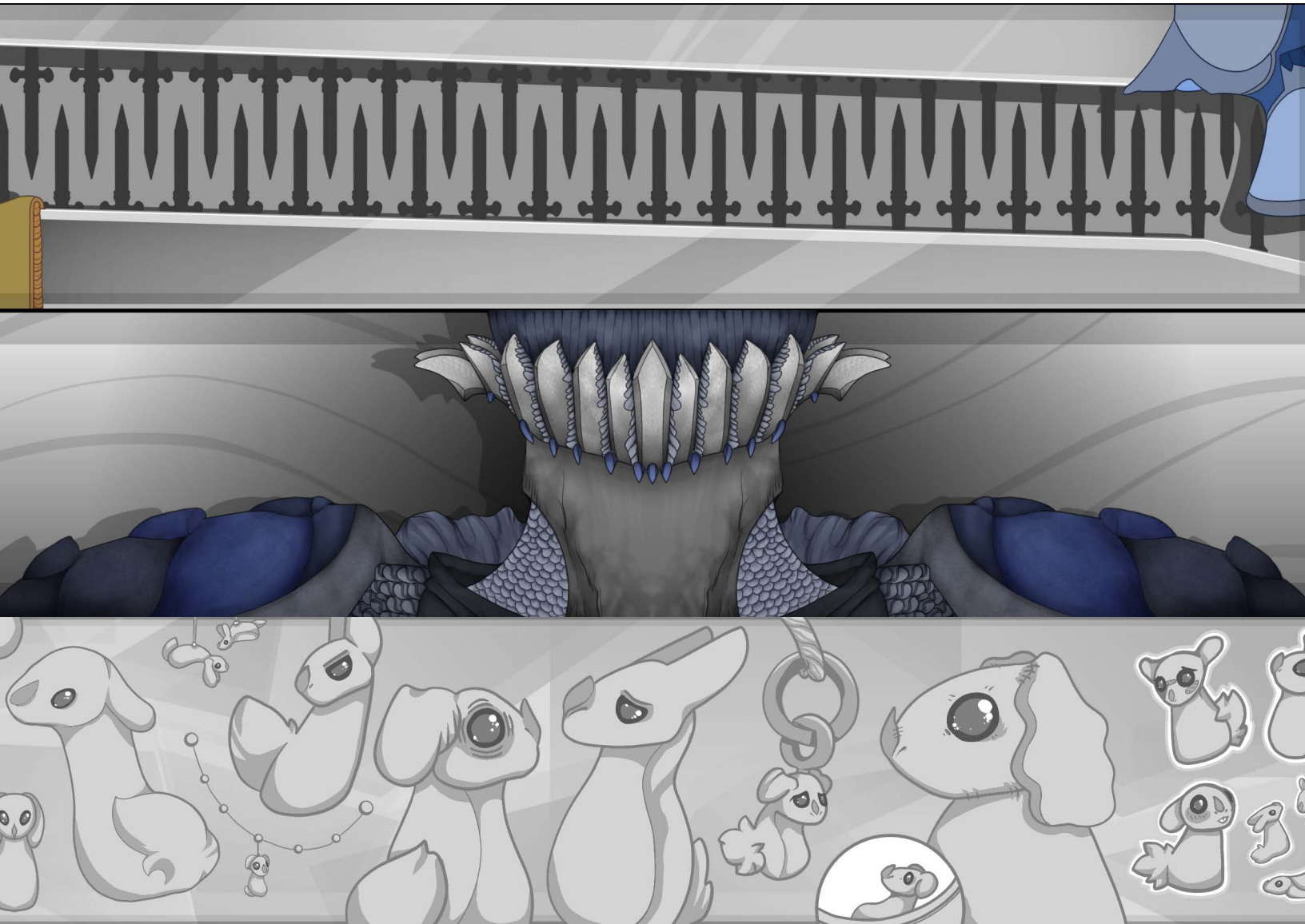


This segment includes object concepts with varied purposes and appearance.

The **Weapons and Tools** section includes a two-part sheet of example melee weapon concepts, and a page showcasing general/themed tools and materials.

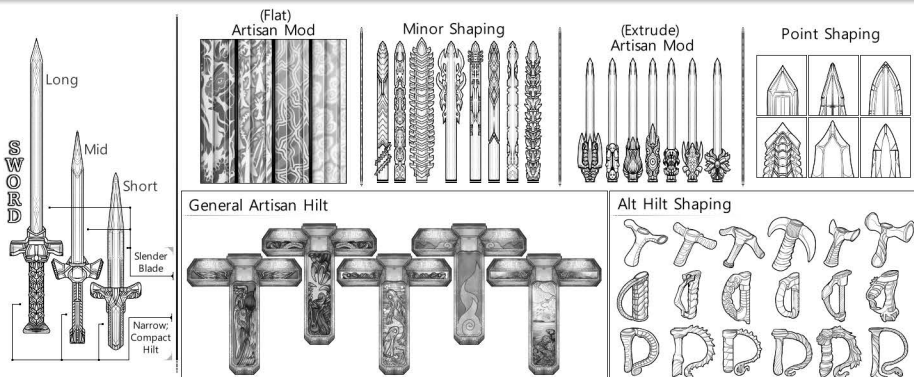
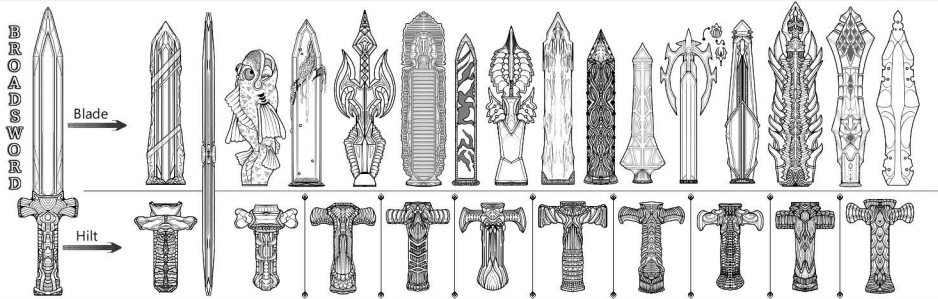
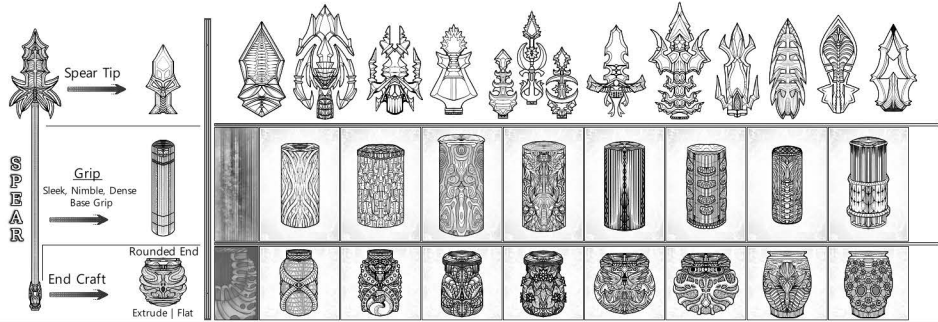
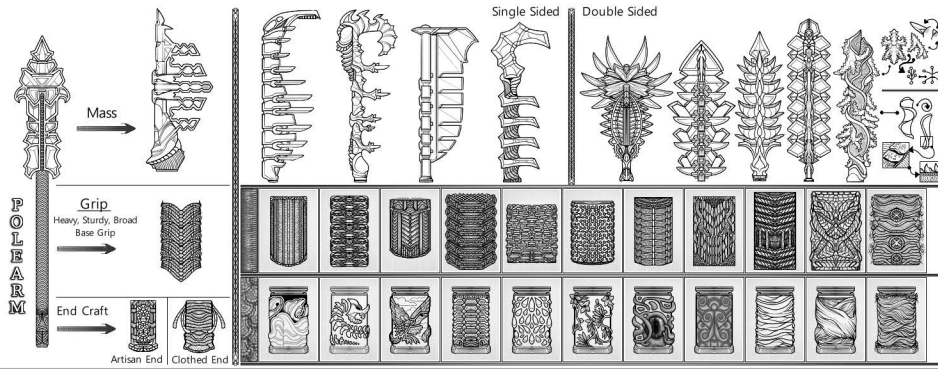
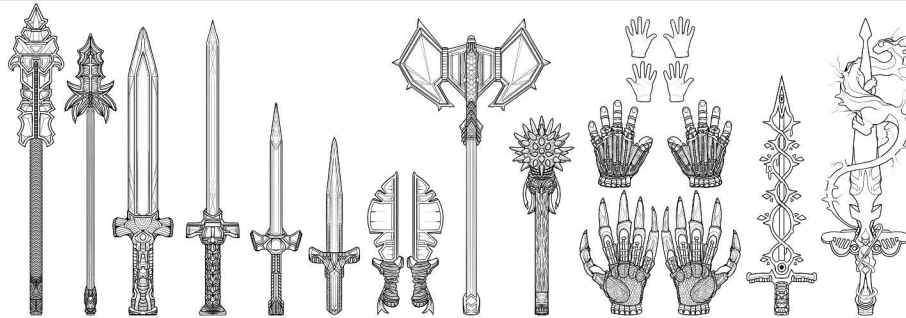
The **Outfits & Armor** section includes a mock gearing guide/system, a head gear page and a full-body armor sets page.

The **Collectibles** section includes a detailed sheet of various themed items and item variants.



Melee Weapons

Part 1



Melee Weapons

Part 2

DUAL CO BLADES

Single Edge

Dual Edge

Curved Blades

Hilt

Hidden

BATTLE AXE

Blades [single/dual]

Alt Asymmetrical [single]

HEAD

BLADE

END

MACE

Spikes

Mass

Broad Staff

Grip

Link

Rough Chain

Blunt Chain

Compact Chain

Material Links

FIST WEAPON

Beasty

Retractable

Gripped

[Beasty] Claw [Flat]

[Beasty] Claw [Curved]

[Retractable] Strap

[Retractable] Sheath

[Gripped]

Weapon Familiars

CURSED & ENCHANTED

Farming



Construction



Cooking

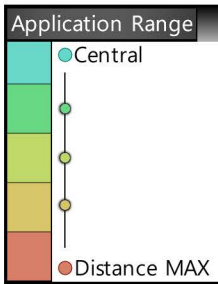
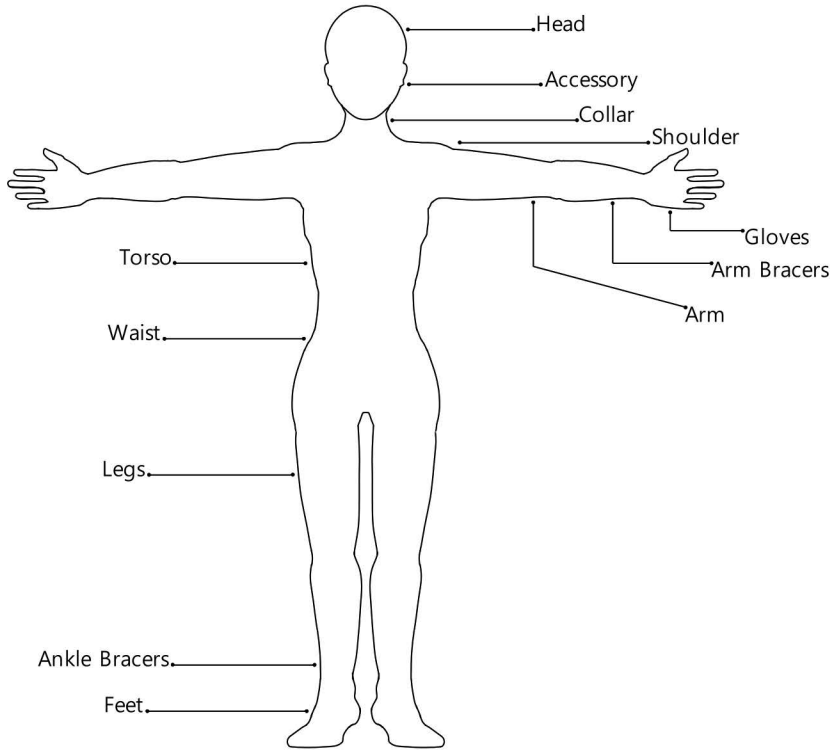


Outfits and Armor offer protection from threats and the thorns of nature.

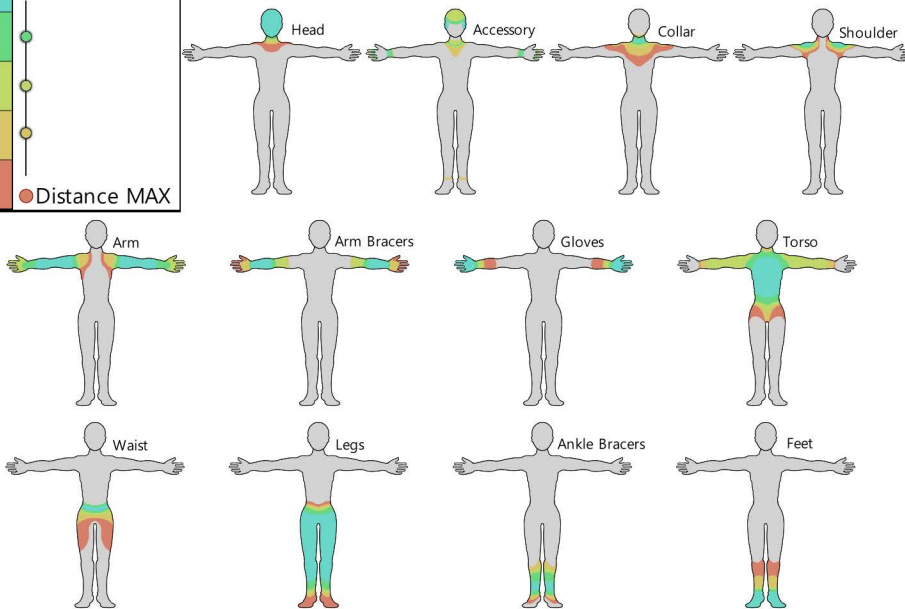


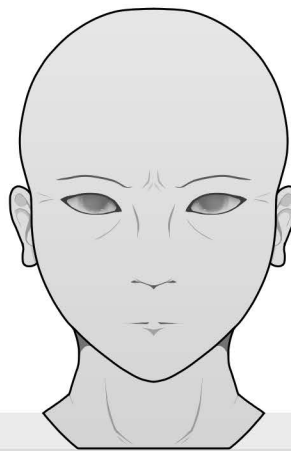
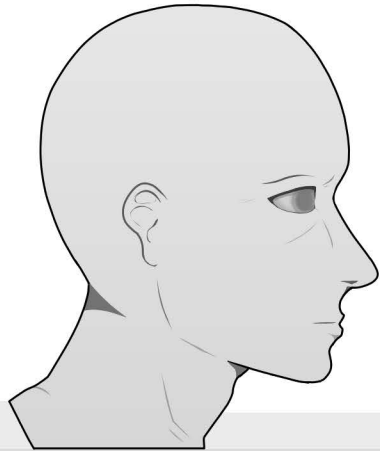
However, developed cultures may find a use for this beyond protection: self-expression.

Gearing Guide



General Mapping

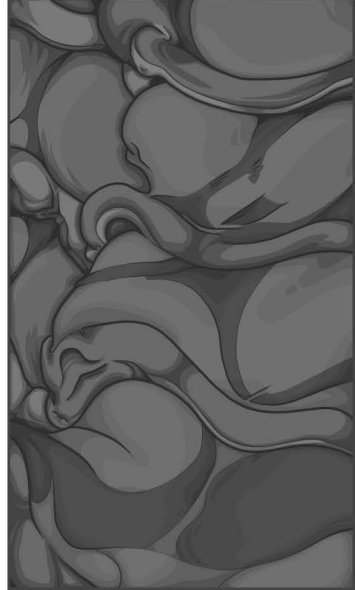
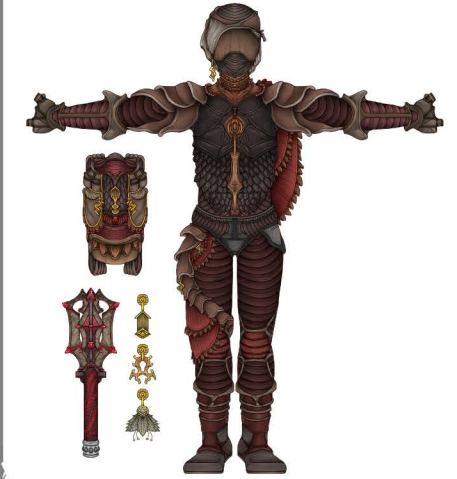
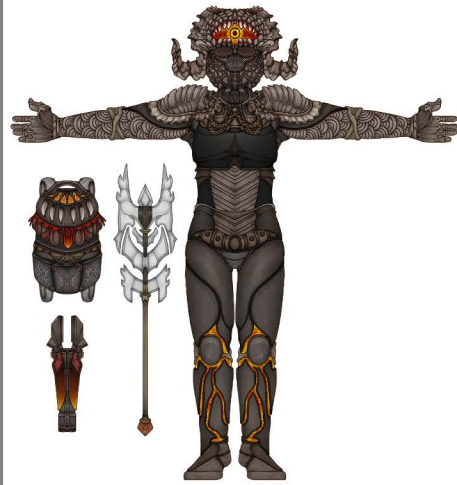
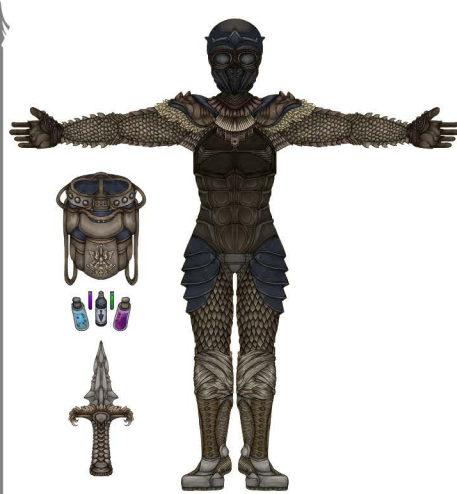
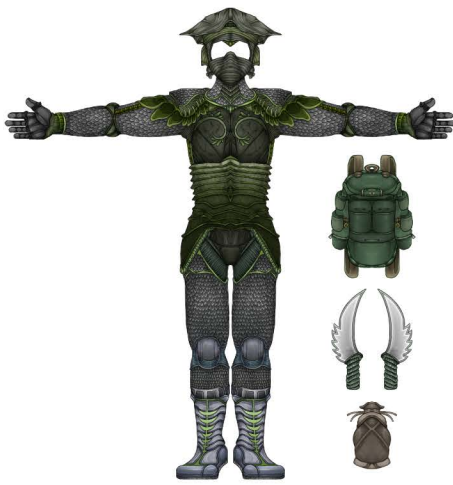




Items

Outfits & Armor

Full Body Sets



Whether or not a trinket has a defined "purpose" may be unimportant or otherwise irrelevant in its value.

Truthfully, we often ascribe purpose and connections to material things on a personal and emotional level.

In many cases, evaluations needn't look beyond that.

