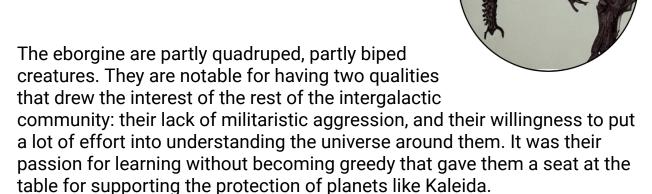
EBORGINE

Height:

Diet:

Life expectancy:



They are part of the *Kaleida* universe; the core lore bible for that can be found here.



Looking for a particular topic? Try running Ctrl+F or find it here.

★ Physiology

- Appearance
- o <u>Intelligence</u>
- Common Medical Conditions

★ Geographical Distribution

o Settlements, Towns, and Cities

★ Infrastructure

- Architecture
- o **Education**
- o Energy Sources and Usage
- o Healthcare and Medicine
- Sanitation
- o <u>Travel / Transport</u>

★ Position in Ecosystem

★ <u>Technology</u>

- o <u>Technological Age</u>
- o Agriculture
- o Industrial Status
- o The Sciences

★ History

- o Evolution / Genesis
- o Timeline
- o Historically Significant People
- Nations Founded
- Wars and Alliances
- o Trade Routes Established
- Disasters
- Discoveries
- o Inventions
- o Changes in Standards of Living
- Slavery
- Social Movements

★ Culture

- o Art
- o Clothing
- o Food
- o <u>Language</u>
- o Religion, Faith, and Spirituality
- o Personal Celebrations
- o Public Festivals
- o Sport
- o Social Dynamics
- o Sexuality and Romance
- o Child-rearing

★ Politics

- o <u>Economic System</u>
- o Government / Leadership Style
- o Military and Law
- o <u>Propaganda</u>

★ Economy

- o <u>Currency</u>
- o <u>Business</u>

★ Credits



Appearance



[Introduction needed.]

- Look roughly like extra-armoured pangolins two/four legged but usually walk on two legs and let their front legs/arms dangle in front of them. They have trunks remember to mention!
- Endurance is rubbish, their backs are shot
- Superficially look very similar to one another, with little sexual dimorphism to the untrained eye

Intelligence

[Notes on how intelligent this species is.]

• Academically-minded

Common Medical Conditions

[Introduction needed.]

Example 1
[To be worked on]

Example 2

[To be worked on]



[Notes on the species / culture's natural distribution.]

You can find a map here. [Regional maps or different types of maps may be helpful. Try my partner, MikesMaps on Discord if you'd like a map made. You can check his gallery here.]

Settlements, Towns, and Cities

[This section may or may not be needed depending on the nature of the species or culture.]

Example 1
[To be worked on]

Example 2 [To be worked on]



Architecture

[Introduction needed.]

Education

[Introduction needed.]

Example 1
[To be worked on]

Example 2 [To be worked on]

Example 3
[To be worked on]

Energy Sources and Usage

[Introduction needed.]

Healthcare and Medicine

[Introduction needed.]

• They look after their own medically, and have an awareness of disability needs and mental health

[To be worked on]

Example 2 [To be worked on]

Example 3 [To be worked on]

Sanitation

[Introduction needed.]

Travel / Transport

[Introduction needed.]

Example 1
[To be worked on]

Example 2 [To be worked on]



[Summing up your species or culture's position relative to the rest of the ecosystem - apex predator, etc.]

Dominant Species

[A list of the species that have uplifted out of the ecosystems' usual workings, and this species / culture's relationship with them.]



Technological Age

[Introduction needed.]

Agriculture

[Introduction needed.]

Example 1
[To be worked on]

Example 2 [To be worked on]

Example 3
[To be worked on]

Industrial Status

[Notes on whether or not the species / culture has achieved mass-production yet.]

The Sciences

[Introduction needed.]

Example 1
[To be worked on]



Evolution / Genesis

[Notes on where this species / culture came from.]

Timeline

6,500 years ago - Advent of space-capability

The eborgine were as curious about space as they were everything else in their universe, so they dedicated the time and effort to becoming space-capable. They succeeded, and began to explore space.

Soon after, they joined the intergalactic community which led to them developing a reputation for an aptitude for the academic side of space exploration. They were tasked with exploring and reporting back about new planets and the life those planets supported.

6,000 years ago - Shipping and Introduction of all animal species from Earth to Zoiya The eborgine discovered planet Earth and observed it for a while. They were particularly interested in the human species. They discussed humankind at length with other space-capables, and it became clear that the humans would most likely overpower their own planet and bring the tens of thousands of other species there to extinction.

They decided to intervene. They alerted the precursor to the IUPC of the situation. Given their keen study of Earth, they were appointed to lead the project. They sent space ships to Earth, to act as arks to pick up a sample population of every species they could, and then they send the ships to a planet that would be known as Zoiya.

Time dilation technology was used to make this sequence of events more seamless. The IUPC prepared Zoiya, and accepted the eborgines' plant arks first, followed by their insect ones. They used their time dilation tech to give the plants time to thrive, introduced the insects and allowed those to settle, and then introduced the species.

Historically Significant People

[Introduction needed.]

Example 1
[To be worked on]

Example 2 [To be worked on]

Example 3 [To be worked on]

Nations Founded

[Introduction needed.]

Example 1
[To be worked on]

Example 2 [To be worked on]

Example 3
[To be worked on]

Wars and Alliances

[Introduction needed.]

Example 1
[To be worked on]

Example 3 [To be worked on]

Trade Routes Established

[Introduction needed.]

Example 1
[To be worked on]

Example 2 [To be worked on]

Example 3 [To be worked on]

Disasters

[Introduction needed.]

Example 1
[To be worked on]

Example 2 [To be worked on]

Example 3 [To be worked on]

Discoveries

[Introduction needed.]

Example 1
[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Inventions

[Introduction needed.]

Example 1
[To be worked on]

Example 2 [To be worked on]

Example 3 [To be worked on]

Changes in Standards of Living

[Introduction needed.]

Example 1
[To be worked on]

Example 2 [To be worked on]

Example 3 [To be worked on]

Slavery

[Notes on what this species / culture's relationship with slavery is, if any.]

Social Movements

Example 1
[To be worked on]

Example 2
[To be worked on]



- Look formidable due to armour but are actually generally very mild-mannered and polite, like monks. May be sweet and bright with an innocent sense of humour
- Matriarchal society; males are well looked after but most positions of authority are held by females
- They keep pets called esserbites, which are the equivalent of cats as they have "esserbite holes" cat flaps in doors
- I base their names off of banks Norwust = Natwest, Suntandor = Santander,
 Tyessbie = TSB etc.
- I base their personalities on monks, and Keenan

<u>Art</u>

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

Example 3 [To be worked on]

Clothing

[Introduction needed.]

Example 2
[To be worked on]

Example 3
[To be worked on]

Food

[Introduction needed.]

Example 1
[To be worked on]

Example 2 [To be worked on]

Example 3
[To be worked on]

Language

[Introduction needed.]

Example 1
[To be worked on]

Example 2 [To be worked on]

Example 3
[To be worked on]

Religion, Faith, and Spirituality

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Personal Celebrations

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Public Festivals

[Introduction needed.]

Example 1

[To be worked on]

Example 2

[To be worked on]

Example 3

[To be worked on]

Example 1
[To be worked on]

Example 2 [To be worked on]

Example 3 [To be worked on]

Social Dynamics

[Introduction needed.]

Example 1
[To be worked on]

Example 2 [To be worked on]

Example 3 [To be worked on]

Sexuality and Romance

[Notes on how sexuality and romance are approached in this species / culture.]

Child-Rearing

[Introduction needed.]



Economic System

[Brief description of capitalist, socialist, or other economic system leaning in this species or culture.]

See **Economy** for further details.

Government / Leadership Style

[Introduction needed.]

Military and Law

[Introduction needed.]

Example 1
[To be worked on]

Example 2 [To be worked on]

Example 3
[To be worked on]

Propaganda

[Introduction needed.]

Example 1
[To be worked on]

Example 2
[To be worked on]

\$ Economy \$

[Introduction needed.]

Currency

[Introduction needed.]

Business

[Introduction needed.]

Example 1
[To be worked on]

Example 2 [To be worked on]

Credits

Eborgine is © <u>The Character Consultancy</u>
Artwork by Stable Diffusion
Wording by <u>The Character Consultancy</u>



Want to upgrade to an Infographic or video, or expand your setting into a worldbuilding project? Email me on hello@thecharacterconsultancy.co.uk and I will be happy to help you!

~Hayley, The Character Consultancy