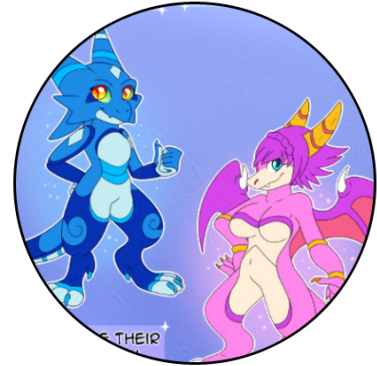


# SALMOTIS

- 👣 **Length / Height:** Variable
- 👣 **Weight:** Variable
- 👣 **Type:** Variable
- 👣 **Differences between sexes:** ♂ Variable ♀ Variable
- 👣 **Gestation period:** Variable
- 👣 **Life expectancy:** Variable
- 👣 **Life cycle:** Variable



The Salmotis is a race of highly technologically advanced shape-shifters who live on a planet named Veon and use their technology and sensitivity towards ecosystems to have as little impact on it as possible, while continuing to enjoy their lives. Individuals are capable of 'editing' their own DNA to drastically adjust their appearances, and they often take the various species of the ecosystem in which they live as inspiration. [\[Note: there are other planets in addition to Veon, between 5 and 10 of them, and they are inhabited. Travel occurs between the planets.\]](#)

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## **Meta-Level**

This species exists within the Salmorphis universe, which is a light-hearted roleplay universe with a strong leaning towards whimsy.

### **Moral Tone**

Much remains undiscussed about the Salmotis, or the Salmorphis universe in general, due to it being a mothballed project. However, friendship above almost all things seemed to be the general moral direction.

Salmorphis' creator designed the Salmotis as shape-shifters to allow for roleplayers to design their characters in whatever way they wanted.

### **Utopian / Dystopian Qualities**

The Salmotis were designed to have a utopian, even whimsical, quality.

### **Supernatural**

The Salmorphis universe includes, or at one time included, real gods.

### **Magic**

Salmotis are capable of practicing magic.

Magic is generated within the body, and a Salmotis can train themselves to become stronger in their practising of magic.

[We're currently working on demons having more powerful magic than normal Salmotis, how that's possible, and what the costs and limitations of this would be. I'm also wondering whether the extinct gods of this universe may play into the existence of magic somehow.]



## Physiology

Salmotis are shape-shifters, so are all but impossible to describe in terms of their appearance. However, the mechanics of their shape-shifting abilities are worth noting.

### Appearance

[Introduction needed.]

#### *DNA Memory Patch*

All Salmotis have the ability to use surrogate DNA to change their appearance into that of another species. In order to do this they must find a specimen of the species into which they want to transform, and spend time hugging it. [We have a potential issue here: the Salmotis live on Veon, not Earth, so the species that they can shape-shift into would be species that live on Veon. This means that individuals such as Harlow wouldn't be able to make himself look like a dragonfly - that is, unless there are dragonflies on Veon. If there are, would they necessarily be called dragonflies, or would they be called something else? That's potentially going to confuse readers. How would you like to handle this situation? ]

Salmotis have a patch of skin on their chests [I think we talked about switching this from chests to fingertips. Are you happy for us to adjust to this?] which, when put into contact with the specimen in question, will gradually absorb its DNA. Then, their autoimmune system holds the information until such a time as they want to begin their transformation into that species.

Transformation takes a while [How long would this be?] and the Salmotis needs extra nutrients during this time.

Their systems can 'remember' between two and four other species. After this, if they want to 'load' up with any other DNA, they must discard one of the species previously held.

### Intelligence

[Notes on how intelligent this species is.]

### **Reproduction**

[Introduction needed.]

### **Common Medical Conditions**

[Introduction needed.]

## Geographical Distribution

Salmotis live on all continents and in the oceans between each continent on Veon.

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 \[here.\]\(#\)\]](#)

### Countries, Cities, Towns, and Settlements

Despite their huge population they are not prone to dividing themselves into separate nations, so Salmotis have only 12 countries. [\[Note that I've listed the countries on Veon's profile too, so we may want to discuss how to present the information here vs. there and whether there's any redundancy.\]](#) These are:

#### *Skylandria*

Terrain: Floating continent [\[How is it floating?\]](#)

Japanese-style culture.

#### *Cornerstone* [\[Profile for kingdom available in my gallery.\]](#)

Terrain: Floating continent

Leader's Name: Harlow

Capital Name: Ornament City

This is the second of two floating continents on Veon. The culture here is cyberpunk.

#### *Kingdom 3* [\[As yet unnamed.\]](#)

Terrain: Underwater continent [\[How is life supported there?\]](#)

This is the first of two underwater continents.

#### *Kingdom 4* [\[As yet unnamed.\]](#)

Terrain: Underwater continent [\[How is life supported there?\]](#)

This is the second of two underwater continents.

#### *Kingdom 5* [\[As yet unnamed.\]](#)

Terrain: Underground continent

This is the first of two subterranean continents.

*Kingdom 6* [\[As yet unnamed.\]](#)

Terrain: Underground continent

This is the second of two subterranean continents.

*Kingdom 7* [\[As yet unnamed.\]](#)

As yet unnamed. Details to be arranged.

*Kingdom 8* [\[As yet unnamed.\]](#)

As yet unnamed. Details to be arranged.

*Kingdom 9* [\[As yet unnamed.\]](#)

As yet unnamed. Details to be arranged.

*Kingdom 10* [\[As yet unnamed.\]](#)

As yet unnamed. Details to be arranged.

*Kingdom 11* [\[As yet unnamed.\]](#)

As yet unnamed. Details to be arranged.

*Kingdom 12* [\[As yet unnamed.\]](#)

As yet unnamed. Details to be arranged.

# **Infrastructure**

[Introduction needed.]

## **Architecture**

[Introduction needed.]

## **Education**

[Introduction needed.]

## **Energy Sources and Usage**

[Introduction needed.]

## **Healthcare and Medicine**

[Introduction needed.]

## **Sanitation**

[Introduction needed.]

## **Travel / Transport**

[Introduction needed.]

## **Position in Ecosystem**

The Salmotis are passionate about the conservation of the ecosystem of their planet. This passion, plus their advanced technology and generally high intelligence, means that they take good care of their world.

Overall, the Salmotis take a hands-off approach to Veon's ecosystem, allowing the flora and fauna to look after itself as it already had for millennia before they made landfall there. [\[The following headings are now on Veon's page so we may want to review the information on each page to reduce repetition or to tailor it so it's suitable to each profile.\]](#)

### **Dominant Species**

The Salmotis are the dominant species of Veon. However, they avoid having an impact on the world as much as possible.

### **Predators**

When the Salmotis first landed on Veon they found that there were dangerous creatures. Over time however, they discovered ways to protect themselves from these predators and successfully negated the risk they presented. As a result they no longer consider them 'predators'.

### **Prey**

Where there are predators, there are prey, and the predators of Veon have enough to eat. The Salmotis, despite their huge population, do not catch the native animals for meat. Any meat they do eat is artificially created in a laboratory so as not to impact on the ecosystem.

## **Ocean Life**

Veon's oceans are bursting with life, not least because the Salmotis refuse to use it as a resource for anything other than living space. This living space is negligible so it doesn't impact life in the ocean, and all waste materials and other byproducts are carefully managed to ensure that the oceans are not polluted.

## **Bacteria, Viruses, and other Pathogens**

Veon already has its own ecosystem of sicknesses. However the Salmotis, with their augmentations, cannot become sick with these.

But they are capable of carrying diseases, and some of these diseases can be transmitted to other species. As a result of this, Salmotis who wish to travel on- or off-world must be tested for any bugs they may be carrying before they can be allowed to travel.

# **Technology**

[Introduction needed.]

## **Technological Age**

[Introduction needed.]

## **Agriculture**

[Introduction needed.]

## **Industrial Status**

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

## **The Sciences**

[Introduction needed.]

# History

[Introduction needed.]

## Evolution / Genesis

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

## Timeline

## Historically Significant People

Atlas [Working name; final name to be announced]

Atlas was both an evil variant of demon, and a non-demon.

### Callus

Callus was Sam and Goldy's son, who grew up to become a scientist. His key inventions included the Salmotis' first warp drive and the first Salmotis mod [What is 'mod' short for? This may mean a few different things!]

Sam and Goldy - "Ultimate King and Queen" [Working title, may be changed]

The 12 nations have leaders of their own, but all of the nations are united by the leadership of a pair. In the current day they are Sam and Goldy.

### *Sam*

Sam is a red panda.

[Further information about Sam]

### *Goldy*

Goldy is a wildcat.

## [Further information about Goldy]

### *Backstory*

Sam and Goldy were both identified as being strong candidates for a scientific project [This feels like it deserves a name - for the lab, the head scientist, and the project itself. Any thoughts? We can brainstorm, if you like!] based on their exam scores in college, and decided to recruit them. They didn't expect Sam or Goldy to accept the terms if presented to them honestly so they devised a plan to entrap them.

The team running the project employed a 'buddy' to befriend Sam and Goldy, to introduce them to each other in the hope that they would become friends (which they did) and begin to influence one another (this would increase the effects of any psychological pressure put on one or the other, such as 'go to this place' or 'accept this offer', and eventually to convince them to attend the lab.

To make visiting the lab seem like a good idea, the lab's team posted a series of adverts requesting test subjects for clinical trials. The buddy working on Sam and Goldy presented the advert to them a few times until they decided to apply, in order to make easy money and be able to study while they were doing it.

Once they were there the lab tested them for suitability for the real project. This did not strike Sam or Goldy as unusual, as it was plausible for medical and psychological agility tests to be carried out on potential test subjects. They were each offered a role on the trial, and were invited to come in for a few weeks on a live-in basis.

When they arrived they were locked in and given medication that they were told was the medicine being trialled. It was not; instead, it was a sedative.

While they were under the effects of the sedative they were operated on to make changes to their neurology, biochemistry, and adding augmentations/cybernetics. By the time they woke up they found that they had been changed, and optimised in every way possible.

## **Nations Founded**

### *Veon*

Veon is unusually large, which means its gravitational pull is exceptionally strong.

This means that, while a wide range of flora and fauna have successfully evolved on Veon, most non-native species can't survive there. [\[We might need to review this after your talk with my colleague about the specifics of Veon itself.\]](#)

That's where the Salmotis come in: their highly adaptable physiology plus their high level of technological advancement made it possible for them to settle on this planet. This makes it an unreachable (and therefore unspoiled) habitat that the Salmotis enjoy.

## **Wars and Alliances**

[\[Introduction needed.\]](#)

### **Wars**

*The War of the Great Dark Calamity*

[\[Details to be added\]](#)

*The 1,000 Years War*

This was a four-way war between the Keepers of Silence, [\[To be confirmed\]](#), [\[To be confirmed\]](#), and [\[To be confirmed\]](#). A population of scientists had travelled to the planet and used the technology used on Sam and Goldy to disguise themselves as Salmotis. Once there they observed Sam and Goldy's development of the culture of their new world. After a while, a demon infiltrated their group and began to influence their behaviour.

The Keepers of Silence wanted to destroy all life.

## **Trade Routes Established**

[\[Introduction needed.\]](#)

### **Disasters**

[\[Introduction needed.\]](#)

### **Discoveries**

[Introduction needed.]

### **Inventions**

[Introduction needed.]

### **Changes in Standards of Living**

[Introduction needed.]

### **Slavery**

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

### **Social Movements**

[Introduction needed.]

## **Culture**

[Introduction needed.]

### **Art**

[Introduction needed.]

### **Clothing**

[Introduction needed.]

### **Food**

#### *Synthetic Meat*

The Salmotis perfected synthetic meat a long time ago and enjoy it in their diet.

### **Language**

[Introduction needed.]

## **Religion, Faith, and Spirituality**

#### *Demons*

Veon has a problem with demons. They can come into existence in either one of two ways.

In one, demons exist in a kind of spore form and attach to Salmotis who are in emotional pain. It feeds off that pain, getting stronger until it is capable of taking over the host. If this happens the host Salmotis either becomes demonic themselves, or they turn the tables and take on the demon's supernatural abilities but not their inherent

evilness, instead choosing to behave more wholesomely. These are often called guardian angels.

In the other, an already-existing demon can turn Salmotis into demons.

Demons range considerably in their appearances, depending on the exact nature of the painful experiences their host Salmotis had. For example, Salmotis who were beaten will look different to ones who were forced to live in abject poverty or became homeless; and others who were humiliated or shamed will look different still.

### *Guardian Angels*

Guardian angels are created just like demons, but rather than the host Salmotis becoming angry and prone to lashing out, it makes a decision never to subject another Salmotis to the same. Guardian angels cannot be turned into demons. They look like demons.

### *Gods*

Gods once existed in this universe but have become extinct. [\[What's their legacy?\]](#)

## **Personal Celebrations**

[\[Introduction needed.\]](#)

## **Public Festivals**

The Salmotis have a range of festivals that they enjoy each year. They include:

### *Children of the Sky*

This celebration is an international one in which the youngsters who are ready to come of age are celebrated. The celebration culminates in everyone present taking wing and enjoying a mass-flight together. [\[Further details to be added - how it's celebrated, history of the festival, etc.\]](#)

## **Sport**

[Introduction needed.]

### **Social Dynamics**

[Introduction needed.]

### **Sexuality and Romance**

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

### **Child-Rearing**

[Introduction needed.]

## **Politics**

[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.]

### **Propaganda**

[Introduction needed.]

# **Economy**

[Introduction needed.]

## **Currency**

[Introduction needed.]

## **Business**

[Introduction needed.]

## Credits

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Wording by [The Character Consultancy](#)

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

~Hayley, The Character Consultancy