

Public Knowledge—The stuff that the average person could find out or already know.

- Runics are vestiges of complex technology that's discovery lead to Macra Crystal R&D.
- Runics are all "piloted" by a Macra Crystal that houses a semi-sentient form of magic, much like a computer can be controlled by an A.I.
- The appearance of Runics incorporate lots of clean-cut stone with runes precisely etched-in for the core materials, with more mechanical exo-skeletal parts that are similar to the appearance of the Warforged in D&D, just without as many "medieval " parts, like bolts or screws; a little more modern and a little more magical in appearance than standard warforged.
- Runics come in a wide variety of shapes and sizes, all tailored to exactly what they are meant to do, and can be completely stripped-down and re-built to focus on a new task, as long as they are properly re-programed and have passed an RCC (Runic Class Certification) test to determine their relative ability.
- Runic Classes are places on a grade system from F to A:
 - F Class - Basic cognition functions and completely benign parts, suitable for household use with no license or special permits; akin to a robotic toy or even a pet. (Approx. Cr 0)
 - E Class - Able to parse multiple languages and perform tasks akin to an average person if given directions, often purchased by the public to help with household chores or to act as basic security/babysitters. (Approx. Cr 0.25)
 - D Class - The lowest class that requires a permit or license to own and direct in most countries. A wide range of specializations available to D Class Runics allow for a suitably large range of stations, as these Runics are, on average, far more dexterous than the average person and can automatically store a multitude of tasks within their Macra. Some can even make their own decisions succinctly when given permission beforehand. Commonly seen in the service industry or as laborers/builders. (Approx. Cr 2)
 - C Class - Created most often by large companies or tech researchers to test out machinery and Macra crystals before either mass-producing said tech on a grand scale or developing things further with a more reigned-in focus for higher class Runics and people of interest and wealth. This Class is the least seen in the public, and has highly specialized cognition

functions that often preclude them from performing useful tasks in most populated areas, but they are built much more impressively than previous classes. (Approx. Cr 4)

- B Class - Either highly specialized or in possession of significantly higher general specs than C Class Runics; these units are most often seen in security positions for publicly-funded facilities, large-scale companies, and in major cities in the Crellton Empire alongside the Mecha Knights. These Runics are documented heavily by legal mandate and require an expensive license to own and station. (Approx. Cr 8)
- A Class - For most Runics of this caliber, the RCC test is no longer a proper way of classifying their abilities, so this category becomes a place where “everything else” goes. On a case-by-case basis, the legal rights of deployment as well as the individual capabilities of each Runic is assessed by a recognized authority in the field that disseminates information in a global database. Most Runics of this class are passion-projects that are owned and tinkered with by adventurers, high-ranking officials, the Skylarc company, or are created illegally, and tarnish the progress so many have worked for in regulating and improving Runics in modern society. (Approx. Cr 10+)

Real Knowledge—The stuff that only True Runics, the Pernix, and those that are deeply connected with the history of the planet would have any chance of knowing.

- True Runics are all "piloted" by a Macra Crystal that houses a sentient form of magic, with complete intelligence on-par or surpassing any other humanoid race.

- Runics made to interact with the public weren't originally built with the finer humanoid details in mind, meaning they have less threatening shapes and are normally of average height, but they don't have faces that convincingly mimic organic creatures because the society that they came from cared most about efficiency in their duties.

-As sentient Runics adapted to modern society, it's very likely that they tried adapting themselves to even more generally appealing forms, so depending on their backstory, they could be very close to convincingly humanoid.

-As far as languages go, the Pernix spoke in their own root-language that was split up into modern speech over the course of hundreds of years, making it much easier for Runics to learn or translate languages found all over Lataxia.

-Runics had a considerable range of specializations and reasons for being, but once they were “born”, they never have been documented as wanting to do anything but the task(s) they were built for or an extension of said task. The classification of Runics within Pernix society consisted of a title that determined the umbrella of their tasks, and a unique 4-digit identification number, the first two determining a more specific aspect of the duties they would hold an interest in, and the last two determining their creation order.

-Common Runic varieties:

- Aera - Watchers, flyers, and warning systems. These aerial patrol and recon units were custom-built to withstand harsh air pressures and high concentrations of Void energy. They can attain flight by default, and can travel insane distances in speeds that modern technology has yet to grasp, but are made of extreme materials and have sharp, elongated bodies that can fold down to slim spears. Although these stalwart defense specialists are responsible for much of the safety experienced in Pernix society, they often had little interaction with units other than the Authris that gave them orders and occasionally chatted with them.
- Authris - Commanders, planners, and politicians. These high-class and high-maintenance communication specialists were in the constant position of relaying orders and directives from the Pernix down to each “branch” of Runic and make sure that everything about society was running as smoothly as possible. While in a logistic sense, stress and exhaustion are not felt by Runics through normal means, the Authris units were the poster children for avoiding overworking oneself. Often built with interface in mind, they could manipulate technological systems and even basic states of matter using their tube-like appendages and syringe-ended digits. Many of them had separate, more humanoid shells

they occupied in order to travel to the living quarters and public areas of Pernix or Runics they needed to converse with in-person.

- Blasis - Psychologists, mediators, and internal affairs. While not the most common units among Runics, the Blasis were an integral part of communication between different Runic varieties, especially those with particularly differing tasks, like the Talis and the Libris, or the Authris and the Vader. On rare occasions, the Pernix would need to address specific issues that cropped up between Runics, but in the vast majority of cases, the Blasis were responsible for bridging any gaps in the interpersonal relationships therein. While Runic design is rarely ever thought of as calming or soft, the Blasis were made with creating a safe-feeling environment in mind, and were the closest to looking like the Pernix that any unit came.
- Graditi - Builders, constructors, and repairs. Some of the most well-known and respected Runics were Graditi, as a staple aspect of Pernix society was to grow and expand in all forms or understanding and life, meaning each other unit in some way relied on them to better perform their own duties in increasingly efficient ways. The Libris units especially had a good working relationship with the Graditi, as libraries and other deposits of information would be in near-constant need of expansion or efficient remodeling to fit the size of information and the new techniques of storage.
- Libris - Archivists, information clerks, and librarians. These dutiful organizers and compilers were responsible for maintaining, curating, and processing all the knowledge that existed within Pernix society. Often helped Pernix officials with duties as walking, talking encyclopedias of sorts, and were well-respected for their abilities to store and quickly sort through yottabytes of information. While Pernix would still handle a significant amount of their own education, the Libris units would be the one to assist in setting up proper study spaces and informational access for young members of society. From the perspective of physical ability, the Libris were not notable, but because of their proclivity for information, they had especially complex internal systems and were able to interface with magic far easier than all other units, with the exception of specially designed Talis Mages.

- Motus - Movers, deliverers, and transportation. The circulatory system of Pernix society. These Runic units were built in a large swath of sizes, and could interface with the greatest number of machines second only to Authris units, as they often needed to incorporate unused vehicles or tools to handle the immense workload of deliveries. Although it is the stuff of rumors and conjecture, it was always said that Motus units were somehow created with a “sunnier” disposition to compensate for the constant workflow they were tasked with.
- Oceanum - Divers, swimmers, and cameras. Underwater units made to explore, document, build, and transport. Often spherical or cylindrical in their aquatic forms, they could expand and shrink to deal with the pressures found deep below the oceans of Lataxia using malleable metals that were partially liquid. While outside of the water, they drew back the covers of metal to reveal delicate forms that needed to handle themselves with care so as not to damage their control units, allowing them to shape and move the specialized metal they needed to do their jobs. Oceanum often had good rapport with the Reizen and the Graditi, as they often overlapped in duty when it came to underwater exploration or building beneath the sea.
- Petram - Miners, delvers, and drillers. Taciturn explorers of the subterranean, and a significant force that helped the Pernix turn the planet Hollow. Large, bulky, and built with a plethora of sharp edges and parts that rotate at high speeds, generate intense heat, and displace and transport rock and other minerals with ease, the Petram units have always been most at home burrowing through the earth. While they are quite professional, most other units find them to be a bit curt, and outside of the static “songs” they sang during work, the Petram rarely communicated at all.
- Reizen - Documenters, travelers, and explorers. Runics built for the purpose of traversing the planet’s surface that acted as a hybrid of Talis and Libris units; combining the search for the new as well as the ability to combat any threats while on this search. Reizen often had the most personalized appearance of any unit, taking on certain likings or favored chassis decorations as part of the areas of Lataxia they explored, which garnered them both interest and ire from other units. Generally, the Reizen worked very well with either

side of their hybridization, being able to smoothly exchange information of use with Libris units, and coordinate in combat with Talis units.

- Talis - Fighters, security, and soldiers. The experts in all forms of Pernix weaponry and defense, these units were the sword and shield wielded against the Void, (and eventually, each other) and they were extremely efficient at their jobs. They were viewed with a great deal of respect by other units, but were somewhat inhibited in most capacities of communication, a measure that was rumored to have kept them from distractions with other units, but an effective one, if so. Commonly created for compatibility with particular weaponry or certain maneuvers, groups of Talis functioned as their own autonomous “families” outside the common hierarchies seen in Runic structures.
- Vader - Obstacles, testers, and sympathizers. The purposefully troublesome group of security hazards that would search for weak points all over Pernix society and instigate trouble to constantly test the abilities of their kind as well as the Pernix themselves. Made specifically to break rules, the Vader units were the closest to being openly ostracized, but the fact they were so few in number and could never actually cause legitimate harm to Runics or the Pernix made up for it. They often hid their unit names and blended into other groups, but some were upfront about their names.
- Yizhi - Healers, helpers, and doctors. While injuries to Runic bodies could often be repaired by the unit themselves, serious issues as well as injuries to the Pernix required a more thorough approach, and that was what the Yizhi were made for. They had considerable knowledge of mechanical inter-workings, Macra stability and composition, as well as organic biology, from details on pathogens to basic fitness. Yizhi were divided into those that specialized in Runic maintenance, which had box-like, overtly mechanics appearances that could store and interface with heavy-duty tools and Macra computers, and those that specialized in Pernix treatment, which had bodies closer to the Blasis.

Aera Unit Series

- 01-- : Basic patrol focused on high areas that are inaccessible to most Runics. Specialized in communicative range and radar accuracy.
- 02-- : Slightly specialized versions of basic patrol made with void-resistant materials with extra shielding around their Macra Cores.
- 03-- : Warning specialists that boasted the highest speeds of any non-custom Aera unit. Unfortunately, they could only partially revert to a humanoid form, which often made them anti-social.
- 04-- : Defensive specialists that sported insanely durable outer plating and had access to the widest array of weapons of any Aera Units.
- 05-- : Acted as an in-between for other Aera Units, particularly those that deal with the Void, and Authris Units. Markedly more social than most Aera Units were.
- 06-- : Strike-force agents that actively made organized strikes into Void territory on a regular basis.
- 07-- : Delivery Units that assist in the transportation of both materials and other Runics, when necessary. Comparatively rare to other Aera Units.
- 08-- : Reconnaissance units made specifically to explore and report back about goings-on within the Void.
- 09-- : Responsible for testing out most technologies that were new to any series of Aera units, often manipulating their bodies to considerable degrees in order to become better testers.
- 10-- : Specialists in the capture of new organisms and biological research both inside and outside of the Void.
- 11-- : The general comprehension series that can reasonably perform the duties of any previous series.

Authris Unit Series

- 01-- : Public speaking and relaying individual messages that were either too sensitive or needed immediate articulation between Pernix or other high-ranking Runics.

- 02-- : Commanders of various other Units, sometimes even issuing orders to specific series that they have direct control over.
- 03-- : Strategizing military and exploratory operations outside of any Pernix city, but still within the planet's proper atmosphere.
- 04-- : Strategizing construction and surveying operations both underground and anywhere on the surface of the planet.
- 05 -- : Strategizing military and exploratory operations within the Void.
- 06-- : Management of communications between cities and other megastructures.
- 07-- : Lobby and argue with and against the Pernix and other Authris units for the sake of improving current policies.
- 08-- : Study and heavily analyze the inner-workings of the Pernix and the general Runic structure of living, offering annual reports of potential improvements and criticisms.
- 09-- : Management of communications between Runic Units in a professional context, often forming make-shift legions or squadrons to complete short-term tasks.
- 10-- : Operating at the cores of individual megastructures solely in their “non-public” form, relaying information as well as micro-managing architecture and Runic Units operating within said structures.
- 11-- : The general comprehension series that can reasonably perform the duties of any previous series.

Blasis Unit Series

- 01-- through 11-- : With the exception of managing the psychological well-being of other Blasis units, each Series is specifically designed to treat and mediate for another specific Unit type (in alphabetical order). No series was able to take on the task of general comprehension over the other series.

Graditi Unit Series

- 01-- : Managed resources within cities and megastructures, often moving them around along with Motus Units for the sake of most accurate delivery.

- 02-- : Created blue-prints and distributed plans for the expansion of individual structures and living quarters.
- 03-- : Created blue-prints and distributed plans for the overall expansion of cities and megastructures as well as, on rare occasions, facilities built on the planet's surface.
- 04-- : Carried out repairs, upgrades, and maintenance of most delicate or underground-centric Units: Authris, Blasis, other Graditi, Libris, and Yizhi.
- 05-- : Carried out repairs, upgrades, and maintenance of heavier-duty or aboveground Units: Aera, Motus, Oceanum, Petram, Reizen, Talis, and Vader.
- 06-- : Conversed with the Pernix and Authris over assessing construction goals and ideal growth of cities and megastructures.
- 07-- : Polled the general populace of cities and megastructures over the desired or ideal additions and modifications to said living spaces.
- 08-- : Constantly inspected and re-evaluated the structural integrity of existing architecture, and double-checked most other Graditi's work.
- 09-- : Experimented with the viability of using new building resources and practices, often operating at isolated compounds built in equally experimental locations.
- 10-- : Conducted research into creating new parts for Runics as well as communicating with those specific Runics about any desired functions or needed improvements.
- 11--: The general comprehension series that can reasonably perform the duties of any previous series.

-Libris Unit Series:

- 01-- : Cataloguing and compiling raw information into storable and digestible formats.
- 02-- : Relaying compiled information to the relevant Runic units that could use said info.
- 03-- : Library management; building and increasing the efficiency of the storage facilities and the tech used by other Libris units.
- 04-- : Fact-checking and organizing tests or studies, often worked directly with the Pernix as well as Authris units to direct other units in conjunction with said tests.
- 05-- : Teaching and tutoring the Pernix as well as other units in specific situations.

- 06-- : Researching current information, mostly concerning the topics of Macra, magic, and the Void.
- 07-- : Creating fictional information for the hypothetical entertainment of the Pernix as well as other Runics.
- 08-- : Deciphering potential communications with the energy source known as the Void using current knowledge deposits.
- 09-- : Managing the communications between different cities and megastructures along with the Authris units.
- 10-- : Deciding with an overseer group of Pernix what information is suitable for public consumption and analysis, and what information could potentially cause global issues.
- 11-- : The general comprehension series that can reasonably perform the duties of any previous series.

Motus Unit Series

- 01-- : Chauffeurs for high-priority Pernix or, very rarely, high-priority Authris Units.
- 02-- : Delivered raw materials and building parts or tools, normally directed under a Graditi Unit.
- 03-- : Carried out personal deliveries of non-crucial packages at the requests of any and all Runics.
- 04-- : Patrolled cities and megastructures to report on abnormalities with architecture, personnel, and gaps in the delivery routes of other Motus Units.
- 05-- : Worked in large groups to move prefabs of buildings, vehicles, and/or experimental technology.
- 06-- : Catalogued the vast number of vehicles and other equipment that fell into disuse in order to keep a working tally of accessible resources for future Motus Units.
- 07-- : Delivered materials between different cities or megastructures, often accompanied by more militaristic Units.
- 08-- : Made daily trips around their designated routes within cities or megastructures to deliver news and other often requested items.

- 09-- : Assisted Units that delved into the Void in moving any acquired resources or organisms back to a proper research environment, often equipped with heavier-duty materials and cages or other carrying apparatus.
- 10-- : Designated as emergency transporters of high-ranking officials as well as all Pernix to safe locations quickly.
- 11-- : The general comprehension series that can reasonably perform the duties of any previous series.

Oceanum Unit Series

- 01-- : Pure explorers and documenters of the planet's oceans and larger lakes. Constantly took pictures and kept detailed logs of their findings, reporting annually back to a city or megastructure.
- 02-- : Explorers that specifically tested the potential in building underwater cities or finding raw materials that could be used for complex construction.
- 03-- : Coordinated with the Petram and Graditi in order to assess the viability of underwater mining projects and the potential acquisitions therein.
- 04-- : Acted as underwater Motus Units, although rare, they would make deliveries of materials and potentially sensitive information through underwater routes. Also escorted some Units that were unable to take vehicles to underwater cities or megastructures.
- 05-- : Coordinated with Reizen Units to assess and conduct the exploration of areas that were partially submerged or had volatile water hazards close to the surface.
- 06-- : Underwater security that report directly to Talis units regularly in order to assess potential threats from the oceans.
- 07-- : Tested new depths of pressure for both themselves and new materials and reported to Authris and Graditi Units to spread their discoveries.
- 08-- : Conducted tests to determine the quality of life for biological organisms underneath the oceans; this series was quite rare.

- 09-- : Equipped with experimental metallic controllers, these Units could partially bend non-liquid metals to their specifications, and assisted Graditi and Motus with construction and transportation in cities and megastructures above sea level; this series was quite rare.
- 10--: Laid mostly dormant in precise locations throughout the planet's oceans and acted as emergency contact hubs if any city or megastructure were to fail to communicate for too long.
- 11--: The general comprehension series that can reasonably perform the duties of any previous series.

Petram Unit Series

- 01-- : Pure miners that often left material collection up to other Petram, as this series specialized in quick and efficient clearing of even the hardest sediments.
- 02-- : Drillers that often spent more time cataloguing new information on the subterranean than actually drilling, delivering their findings bi-annually.
- 03-- : The majority of Petram were this series; the basic mining Units that collected resources simultaneously and often collected the leftovers of series 01-- when large projects were underway, and they normally were.
- 04-- : A rare series that would be placed into other exploration teams and deployed in more pseudo-aboveground scenarios, like burrowing into mountains or other geological structures closer to the surface.
- 05-- : Expanded the catacombs near cities in order to aid Graditi in their planning and subsequent building-out of existing structures.
- 06-- : Responsible for creating tunnels and transport routes underground between structures.
- 07-- : Smaller Units made specifically for more delicate work underground, but functionally identical to series 03--.
- 08-- : Conducted tests to determine the quality of life for biological organisms within solids like mineral deposits; this series was quite rare.

- 09-- : Sought out and harvested raw Macra Crystals, playing an integral part of technological research and progression.
- 10-- : Made extensive maps of underground areas after other Petram series had concluded them to be at least 90% explored and collected from.
- 11-- : The general comprehension series that can reasonably perform the duties of any previous series.

Reizen Unit Series

- 01-- : Map-making experts that specialized in cataloguing geography and distributing their findings to Libris and Authris Units, as well as other series of Reizen.
- 02-- : Attempting diplomacy with other forms of life found on the surface of the planet.
- 03-- : Cataloguing the most efficient methods of combating hostile lifeforms on the planet's surface, often coordinating with a partner or pair of Talis Units in attaining and perfecting this information.
- 04-- : Documenting hazards and non-biological threats to Runics and the Pernix outside of the normal scope of living (i.e. cities and megastructures).
- 05-- : Documenting hazards and non-biological threats to Runics and the Pernix that might come up within the normal scope of living (i.e. cities and megastructures).
- 06-- : "Nomad" series Units that were given the eclectic mission of pursuing something they found "fascinating" and amassing as much knowledge as possible on this subject in a year, making a report and then changing subjects at the end of that year.
- 07-- : Explorers of the Void that boasted the highest mortality rate of any Runic series.
- 08-- : Disseminated information from other Reizen units to the general public, often filling the role of teachers alongside Libris Units.
- 09-- : Specialty explorers that worked alongside the Oceanum or Petram in order to explore strange new environments that were neither on the planet's surface or in the Void.

- 10-- : Charged with creating and keeping an in-depth history of the accomplishments and failings of all Reizen units, often functioning as the “internal affairs” division of all the Units.
- 11-- : The general comprehension series that can reasonably perform the duties of any previous series.

Talis Unit Series

- 01-- : Bodyguards attached to Pernix officials or high-ranking Runics, most often the Authris.
- 02-- : Close-range combat specialists that excelled in martial weapons and small arms.
- 03-- : Long-range combat specialists that excelled in guns, energy weapons, various forms of missile, and coordinating bombardments.
- 04-- : Mages that understood the inner-workings of magic and the Macra that exacerbated their powers more than practically any other Units.
- 05-- : Responsible for assessing security risks within Runic society. As per their responsibilities, this series had intimate knowledge of how to best incapacitate or destroy every other variety of Runic.
- 06-- : Assault forces built for going into the Void as escorts and weapons for the direction of large-scale operations.
- 07-- : Patrol units that coordinated well with the Reizen and Motus in looking for outside and inside threats to security, tasked with reporting on an hourly basis.
- 08-- : Consultants that, although uncommon, were often stationed at each city or megastructure to aid Authris Units in making milaristic decisions.
- 09-- : An Anti-Vader series locked in a constant cycle of suspecting and investigating Runics in order to keep sabotage and potential attack from within at bay.
- 10-- : Sub-commanders that were put in charge of any larger-scale Talis operation when Authris or other specialty Units were not present.
- 11-- : The general comprehension series that can reasonably perform the duties of any previous series.

Vader Unit Series

- 01-- through 11-- : Often obscured or lied about, the series and functionality of Vader Units remained a mystery to the vast majority of Runics, and even to most Pernix, as they acted on more and more programmed desires to augment and change themselves and the structured world around them. Many of them used the publicly available lists of Series functionality to mimic their behavior and blend in even better, and as such, no list of Vader series or ideal functions was ever reliably compiled (at least none you are aware of).

Yizhi Unit Series

- 01-- : Pernix specialists that acted as general practitioners, often guiding them to more specialized series based on their descriptions and symptoms.
- 02-- : Assistants to series 01-- Yizhi Units made to double-check the important work of monitoring the health of the Pernix and making sure the primary recommendations were ideal.
- 03-- : Pathogenic experts that dealt with an overwhelming majority of diseases within Pernix Society, often using excess time to study new bacteria and viruses.
- 04-- : Fitness experts that recommended regimens and equipment for Pernix to use to maintain basic physical health.
- 05-- : Medical research specialists that constantly experimented and attempted to find new ways of improving general health as well as cures.
- 06-- : A rare series that were tasked with creating new life by whatever means necessary for the sake of research, with subdivisions concerned with life both in and outside the Void.
- 07-- : Experts in Macra stability that acted as consultants both for the general health of Runics and occasionally for the purpose of city maintenance.
- 08-- : Responsible for the physical and psychological well-being of most delicate or underground-centric Units: Authris, Blasis, other Graditi, Libris, and Yizhi. Often they

would be assigned a certain number of any type of Unit, becoming an expert in the care for that specific type, or even series, in some circumstances.

- 09-- : Responsible for the physical and psychological well-being of most delicate or underground-centric Units: Aera, Motus, Oceanum, Petram, Reizen, Talis, and Vader. Often they would be assigned a certain number of any type of Unit, becoming an expert in the care for that specific type, or even series, in some circumstances.
- 10-- : A rare series that took care of only specialty series numbered above 11--.
- 11-- : The general comprehension series that can reasonably perform the duties of any previous series.