

ORTS – Pysim Concordiat Primer

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OVERVIEW

The Pysim Concordiat is one of the playable factions in the Orbital Real Time Strategy game. This document describes the Pysim Concordiat and its ships.

Race: Pysim

Faction: Pysim Concordiat

GENERAL DESCRIPTION

The Pysim are an alien race that has mastered the use of crystalline materials for its ships and structures. They use advanced methods of channeling energy through focus crystals as the basis for its technology and weapons.

The Concordiat faction accounts for most of the Pysim that other races encounter, since the Concordiat was formed as a response to the Pysim's first encounter with another race. The Concordiat is a collection of castes that have agreed to work together for the common good of the Pysim race.

FACTION PERSONALITY

Traits: Aggressive, mysterious, caste/rank obsessed.

Pysim society is highly complex, organized into a myriad of different castes. Though castes have historical roots in different regional tribes, modern Pysim castes each focus on a specialty, e.g.

astronomer caste, historian caste, navigator caste. Complex rules determine the social standing of one caste to another, and a Pysim usually defers to members of a superior caste, and is dismissive or even hostile towards members of a lower caste. Individuals are automatically judged by the caste they belong in.

However, a caste's standing can change over time, often according to the caste's importance & impact on current events. The Pysim accept these changes as natural, and an individual may go from being dismissive of another caste to being deferential as it rises in prominence.

It is also possible for individual Pysim to move from one caste to another. This only occurs when the individual has done something worthy of belonging to the other caste, particularly if it is of higher social standing. Movement to



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another caste is the only time that the Pysim evaluate an individual for its own merits – in all other cases, individuals are judged according to the caste they belong to. The Pysim views this system as egalitarian and views the governing systems of other races to be primitive and oppressive.

Other races find it difficult to learn anything about Pysim society. They perceive the Pysim as being mysterious, aggressive, and territorial. Pysim ships usually attack other races on sight. Attempts to communicate are rebuffed with insults and attacks. This is because their caste system isn't well suited to contact with other species. Without an understanding of which caste an alien belongs to, the Pysim automatically treat it as Casteless – beneath contempt and deserving of no civility.

The mysterious and aggressive Pysim behavior has led the Solarian Union to view them as a threat.

RACE APPEARANCE

After encountering the crystalline Pysim ships, some races believe that the Pysim race is also made of crystal. This misperception is reinforced by the Pysim environmental suit, which is also composed of crystal.

When idle, the suit appears to be a crystal helmet on top of a robed body. Though the robe can make it appear like the Pysim is standing on the ground, it is actually hovering above the ground. When it moves, the robe drags behind.

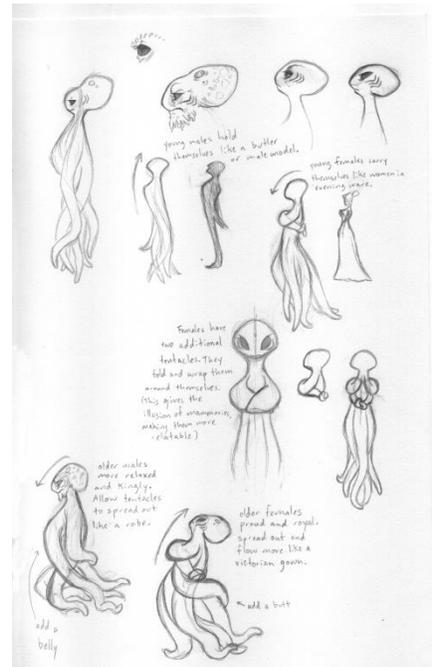
The robe serves as uniform and faction identification. A small Concordiat symbol on the shoulder or collar identifies the individual Pysim as belonging to that faction. Additional colors and folds on the robe denote the Pysim's rank, lineage, and other information.

Tentacles occasionally poke out of the folds of the robe. Small tentacles at the upper torso end in 3 digits – used to manipulate tools. Thicker tentacles closer to the bottom half of the robe will sometimes poke out like legs. These lower tentacles are not used to support the Pysim's weight, but for leverage and to grasp things for a rapid change in direction. The tentacles are wrapped in the suit's articulated joints. Culturally, it is unusual for a Pysim to show its body beneath its robe, or display too many of its tentacles. It is considered to be unseemly.

When the suit's crystalline helmet turns transparent, an organic face is revealed. The Pysim's head has two eyes and a mouth that roughly correspond to human facial features, but no nose or hair. Gill slits are arrayed on the head where the hair and sideburns would be. The skin is light gray, with accent tints of nearly bioluminescent colors.

In the native environment on Pysim Prime, a Pysim outside of its environmental suit would look similar to a 6-tentacled squid. Four arm-like tentacles are arrayed higher up its torso and two leg-like tentacles at the bottom of the torso. Their anatomy allows them to hover at a low altitude in their homeworld's unique atmosphere. However, this sight is rare, and most Pysim are only encountered in their crystalline suits.

Visual Notes: ORTS should present major Pysim characters in their environmental suits, with their faces revealed, and the robes obscuring the body. A few of the tentacles can extend out of the robes for limb-like body language. This is to allow the Pysim to be anthropomorphized and relatable as people, while still keeping their presentation



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as a non-human race. Their appearance should also convey their complex and evolved civilization and culture – they should not look like barbarians or overly utilitarian. Aside from the appearance of complexity, they are invocative from being mysterious.

SHIP STYLE

- Pysim ships are made of crystal. They are grown from small crystal seeds, and not assembled.
- Though not always the case, Pysim ships have a tendency to be radially symmetric.
- The rears of their ships emit circular pulses of energy for propulsion.
- Though the crystal material can mean flat facets like a cut gem, the Pysim high culture manifests in their ship designs. Only their base Shard ship looks like a single cut gem. Their other ships take on stylistic shapes, though often to convey the aggressive nature of a warship.

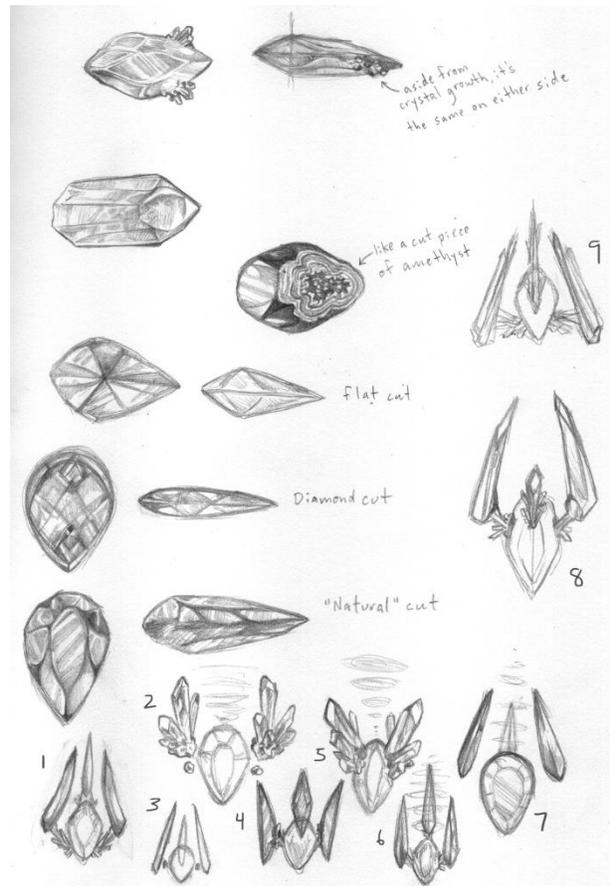
Matching the theme of caste mobility in their culture, smaller ships can also be grown into a different type of ship. This is typically only done when the ship has proved itself in battle.

Visually, all Pysim ships should convey the ideas of mysterious advanced technology from an advanced culture, and a bit of aggressiveness.

Though the Pysim have other weapons technologies and strategies, the Concordiat faction focuses channeled energy beams and teamwork between multiple ships. Their ships collect solar radiation, and channel them through specialized crystals to create energy beams. Many of their ships are also outfitted with relay crystals, allowing them to focus multiple beams from other ships into a single beam.

SURFACE APPEARANCE

- Player Color: The tint on the crystal of a ship should be the Player Color. This doesn't necessarily have to be the whole base color of the crystal – just a tint on the edges of the crystal.
- Cosmetic: Cosmetics would be presented as etchings on the crystal surfaces.
- Team Lights: Pysim ships use a propulsion system that releases pulses of energy from the rear. These pulses should have the Team Lights color.



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SHIP TYPES

SHARD

Tech Tree Location: Base starting unit

This is the base Pysim ship, shaped like a single pointed diamond-like crystal. It collects solar radiation, and fires a single low-powered beam from its tip.

REFLECTOR

Tech Tree Location: Shard upgrade

A Shard ship can be grown into a Reflector. The Reflector ship stores no energy and cannot fire on its own. Instead, it channels beams from Shard ships into a single long-range & powerful beam.

Reflectors have visible extensions sticking out of the central crystal hull, used to reflect and channel incoming Shard beams. These extensions make it look much more fragile than a Shard ship, which it is.