

Kanushin

Series Bible

Table of Contents

Intro - pg. 3

All About Atania

History - pg. 4

Species - pg. 5

Culture and Ideas - pg. 6

Kanushin Breakdown

Overall Synopsis - pg. 9

Style and Story - pg. 11

Characters - pg. 13

Locations - pg. 17

The Starweaver's Tapestry - pg. 19

Intro

Kanushin is a serialized Sci-Fi Action Adventure show that focuses on protagonist Diah Nollak, a rebellious alien noble, after she is kidnapped. Upon escaping, she meets with a number of ragtag adventurers and must go on a planet-hopping journey to stop the militant Kunar from plunging the galaxy into all-out war. With the titular ability of the Kanushin, individuals of all species in the Atania Galaxy are able to utilize special powers that can assist them in combat, specialized tasks, or day-to-day life.

Inside of this document is a breakdown into the Atania Galaxy as a whole, the story of Kanushin, the characters, the locations, and the ideas that drive it forward.

All About Atania

The Atania Galaxy is home to the story of Kanushin and many others. Because it is expansive, there are a few key things to remember about this location:

History

After a decades-long war turns Earth into a barren wasteland, Humanity expands to other planets in the Sol system such as Mars and Neptune. When resources run thin, the United Itinerant Forces of Humanity (U.I.F.H.) decide to split what remains of our species in half and make two contingency plans: One half of humanity will embark on a journey to a newly discovered galactic system called Atania, while the other half will remain behind to rebuild and welcome the first group back (should they be successful).

Humanity embarks on a century-long journey to Atania utilizing seven galactic cruisers, but only four make it to the new galaxy. The survivors find that the species of Atania are at war with one another, and Humanity is quickly thrust into the fight themselves. Humans manage to hold their own enough to earn the respect of the Chyl and Kunar, Atania's two most powerful species, and a truce is entered.

That truce, however, is short-lived. Humanity is the only species that cannot wield a Kanushin, and the U.I.F.H. decides to create "Academies" where they can develop and test synthetic Kanushins. The discovery of this, and acts of violence from each species, lead to another galactic war. Dubbed the "Ancestral War", it lasts around seventeen years and claims many lives, planets, and even whole species. A group of Human rebels stops the detonation of a superweapon, turning the tide of the war and allowing another (and longer lasting) truce to be crafted amongst the species of Atania.

This sends the galaxy into its next major era, where the governing body of the High Prime and the Collective under it lead the galaxy into prosperity. It is in this era, over a century later, that Kanushin begins.

Species

Humans: Humans have not changed much in the period since the destruction of Earth and their arrival in Atania. They are led predominately by the military forces of the U.I.F.H and have integrated cleanly into Atanian societies. Humans have learned to use Kanushins and are accepted by most in the galaxy as true members of Atania. They are part of the High Prime as one of the three major power players in the galaxy.

Chyl (Sheel): One of the High Prime species, the Chyl believe that life moves in a flow rather than a cycle. This makes the Chyl a very straightforward and no-nonsense type of people that are constantly looking for a way to move forward or achieve their goals. Because of this, some believe that the Chyl come across as crass and pompous, a thought which is only amplified by the Chyl's lavish and extravagant lifestyle.

The Chyl are a humanoid species, distinguished by the star-like specks that dabble their body and sparkle in sunlight. These specks form markings that hold cultural pride to the Chyl, with more intricate markings meaning higher societal status. This creates a class rift between the High Marks and the Low Marks. Chyl come in light shades of pink, yellow, green and purple, and have pointed narrow ears to distinguish them further.

Kunar (Koo-nahr): A powerful and militaristic race that believes in punching first and asking questions later, the Kunar are known across the galaxy for their hot-headedness and ability to withstand almost anything that's thrown at them. A High Prime species, the Kunar seek complete control of not only their region, but the whole galaxy.

Kunar themselves are no-nonsense, goal-driven individuals who are constantly striving to become the best. Society is driven by accomplishments, and the Kunar feel there is no room in society for those that lack contribution. This leaves other species to see the Kunar as ruthless and bloodthirsty, but some do see value in this outlook.

In regards to appearance, Kunar come in shades of gray and black, and are distinguished by their rock-like skin and crystal-esque adornments. Kunar are also very big and toned, making their presence imposing to anyone nearby. This allows the Kunar to maintain a threatening persona, even if their actual personality doesn't match.

Ixr (Ick-ear): One of the major species in the New Galaxy, the Ixr are known for their affinity towards business and economics. Coming in shades of red, green, gray, yellow, bronze, and orange, the Ixr are also characterized by their neon-colored hair, slim, angular faces, pointed ears, and sometimes neon facial markings (akin to tattoos). Because of their hand in the destruction of multiple planets during the Ancestral War, the Ixr are treated harshly on many worlds and by many other species.

Uvari (Oo-vahr-e): A member of the Collective, the Uvari are a technologically-driven species that live on the desolated planet Millik. Because of their role as weapon makers in the Ancestral War, the Uvari were forced to fend for themselves until the Collective adopted them. At this point in time, however, Uvari tech had become so complex that many had become cybernetically augmented in some way.

Uvari value knowledge and exploration, sending away younger members of the species on rite of passage expeditions to uncharted realms. Some Uvari, however, use this opportunity to flee Millik and forge lives of their own. These fleers, known as “searchers”, are excommunicated from Uvari culture.

Uvari come in every shade of blue imaginable, have silver-tipped veins that run through their body, and their hair colors range from white to neon to dark reds and blues. Some Uvari take their cybernetic enhancements beyond the norm, opting for large visual pieces while others maintain more subtle looks.

Terrics (Tear-ix): An insectoid junker species primarily located in the Locarian system. The Terrics are constantly salvaging materials, making black market deals and breaking down tech. Because of this, the Terrics have a natural animosity toward the Uvari and are seen in a predominately negative light by other species across the galaxy.

Terrics are distinguished by their compound eyes, antennae and furry bodies that come in shades of brown, black, tan, beige and grey. They communicate through vibrations created by their Antennae, as males do not have a means to speak. Female Terrics have fluffier fur and sharpened beaks. Because of their size and stature, Terrics are often seen as perfect accomplices for criminal acts.

Culture and Ideas

The High Prime: The governing body of the galaxy, the High Prime is a council formed by the three most powerful species: Humans, Chyl and Kunar. The rest of the galaxy's species are divided up amongst the three to form the Collective, and the High Prime govern them as they see fit. This leads to a large game of political chess for those involved, and the High Prime are tasked

with trying to keep balance in Atania. As the governing body, the High Prime generally reside on Flightline Omega, which serves as the congressional housing for their meetings.

The Collective: Representatives of every species in Atania that serves under the High Prime. The Collective is split into three units, one that is governed by each prime, and work with each other and amongst themselves to maintain order in the galaxy.

The U.I.F.H: The United Itinerant Forces of Humanity. The UIFH is composed of military, scientists, politicians and civilians that make up about three-quarters of the Human population. After the Earth was slowly destroyed due to countless wars and global pollution, Humanity spread out to other hospitable spaces in the Sol system. Despite making colonies on the moon, Mars, Neptune, Pluto, and Saturn, Humanity reached a point where they were no longer able to continue sustaining themselves on limited resources. As such, the UIFH was created to find a new region of space for Humanity to expand to, ultimately coming across what was deemed as the "New Galaxy" for Human life.

The Regime: The ruling government of the Kunar. The Regime consists of one elected leader and five appointed Overseers for each of the government's divisions: military, science, intelligence, special operations and enforcement. They utilize a special operations force known as Reclaiments to complete military operations across the galaxy.

The Alis: The governmental body of the Chyl, composed of High Mark officials and their families. Similar to an oligarchy, the Alis are a tight-knit group of political families that are constantly conspiring against one another and seeking the Chyl seat on the High Prime. Composed of 47 members, the Alis convene on a weekly basis in the capital building of Liotik.

The Kanushin: A physical embodiment of spiritual energy that is capable of providing superhuman powers. Kanushins come in all sorts of manifested shapes, sizes, and colors. No one knows how or why these mysterious embodiments first appeared, but the species of Atania have long learned how to use them to the best of their abilities. Kanushin abilities can range from physical creations such as weapons or shields to more abstract things such as sound wave manipulation, thermal vision, enhanced speed or power, etc.

NLS Travel: Due to a lack of resources, Humanity was never able to perfect the art of lightspeed travel. Instead, Humanity decided to go with the near-lightspeed travel they were able to attain, also referred to as NLS travel. This allows ships to move fast and cross vast distances while making the art of navigation much simpler. NLS travel is common amongst all species in Atania.

Quintels: A singular form of digital galactic currency that is accepted across the board.

MenXhips: Humanity brought the MenXhip with them to the Atania Galaxy, and it has spread to all other species as the primary means of communication, navigation, completing daily tasks and more. A MenXhip is a tiny neurally-connected device that is injected into the body at the user's behest. Popular locations for MenXhips are palms, necks, wrists and behind the ears. The MenXhip is capable of projection, connection to devices and utilization of comms networks.

Kanushin Breakdown

Overall Synopsis

In the year 2659, Humanity has migrated to the Atania Galaxy, learned how to use a powerful ability called a Kanushin and became one of the big three species in charge alongside the aristocratic Chyl and militaristic Kunar. The Kunar, bent on taking over the galaxy, attack Ivoli Station - A science facility specializing in research on Aether and Solar energy.

Diah Nollak, a Chyl aristocrat's daughter, is kidnapped by the Kunar but crashes the ship mid-flight into Tovarro, a metropolitan space station. There, Diah meets thief Zaius and entertainer Sky. Zaius and Sky's caretaker Gen is murdered under the orders of crime boss Areshia, who is working with the Kunar. Kunar General Ravig is working with Wyrna, Diah's mother, to destabilize the Chyl homeworld of Vensha.

The trio run from Areshia and bounty hunters Kirrik and Imi, friends of Gen who believe the trio are responsible for his death. Kirrik and Imi are convinced to join the trio and help get them off Tovarro. Diah wants to be taken home, but Kirrik's ship - *The Aurora Nova* - gets attacked by the Kunar on the way.

The group stops for repairs in the underground city of Elontra, meeting engineer Nox and Kunar turncoat Balakus. Balakus leads the group to a Kunar outpost for info on their plans. The group fights Kunar Overseer Rhessian, Overseer Rhug, and Areshia. They beat Rhessian and Areshia, forcing Rhug to escape. Imi is put into a temporary coma.

The group learns from Rhessian's gear that the Kunar are making gateways capable of instant teleportation. Their aim is to destroy the galaxy's governing space station - Flightline

Omega. Sky delves deeper and finds that the Kunar are targeting Vensha as well. Panicked, The Nova crew set out back to space but argue about which location to go to first.

The group separates into two: Diah, Sky and Balakus go to warn the Chyl, while Zaius, Kirrik, Imi and Nox go to warn Flightline. Diah and Zaius, having feelings for one another, declare their love but decide to wait until the war is halted.

Diah, Sky and Balakus rendezvous with Wyrna, who gives a heartfelt apology to Diah. They all meet with the Chyl government, but Wyrna reveals her true colors and launches an attack on the city. Diah fights her mother while Sky and Balakus fight off Ravig and Rhug. Wyrna refuses to yield and offers a last chance for Diah to join her. Seeing no other way to save Vensha, Diah kills her mother.

Meanwhile, on Flightline Omega, Kirrik separates himself from the team to find his long-lost sister. Kunar Overseer Rana suddenly arrives and attacks, causing Flightline's denizens to evacuate. Imi shows up with the *Nova* and rescues the others. Together, they destroy a number of cruisers before crashing into the Kunar's main flagship - the Quantic Requiem. Zaius and Nox destroy the ship's engines while Kirrik and Imi kill Rana.

The group reconvene on Vensha. With a war now in full swing, the *Nova* crew look forward to the adventures and challenges ahead. Ravig returns to the Kunar and, upon hearing of Rana's death, vows to kill the *Nova* crew.

Style and Story

Kanushin is a story that is driven by its characters and high energy Sci-Fi action. It is, at its core, *X-Men* meets *Star Wars*. It embraces timeless themes about finding your family, embracing your identity, and forging your own fate in an expansive, new, and deeply-built universe.

Throughout the series, it is important that these themes are well-balanced and represented. The idea of family, what it means and who can be a part of one, is the strongest and most central theme of the show. We will explore the relationships between blood family through Wyrna and Diah, and found family through Kirrik, Sky and Zaius. The Nova crew itself also becomes a family with more additions added throughout the show.

Kanushin is also about the exploration of one's identity. As a series with a very diverse cast, it is important to remember that representation of ideas and lifestyles of all types must be depicted not just in the core characters, but the universe itself. Sky is a prime example: not only does she have to explore her own goals and identity in regards to leaving her homeworld, but she must also explore her LGBTQ identity through her relationship with Nox. The ideas and roles of gender, sex, race and more are all integral to the Atania galaxy.

It is also important to remember that the characters in Kanushin are core to its themes and story. These characters will not only grow through the course of the episodes, but have the opportunity to go on and have their stories deepened in subsequent chapters. Each and every one has a story that awaits them. When we meet Kirrik, he is already a third of the way through his. Zaius', on the other hand, is just beginning. This interconnection of character stories set in

different points of time help drive the overarching plot as well as the interactions between characters themselves.

On the topic of action, Kanushin has a lot of fights, many of which serve major story significance. They are the representation of clashing ideals, personal struggles and the victories our characters achieve in their lives. It is fluid, sometimes brutal, and always stylish. Having the power of the Kanushin leaves a lot of room to make visually interesting fights. Sparks can fly in a variety of colors, Kanushins can change shape and form, powers can be created or mixed, and - much like with *X-Men* - it leaves room to play with matchups. An example: While Zaius' Kanushin allows for speed and mobility, it is not as effective against someone who's Kanushin allows them to take more damage and hit harder, like Rhug. Each battle should feel special in its own sense, and each punch or kick or blaster shot should feel like it matters.

Characters

The *Nova* Crew

Diah (Dee-Uh) Nollak: A High-Mark Chyl and the daughter of Wyrna Nollak, a high-ranking member of the Alis. Selfless and always ready to take action, Diah feels that her mother's actions are only causing the rift in the Chyl to become greater. Diah doesn't like to waste time standing around thinking, and is more than capable of handling her own, though her hot-headed nature occasionally lands her in trouble.

Despite her nobility, Diah has suffered endless physical and emotional abuse at the hands of her mother. Past experiences caused Diah to shut herself off emotionally and do whatever it took to rebel against her mother.

Diah's Kanushin allows her to shoot spikes from her body, form a spiked protective shield and channel her energy into holdable daggers. Thanks to her nobility, Diah has also been trained well in hand-to-hand combat and has had extensive lessons in tactics, history, and politics.

Zaius Veer: Zaius is a human thief that lives on Tovarro and takes on contract jobs to make a living. He is knowledgeable in multiple walks of life and is capable of wearing different types of masks due to his line of work. Zaius is constantly looking out for the other citizens of Tovarro that he lives around, making sure they have enough to get by. Zaius doesn't remember his parents at all due to being left behind in a youth home.

His kanushin allows for bursts of concussive energy that can be directed toward movement or fighting. Zaius also has two bio-enhancers that he stole for Areshia that enable him to redirect channel energy into devastating punches.

Kirrik Ishlan: A bounty hunter by trade, Kirrik has had a life full of excitement and gunfire. The last in a family line of hunters, Kirrik is determined to carry on the legacy his father Julius left behind. He is also on the hunt for his long-lost sister after an attack on their homestead separated them.

He is the owner of the *Aurora Nova*, his father's ship. A space cowboy in look and attitude, Kirrik isn't afraid of a fight and knows his way around a handful of weapons. Kirrik's Kanushin gives him enhanced reflexes and an energy chain that he can utilize as a weapon.

Imi Li: Co-pilot and navigator of the *Aurora Nova*. Imi has been Kirrik's partner for years and always keeps him in line. She often serves as the calmer voice of reason in the duo. Revealed to be an android, Imi is actually modeled after Emily Whanesley, a civilian on Ivoli Station and Nira Whanesley's mother.

Because of her android status, Imi is not able to wield a Kanushin. Despite this, Imi is well-versed in a variety of combat programming and is one of the best in the galaxy at hand-to-hand combat and a master at hitting targets with her solar pistol.

Sky Pannah: An Uvari entertainer that lives on Tovarro Station, Sky adopted her new name when she left her old life behind. A “searcher” blinded by her desire for more, Sky quickly learned that the universe stops for no one. She has been under Gen's care and working for him in the Atometry for a few years. She has a sibling-esque relationship with Zaius. Sky's Kanushin allows her to heal others (to an extent).

Nox Gans: Nox is the non-biological “sister” of Kirrik after being left behind with Bugu by her space pirate parents. A gifted mechanic but hotheaded individual, Nox is often tinkering with things and always looking to make the next big upgrade to the tech around her.

Her Kanushin allows her to convene with technology and access various types of data within, as well as control it from a distance.

Balakus Phi: A turncoat to the Kunar Regime, Balakus left to help protect his family from the dangers of Regal and Ravig. Determined to stop the Kunar's plans of galactic conquest, he teams up with the others on the Nova. His Kanushin creates a shield around his body that increases his durability and defensive capabilities tenfold.

The Regime

High Lord Regal: Political overseer and head of the Regime, Regal is the Kunar's elected leader and one of the most influential people in the galaxy. Serving as the Kunar counselor for the High Prime, Regal is a calm and collected figure with a constant air of power around him and a very small tolerance for failure. Regal's biggest issue is the lack of support from his other overseers, each of whom has their own agenda. Despite this, Regal has no issue asserting his authority and isn't beyond taking matters into his own hands.

Ravig (Raa-vhig): Military Overseer for the Regime, Ravig is known for his sharp brute tactics and merciless attitude. Ravig rarely takes advice from the other overseers, listening only to Regal and mostly acting on his own. Those under Ravig's command are in constant fear of his power and lack of empathy, and Ravig is no stranger to destroying those he feels are unworthy of his command. Ravig's Kanushin allows him to incinerate things instantly, burn through materials with ease as well as charge items with explosive energy.

Rana (Rah-nah): Overseer of Intelligence for the Regime, Rana is a cold, calculating and always the first to know everything thanks to her in-depth network of intelligence officers. Rana often works alone, feeling that the others weigh her down, and is almost always ten steps ahead of everyone else. This creates non-stop issues between Rana and the other overseers, especially Regal, as she believes the need for politics and subterfuge is a waste of time and resources. Rana has started a hidden relationship with Ravig, the only other Kunar she feels is as strong as she is.

Rhessian (Rhesh-in): Overseer of Special Operations for the Regime, Rhessian is cocky and thinks he's better than everyone else in the room. Rhessian controls the Recliment but rarely participates in their operations, choosing to send Rhug in his place instead. Rhessian has a very antagonistic relationship with Ravig, endlessly comparing their forces and attacking his leadership methods. Rhessian also comes across as a little unhinged at points.

Rhug (Roog): Overseer of enforcement for the Regime, Rhug is the solution sent to handle any of the Regime's "problems". Raised from birth to be a weapon, Rhug has known nothing but violence and torture for himself and others, hardening his body but limiting his mental capacity. This affects his ability to fully understand the consequences of his actions, and as such reduces himself to following the orders of the other Regime, especially Rhessian. Rhug's Kanushin is similar to Balakus' and coats his body in a near-impenetrable shield while also allowing him to crush objects with ease.

Rickus: Overseer of scientific development and the oldest member of the Regime, Rickus is the most intelligent Kunar alive. Because of this, Rickus is constantly creating new technology and weapons for the Kunar to use in their conquests. Rickus has a very egotistical and crass attitude because of his status and he loves telling everyone else when they're wrong. Due to an accident in his younger years, Rickus has some slight spinal deformities and must wear a visor over his eyes.

Third Parties

Areshia (Ah-ree-she-uh) Divaris: An Ixr crime-boss in charge of Tovarro's underworld, Areshia is known station-wide for her cruel punishments and iron-fisted control. Her selfish and hot-tempered demeanor sometimes gets the best of her, but she is never afraid to show her followers who's in charge, including holding open executions of anyone that tries to go against her. Areshia very rarely gets her own hands dirty, often relying on mercenaries and her lieutenants, but when she does get involved things tend to get very violent, very quickly.

Areshia was the daughter of a Tovarran crime boss and never felt like she had enough in life. After amassing a group of followers, she started her own criminal empire. Utilizing her newfound connections, Areshia quickly expanded her reach across Tovarro and beyond.

Wyrna (We're-nah) Nollak: Diah's mother and an assistant to Chyl counselor Gallard, Wyrna is a member of the Alis that believes High Marks should have total control of the Chyl. Wyrna has been involved in politics for decades and has shed endless amounts of blood (not hers) and sweat to rise up the ranks to where she is.

Counselor Gallard Zaa: The current Counselor and High Prime representative for the Chyl, Gallard is an advocate for High and Low mark equality, much to the dismay of the other members of the Alis. The family successor of the previous counselor, Gallard is naive in politics but large in heart and quick to trust. Despite his naivety, Gallard pushes hard for his species and

has a large amount of support outside of the Alis. Gallard has been a family friend to the Nollaks for decades.

Gen (Gehn) Kroi: Ixr owner of the Atometry club and caretaker of Zaius. Gen is responsible for lining him up with potential jobs as well as serving as a fence for many of the things that Zaius steals. Gen has had a long history of working in the Underside, serving as a contact point for a variety of different thieves, bounty hunters, and members of Areshia's gang. Gen helped Zaius get set up after his arrival on Tovarro, and would come to do the same for Sky a few years later.

Jix: Areshia's second-in-command and Jax's brother, Jix has been handling Areshia's business since the two first came to Tovarro. Loyal to the core, Jix will do anything for his boss and his brother. Jix's Kanushin allows him to manipulate electric energy in a handful of ways. Jix also has a scar on his right eye from getting into a fist-fight with a Kunar Reclament and winning.

Jax: A Terric and one of Areshia's top lieutenants, Jax works alongside his older brother Jix to ensure all of their boss' affairs are in order. The younger and more brazen of the two, Jax is always letting his mouth get the better of him.

Bugu (Boo-goo) Frit: Bugu is the adoptive father of Kirrik and Nox. A lone junker in the city of Elontra, Bugu serves as the voice of reason for his otherwise hot-headed "children".

Locations

Ivoli Station: A floating U.I.F.H. station carved into the back of an asteroid. Ivoli revolves the planet Pocan and its large star, which is used to generate solar energy into a tangible form. This energy is dispersed to U.I.F.H. weaponry crafters and ship makers to use as a power source. The citizens of Ivoli are a collective mix of scientists, engineers and medical professionals.

Vensha: The home planet of the Chyl that has 2 rims wrapped around its surface and a blood-red moon. Vensha is predominantly water-based, with its land masses completely urbanized. The land masses closer to the planet's hemisphere serve as housing and resorts for the High Marks and tourists, while the Low Marks live in regions further north/south and closer to the planet's magnetic poles. Because Vensha's rocky rings flow in a clockwise motion, travel to and from the planet requires entry from the sides.

Liotik: The capital city of Vensha and the Chyl that houses most of their political buildings and High Mark residents. The city is named after Liotik the Rebuilder, a Chyl leader that is attributed to helping stop the Ancestral War. Many of the buildings in Liotik are coated in a golden mineral to reflect the high society ideals of its people.

Tovarro Station: A planet-sized station that holds a mixture of species, human and alien. Tovarro is constantly on the move, as are its citizens who must enter the station via specialized shuttles known as Rigits. Referred to as the "Moving Metropolis", Tovarro serves as a home for over 8 billion individuals of all class types. The station is split into nine districts of living: The Highlands, The Finances, two housing districts, The Arrival Docks, The Lower Regions, The Stock Docks, the Embankments and the Underside, each with their own rules, politics and cultures.

The Stock Docks: The loading and unloading docks that allow the flow of most of Tovarro's commercial goods. The stock docks are separated into the warehouses, where ships land and are unloaded/packed back up, and the outskirts, where most of the junk or unwanted material is dumped off.

The Underside: The Underside houses a large majority of the criminal underworld, including black trade markets and Areshia Divaris' many connections. The darker side is hidden behind the abundance of clubs, bars, theaters and more that serve as meeting places between dealers and clients. The Underside also contains a smaller "visitor-friendly" area with a clear "no-business" policy.

The Embankments: The floor just above the underside and home to a number of refugee camps for those that were unable to find a chance at life on the higher floors.

The Highlands: The top floor of Tovarro, home to its most elite members. A number of politicians, celebrities and Iconoball players can be seen coming and going at all hours of the day.

Locarian: A toxic gas-covered planet that is known for being the galaxy's dumping ground of unwanted junk. It is the homeworld of the Terric people and uninhabitable for most other species.

Elontra: An “old west” style city hidden deep within the caverns of Locarian. It is the home of Bugu and Nox, and former home of Kirrik. A number of factories rest on the outskirts of the city, and specialized lights create a day/night cycle within the city walls.

Yara: The Kunar Homeworld. Arid and rocky, Yara is home to some of the galaxy's most valuable minerals, including Zanathum which helped the Kunar ascend to power through trade. Once a beautiful and thriving jungle planet, Yara was devastated during the Ancestral War. The planet's now large but singular body of water makes it difficult to maintain settlements planet-wide, and as such the Kunar opt to focus on development of the Privarium instead. Yara is defined by its countless mountain ranges and volcanoes, as well as a single black moon.

The Privarium: The meeting grounds for the Regime, located on the Kunar homeworld of Yara. The Privarium is a large needle-like structure that stretches high into the planet's stratosphere and creates an imposing shadow around all that encompass it. The Privarium is split into multiple wings and sectors, each with their own specialties and controlled by one of the Regime's five Overseers. Because of Yara's arid landscape, the Privarium has also grown to house a large number of the Kunar race, including space for schools and facilities, as well as serve as the main military base for the Kunar's Reclaiment army.

Flightline Omega: The meeting ground for the galaxy's governmental bodies and where the three members of the High Prime reside between travels. It is composed of a singular station and three different “bubble” hubs that are connected via interchanging bridges.

Aurora Nova: Named for its light blue color and the bright streaks it leaves behind, the sleek and armored *Aurora Nova* is Kirrik's most-prized possession. Given to him by his father, the L3 class fighter has space for twelve as well as supplies and amenities. The *Nova* also packs a punch with four large-scale cannons, a set of disposable satellite mines and six engines split into groups of three. It has the ability to disconnect into two separate halves: The *Aurora* and the *Nova*.

Quantic Requiem: The Kunar's military flagship, commanded by Ravig. The *Quantic Requiem* is capable of housing almost a thousand smaller squadron ships and serves as the head of the Kunar fleet. Despite its slow speed, its cannons are capable of taking out warship-class freighters with ease, and the *Requiem* is also equipped with a cloaking mechanism that hides its massive size.

The Starweaver's Tapestry

Kanushin is just **one** of many stories in the *Starweaver's Tapestry*.

The Starweaver's Tapestry is the name for the collection of stories that takes place in the Atania Galaxy and beyond. This collection of tales and characters is currently comprised of fifteen projects, called "Threads". These threads, when combined from start to finish, make the "Tapestry".

The Tapestry spans more than six centuries defined through four distinct eras:

The Exodus

- Dusk**: In modern day, Protagonist Quentin Thornehook falls in the midst of a war between two secret organizations bent on controlling Earth: The Novus Lumina and the Vetus Ombumbratio.
- Exodus**: Four hundred years after Dusk, Techor Mayse is put in control of security for the U.I.F.H. Abeona as it undergoes its journey to the Atania galaxy.
- Kerigee**: The tale of Humanity's greatest hero - and later, greatest villain - during the first contact wars in the Atania galaxy.

The Ancestors

- Academy**: Six teenagers are captured and experimented on to create Humanity's first synthetic Kanushin
- Shadow Hunt**: Task Force Equinox must stop a terrorist group known as Parallax from sending the galaxy spiraling towards war.
- Clashing Point**: After the reveal of Academies and the actions of Equinox to the general public, Atania launches into the devastating "Ancestral War".

The Collective

- Station 27**: A group of mercenaries are tasked with protecting scientists as they are sent to research a dark and murderous secret hidden under an old U.I.F.H base.
- Gyren Hollow**: In the ruins of a sh
- Burning Stars**: Kirrik Ishlan navigates love, loss and life as a bounty hunter while he tracks down the man that killed his family
- Kanushin**: Diah Nollak and a group of ragtag adventurers must stop the Kunar from inciting a new galactic war.
- K2**: With the war in full force, Diah and the Nova Crew must do all they can to unite Atania and take the fight to the Kunar.
- K3**: After the war with the Kunar reveals an ancient, and even deadlier, force is on the horizon, the Nova Crew must traverse the galaxy and find a way to stop its monstrous advance.

The Return

-Octant: Eight individuals must come together to stop three ancient forces of evil from entering the modern world through the Aether.

-Orisol: A specialized group must undergo a journey back to the Orisol system and the planet where things first began: Earth.

-Coda: Across multiple timelines and dimensional planes, what's left of the Orisol group must prevent the end of everything.