

Ectobiology + Yakub

- All the Kids and “trolls” are at the very least somewhat white and come from the same bloodline in a sense as they all in one way shape or form are ectodescendants of Yakub, the creator of the white race.
- Yakub himself is the ecto child of (Dave Strider) and Simone Duvalier (the wife of Papa Doc meaning that (Dave) is his own Ancestor).
- When Yakub landed in modern day Mecca via meteor, white people didn’t exist and the middle east was dominated by the Kangdom of Shabazz which stretched from Sicily to Hejaz and due to his lighter skin from him being mixed race and his massive head, he was discriminated against by many in his society festering within him a burning hatred of black people.
- Yakub however was very intelligent and hypothesized that if he could selectively breed lighter and lighter skinned people he could eventually create a race that could carry out his revenge and enact TND against Shabazz.
- And so Yakub invented a new philosophy called tricknology and attracted many among the poor and the dregs of Shabazzian society, becoming so rowdy that the ruling Kang at the time Shabazz Shabazz MCDLXXXVIII would demand Yakub and his followers leave the Kangdom immediately.
- Yakub and his followers were not so lucky as bad luck would continually strike Yakub’s party of 9001 down to only Yakub himself stranded on the island of Patmos when a mysterious visitor would change his luck entirely, one known as The Handmaiden.
- The Handmaiden of course offered Yakub a deal, Yakub would be given everything he needed to create his army to enact TND, however in exchange his own race would bring forth the means of his own demise.
- Yakub with his great intelligence believing he could outwit Doc Scratch took the deal, and thus The Handmaiden, with her time magykks handed over working Ectobiology equipment to Yakub, screens and all.
- With this equipment Yakub would immediately begin work on creating his magnum opus ending up with 59,999 white people and with his new army, he departed from Patmos and at the Cilician gates would ally with the Afro-Asiatic tribes of ((Shem)), Ham, and Japheth using tricknology intending to use them and their massive numbers compared to even the Shabazzians as cannon fodder against Shabazz.
- The Shabazzians were not prepared at all for Yakub’s TND war of revenge as they were the most sophisticated and powerful Kangdom in the world and thus Yakub’s army of Afro-Asiatics and Whites quickly bulldozing Shabazz and enacting TND, wiping Shabazz from the genetic and historical records as the Hamites would settle in Egypt, the Japhethites would become the Berbers and the ((Shemites)) the middle east.
- But as Yakub was plotting world domination under his white race, his due would arrive in the form of Lord English arriving from the future, demanding Yakub’s head and one tribe of ((Shemites)) who had learned the ways of tricknology and taken it to heart betrayed Yakub by getting him drunk while he was in hiding and handing him over to Lord English who promptly shot him to death.

Classpects

- your classpect, and sylladeck are determined by a shitty personality test the client player does before the server player can place down any of the other machines.
- Classes can be divided into being the passive and active versions of 6 specific roles: (+)Knight-Rook(-) Protect, (+)Prince-Fool(-) Destroy, (+)Sage-Ferz(-) Know, (+)Mage-Source(-) Change, (+)Thief-Squirrel(-) Distribute, (+)Priest-Pawn(-) Maintain. Though there are two other classes

those being (+)Lord-Muse(-) which are the closest thing Pærdis has to cut or unused content and can only be accessed via glitching out the personality test and forcing it into a debug state.

- There are 6 sets of two opposing aspects that are fundamentally tied to the creation of a universe, those being: Time-Space (State of being), Health-Death (Mortality), Faith-Rage (Emotion), Mind-Heart (Self), Storm-Blood (Magic and Freedom), Day-Night (Light and Void from Homestuck but all the knowledge theming has been moved to Mind-Heart)
- While climbing the echeladder characters will get some skills that are unique to their class and/or aspect meaning that no two players' builds will be alike, even if they share a classpect.

Denizens:

- Denizens in Pærdis are chosen based on what real browser the player has picked as their favorite using a god from real world mythology that matches the browser: Google Chrome: Rainbow Serpent, Firefox: Inari, Safari: Nezha, Duckduckgo: Garuda, Brave: Sekhmet, Librewolf: Fenrir, Internet Explorer/Edge: Hermes, Iridium: Tengri, Swisscows: Boann, Opera: Janus, Ecosia: Jarilo, Tor: Huitzilopochtli, Vivaldi: Kanaloa, Mullvad: Ereshkigal
- Combined your class, aspect, and the browser you favorited will determine how your land looks and what your land quest actually requires and in comic will follow the character arcs of their respective players, of course to actually peacefully finish the Denizen questline you need a pretty high rizz stat which not all characters in the comic will be able to do, being forced to fight their denizen.

Other Pærdis mechanics:

- Consorts would now be able to give quests that reward growvelopment points, boondollars, and sometimes items that can be used for alchemy or new gear, and some quests (especially the denizen questline) are necessary for a player to complete
- to godtier you have to reach max level on the echeladder + complete a questline that leads to the game activating the questbed behind the scenes so its usable (though if you have lost your dreamself or are down to your dream self this questline is skipped).
- Of course the sylladecks you can get are based on Tarot cards being The Fool (stack+cue modus), The Magician (needing to draw a magic circle to summon an item), The High Priestess (put your hand through a veil and try to grab an item without being able to see what you're trying to grab), The Empress (can only retrieve cards depending on what astrological sign you're stuck with at a certain time), The Emperor (you must "conquer" the card you want to retrieve, this can sometimes fail), The Hierophant (A "college of Cardinals" have to ordain you able to gain the card), The Lovers (two items are "shipped" together at random so you must retrieve said items together), The Chariot (Need to make a bad piggies esque contraption to get the card you want to your person), Justice (Need to have a mini ace attorney trial to decide if you get the item you want), The Hermit (your captcha cards are obscured by fog and need a light source to find them), Wheel of Fortune (spin the wheel to get something out of your inventory), Strength (you must pull the item out of its card), The Hanged Man (you have to ack the card to get the item you want to pop out), Death (you are given a shovel to dig the item you want out of the ground), Temperence (you only get the item you want when you really need it), The Devil (you need to negotiate with and come to a compromise with a little imp creature for your card), The Tower (You have to play captcha card Jenga for the item you want), The Star (you have to reach up to pluck the card from a canvas above you that's at a random height each time), The Moon (needing to get tiny people to build a rocket ship to grab the item for you), The Sun (Light Puzzle modus), Judgement (you get judged if you're worthy to captchalogue an item depending on a bullshit morality compass), The World (Array modus), Faith (have to take a leap of faith to get the item), The Councillor (you have to convince the card to hand over its item),

Hope (you have to imagine a captchalogued item into existence), Hunger (meaning you have to eat the captchalogue card to get the item inside).