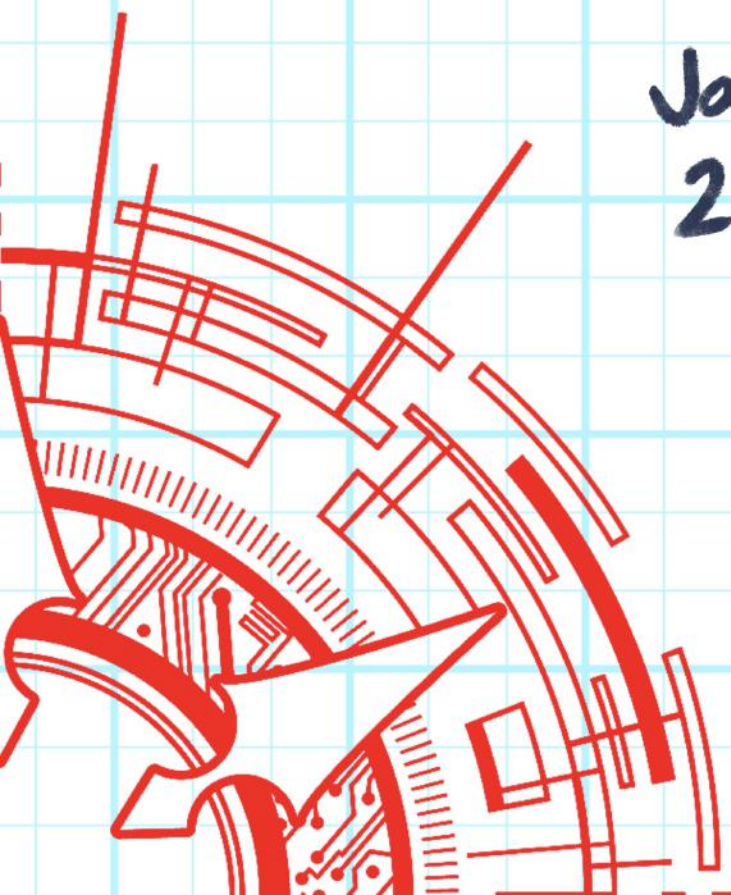


# Notes From Planet Cray

January  
2025



Fenrir/Fides doujin, Antithesis of a Deva

- on hiatus until I catch up on zines to the current month

I had the thought of doing parts of the story in writing to progress the plot faster, and illustrate things later, but it turns out I'm not only a slow artist, but also a constipated writer (to someone's surprise but not mines).

How much of the story has been thought through? Well, the currently done stuff would be numbered ACT 1-1 and 1-2, and ACT 1 has been outlined to 1-10, with ACT 2 being about the same length, and ACT 3 far more fleshed out and longer than that.

Related to ACT 3, I did sketch a diffride Fenrir!Shouma and a new outfit for Amaruda!Verno, so I'll clean those up and post them at some point.

# January's "IMAGE": Analysis

I keep telling myself to do more short/low-effort zines like this, so I'm not always going overboard but this year I'll really do it!

It's less stressful to just use Notes From Planet Cray as a... well 'notebook' of sorts (I still have to organize things, I don't think my actual notes could be read by anyone and understood.

I'm overseas for the beginning of the year once again, so not much 'playing VG' this month, but a lot of reflection and fandom brainrot. Things people asked for, things nobody asked for, stuff inbetween.

- Tempest  
@dragon8blade



Baromagnes (standard) over the past year;  
a process of trial and error

DZ01 - DZ02 ↘

# Ride Deck



# Deck



## DZ01-DZ02:

experimented with energy cyclers, ultimately cut due to space and lack of soul charge

Hardening insight pulls double duty of soul charging and large beater. Instant 4 of.



Also DZ02

Keep an eye on this guy

I've tried the order toolbox-ish build and I don't like it, but maybe future orders will change that.

## DZSS01-DZ03:

Not much here but Forwd/Revertis becomes a bit relevant in later playtesting (spoiler, you won't need her most likely).

DZ03 honorable mention:

Takka has an interesting effect that we don't see much in D.S

Pros

- can use dmg zone
- potential for 2+ soul charge

Cons

- 'rest this unit'
- may force awkward or wasteful CB usage



## DZ04:

Big update, new rideline, new Baro  
Interesting batch of support







TLDR on the main stuff and what it means for us:

### New Baro

- potential guard restrict on VG which is either a form of turn 4 scaling or an open letter to encourage turbo to 20 soul on turn 3
- Baro is 13k instead of 23k by himself now, but he can now be boosted.
- Removal now targets.
- No more Curtis.



### New ride line

- G1 is 1 SC more potent than pony/soniker
- G2 way less subject to RNG and no longer requires player to begin G3 turn with a card in hand to give up.
- Source of soul tutoring without using Qiehgra or orders

### Shueren

- Lilac lasher, pony, extra Baro, and anything you want to call out with Sanguinary Tamer, are now perfectly good ride discards. This is huge.
- Sure, drawing cards like a discount Shenryi / Inlet is nice.



### Morax

- If you missed Keenly Loodely, here's her replacement, but better. (on place SC1)

### Mafahl

- She doesn't SC, she doesn't hit huge.
- Pseudo CC??? Why not run 4 Engraver + Caliburn?
- If leaving people at 0 damage becomes a trend, I guess this will be nice?



Honorable mention to Haunted Ball

If Pony was a true Dimension Creeper, we would have something very degenerate here.



At this point in time, late in 2024, a lot of Baro players simultaneously started testing with Forwd or Veidrook, in an attempt to maximize the turn 2 aggro. Almost around the same time really, it's nuts; I was testing Forwd, CurlyHairedHero was testing with Veidrook, we had JP lists with Forwd or Veidrook... it feels like 70% of the Baro players converted to tri-lane or bust mentality (in previous iterations of the deck I facilitated this by brute force, running a ton of G2s).

After much testing I'm here to tell you that I strongly feel that Veidrock performs better than Forwd. Unless you're running both, like 4+1 or 4+2, etc.

General purpose is the same; make board without losing hand. Key advantages of Veidrock:

1. Called card returns to soul, preserving soul count and allowing you to reuse any on-call (Hardening Insight, etc) on G3 turn.
2. Forwd says 'when placed from HAND', Veidrock can be called from soul as well.

3. \$\$\$.

Drawback of Veidrock: Forwd and Revertis are cute.



## Current Build



## Current Build





## What now? What's next?



I don't have any serious answers for you because soon we'll be back to the 'fucking around' phase of things, so the best thing to do is just throw lots of things at the wall and see what sticks.

For now, I'd like to try removing all sentinels from the deck and also replacing the draws with the new soul fronts!

I also plan to see if I like Fire Regalis over Caliburn, although this will take a whole lot of specialized testing of some very fringe scenarios involving ones where multi-turn damage denial occurs...

### Card Effect(s)

[AUTO](RC):When this unit **boosts**, if your opponent has one or less rear-guards, or you played an **order** this turn, this unit gets [Power]+5000 until end of that battle, and at the end of that battle, **COST** [put this unit into soul], and draw a card.



And then soon, we'll finally get Philya, and have to contend with the already odd jumble of soul charge that has no synergy with Amandine, yet they are all too important to cut entirely.

I hope to see some divergent builds once more, though, if a more 'midrange baro' deck comes up, it ain't gonna be from me.

If y'all got any fun builds, I would love to see them!

## Energy Acrylic Stands - Wave 2

Bastion



Lianorn





Brandt will be SD Orfist or Welstra  
Dark States will be Bruce or Kheios

## Appearance Demographics of Races of Cray: Hair / Eye Color Distribution in Aquaroids

Planet Cray is home to many different humanoid races, each with their own defining physical characteristics and abilities. On planet E, where most of these humanoid races are absent, it is common to think of the appearances of the other other races in relation to humans as a baseline.

In humans, black/brown hair color is exceedingly common due to genetics and pigments capable of being produced by melanocytes. Interestingly enough, even in eye color where blue or green eyes are seen in humans, this is due to Tyndall scattering and not truly a blue or green pigment.

In comparison, in aquaroids, blue/green hair and eye color is by far the most common, with over 50% of aquaroids having blue or green hair, and over 60% having blue or green eyes. However, given the phenomenon which causes human eyes to appear blue, and similarly, light scattering which makes oceans appear blue/green, despite water being colorless, one has to consider the possibility that aquaroid hair/eye color is not due to the presence of blue/green pigments, but an optical phenomenon due to them being composed of far more water than any other humanoid race.

(No, I don't think the lore writers or the artists really thought about it this hard, but I did. If they did I'd be kinda amazed.)



Fig 1: sample of blue/green hair colors in aquaroids



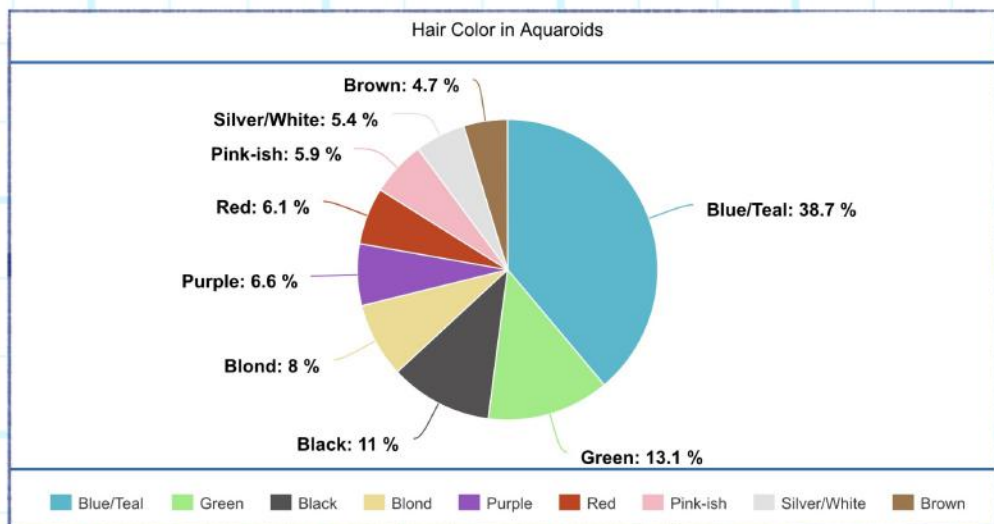


Fig 2: hair color distribution

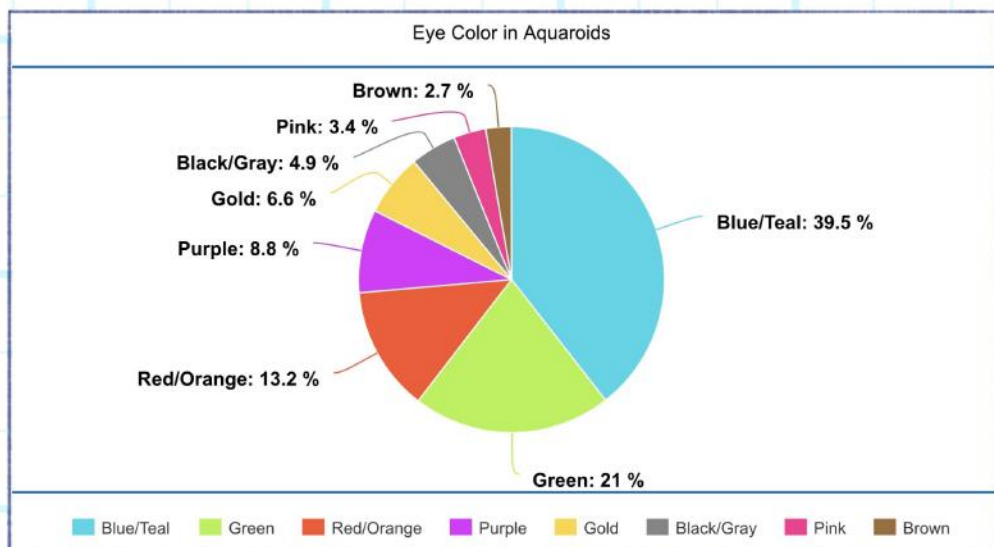


Fig 3: eye color distribution

Notes on methodology/statistics:

Visual inspection of card art used to determine colors. Teal is counted as a shade of blue for the purposes of visualization/counting. It is best to treat blue/green as a continuous spectrum rather than distinct colors, given the entire gradient very much exists in the population (Fig 1).

Hair that has tips or minor highlights in another color is counted as the base color. Hair with 2 prominent/distinct shades is counted 0.5 for each color present (instead of the usual 1 for single color). Heterochromia or distinct 2 tone eyes is counted as 0.5 each color. Eye color is not counted when covered, or too small to see in low res art available. Similarly, hair color is not counted if not visible (in either case, the unit's entry exists without the number for the variable which cannot be determined).

Total population size is 213 as of the time of this study. Units up to DZ-BT05 are included.

The full data sheet can be found here:

<https://docs.google.com/spreadsheets/d/14k2ZAbiBX7w7Zsfdn-ZqEUvlBRChecFwwgBJLzN35vA/>

Closing remarks:

It is planned to continue updating the data sheet for future releases. At some point a similar study may be repeated for other races. Another point that warrants further investigation is the earlier mentioned possibility that aquaroid hair/eye color is a result of an optical phenomenon in water rather than pigments.



Fig 4



Fig 5

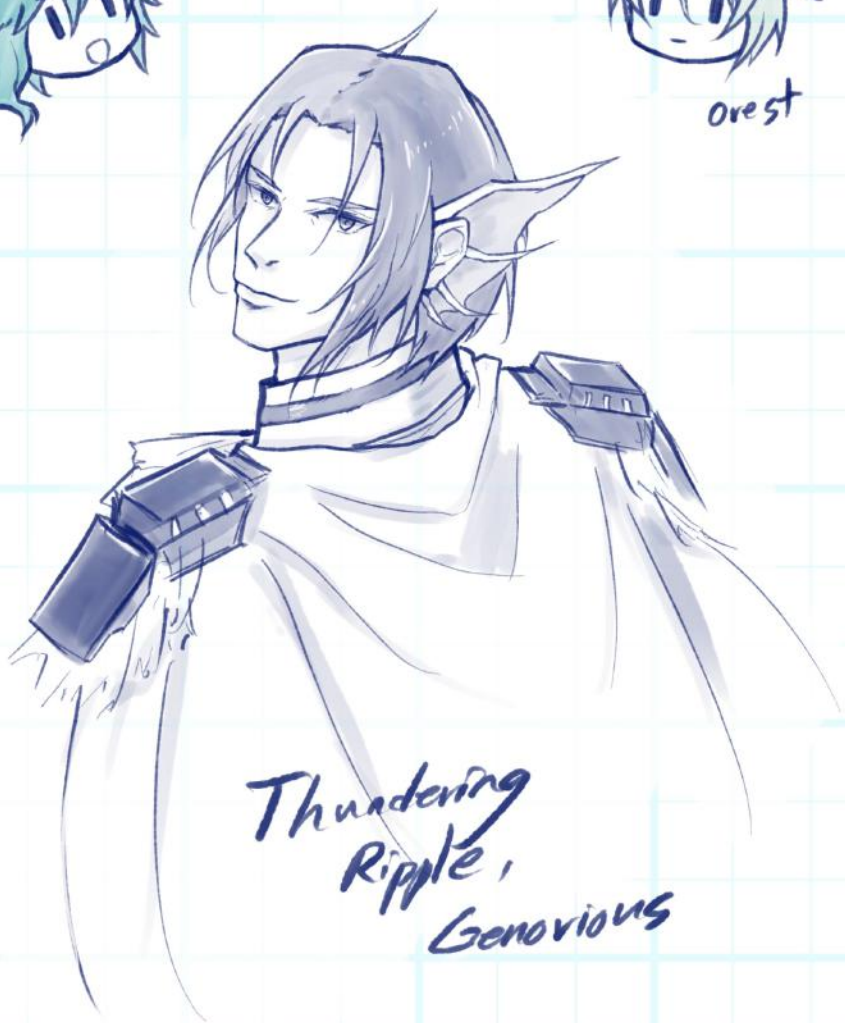
A qualitative analysis of aquaroids that either have the ability to fully dissolve in water by lore, or visible liquified portions (Fig 4-5) may lead to interesting results.



Alecs



Orest



Thundering  
Ripple,  
Genovious

Sotirio  
and  
Odysseus



