

Thoughts on racial phenotypes

“[Visions1](#) wrote: 2025-07-21T15:03:32+00:00 So are there any planets that get cold?”

Moonlitter (rather its moons) and PT can get cold. Outlander distinguishes bodies that can be fully climate controlled via Science™ and those that can be terraformed but have a more natural range of climates. Most of the moons are small enough for global weather manipulation to make things tolerable, though perhaps a bit nippy, and it's here that fluff may have developed to cope. This means that Pascal, Lodestar, and Iris may be a bit floofier than Tod (Welkinsdeader) Sunshine (Hearthsider) and Stormlight (Sweetwater surface dweller). It's still up in the air though. Stormlight will likely be a bit chunkier than the others given I've settled on higher body fat being a trait of SW's surface dwellers.

Hearthside isn't much like Venus. It's an eyeball planet with the Nightless Desert around the substellar point and a green belt around the terminator. The dark side I haven't developed much. It's possible that the dark side is cold and that darksiders are fluffy with regular ears while daysiders have the big ears but less hair.

Sweetwater, Yih, and Newhome have a range of climates similar to Earth (well SW is mostly ocean but it probably has cold poles). I need to research how a tidally locked planet would work climate-wise. The stereotype is that the day side is always sweltering and the night side is frozen, but I think I read somewhere that there would be airflow from the night to the day side. There may be a perpetual thermal low over the Nightless Desert, causing air from the night side to advect cooler temps over to the day side.

Revision #1

Created 2026-06-05 22:49:46 UTC by Lurker

Updated 2026-06-05 22:49:46 UTC by Lurker