With a deep, gruff voice often coming across as older than their years, females are known for their loud, soft, melodic voices and their good singing. Although small, Dyvogians are sturdy, bold warriors. They are not prone to violence but if given reason can become aggressive, forming animosities as easily as they form alliances.

**CULTURE**

Dyvogians have a culture that would be considered primitive by Federation standards. They are naturally a warlike race subscribing to a strict code of honor similar to Klingons.

Dyvogians live under a matriarchal monarchy, ruled by a Queen. And the reigning Dyvogian queen has an extended royal family made up of several dukes, duchesses, and even a prince and princess. The Dyvogian Princess is a very important figure in Dyvogian society and politics. As the heir to the Dyvogian throne the Princess is usually the representative sent by the Queen to diplomatic gatherings, and summits, and trade negotiations.

Over 300 years ago, a trading negotiation between the Dyvogians and their neighbors, the Torzians, resulted in the Torzian ambassador delivering an unforgivable insult to the Dyvogian Princess by making sexual advances on her while he was in an advanced state of inebriation. This resulted in a protracted military conflict between the Dyvogians and the Torzians that continues into the late 24th century. This conflict, although referred to by both sides as a “war” is more of a cold war with both sides trying to blockade the enemy planet, restrict shipping to each world, and interfere with exporting outside their home system. The decidedly non-violent way in which this war is fought is due to the extreme pacifism of the Torzians who, although capable of easily defeating the Dyvogians due to advancements in their technology, refuse to fight aggressively.

The Dyvogians continue the war because of their code of honor, involving an insult to a member of their royal family, and because it gives the Dyvogian military a consistent objective. Several generations of Dyvogian soldiers, starship officers and pilots have trained through skirmishes in the Dyvogian-Torzian war.

Dyvogian culture is a gruff and aggressive culture. But they are an honorable people. If one makes an enemy of a Dyvogian they can be assured that that animosity will be carried through for several generations. But if one befriends or earns the loyalty of a Dyvogian, they can also rest assure that that friendship will continue over the next few decades as well.

**LANGUAGES**

The native Dyvogian language is a coarse language with some similarities to Klingon. Speakers of Klingon can usually learn Dyvogian with relative ease.

When Dyvogians speak Federation Standard they do so with an accent that sounds like a rough “cockney” type British accent. Dyvogians will often drop certain letters when speaking standard, such as the T, H, and even the L in some words, resulting in a dialect that is easily compared to modern British English.
the brogue commonly associated with a 17th and 18th century pirate on Earth.

Some Dyvogians even sound as if they are growling when they speak, resulting in interjections similar to the famous “arrgh” grunts associated with pirate-speak.

COMMON NAMES
Dyvogians have both a proper name, given first, and a surname or family name given as a last name.

Surname: Borin, Yurter, Iones, Braks, Iener
Male names: Dovis, Doamis, Brace, Trakis
Female names: Minna, Gora, Dombel, Trias, Kisel

HOMEWORLD
The Dyvogian homeworld or Moqster is one of several class-M planets in the Ciropus Beta starsystem in the Beta Quadrant.

Due to their unusual accent, some Dyvogians sound as if they refer to their own homeworld as “Monster” when rendering the name in Standard.

And this might be a good nickname for the small, watery planet. Moqster is a harsh, rocky world with an 80% hydrosphere, and weather conditions that cause common nautical storms often resulting in tidal waves that bombard the coastlines during the early and later months of a Moqster year.

Most Dyvogian cities and settlements are coastal, constructed and developed during the Dyvogian seagoing period, roughly equal to the 19th century on Earth. There are a few inland settlements, which are smaller and home to farmers and more rural peoples.

Dyvogian industries consist largely of metalworks. They are experts at making weapons and armor and some Dyvogian craftsmen have even shipped weapons out to Qo’noS.

There are also several mines located in the tall, dark mountains on the central continent on the planet. Dyvogians are natural miners, and still mine using techniques long abandoned in the Federation. Techniques that were in use in the 22nd and 23rd centuries.

Dyvogian mines produce several valuable ores, and up until the 2340s there was a thriving dilithium mine that was mined out by the Dyvogians to power their own ships.

FAVORED PROFESSION
For Dyvogian males Soldier, Weaponmaster, and Starship Officer are favored professions with Diplomat and Soldier being preferred by the females.

Female Dyvogians are every bit as strong, if not stronger than males. And they make excellent warriors given their aggressive personalities. Since male Dyvogians are more rambunctious, and tend to be more carousing, the professions of Rogue and Mercenary suit them better.

Dyvogian Mystics are few, as are Scientists.

Dyvogians do not often venture outside the Ciropus Beta system even though their ships are warp capable. But when they are encountered away from their homeworld they will, most likely, be Rogues, Free Traders, or Smugglers.

SPECIES ABILITIES
Dyvogians are scruffy, rugged warriors and given their sturdy body-structure they are both stronger than humans and have a higher average constitution. This works out to a +1 species bonus to their Strength attributes, and a +2 bonus to Vitality.

Their primitive appearances, gruff demeanor, and wild style of behavior gives them a -1 species penalty to their Presence attributes.

Dyvogians also have several other species traits common to most members of the species.

Hardiness: Dyvogians are very tough, and sturdy. They receive a +2 bonus to all Stamina reaction tests and a +3 to Stamina reactions to resist weariness and fatigue.

Skill Focus (Craftsman): Dyvogians are very handy with tools. They are both excellent at building and repairing even objects more technologically advanced than they are used to working with provided they have the general skill to work with the item. Dyvogians receive this Skill Focus edge as a species trait. See pp. 137-138 of the Player’s Guide for more information.

Warwise: Dyvogians possess natural talent in tactical matters as well as in close combat. They receive a +1 species bonus to all Tactical skill tests as well as to all Armed and Unarmed Combat tests.

Bloodlust: Dyvogians are quick-tempered and easily pushed to violence. They receive this flaw as a species trait, at level 1. See pp. 139-140 of the Player’s Guide for more information.

Night Vision: Dyvogians see very well in near-darkness and better than most in complete darkness due to a racial history of working in mines and underground. They receive this edge as a species trait. See p. 136 of the Player’s Guide for more information.