SPECIES ADJUSTMENTS

+2 Agility, +1 Perception

PHYSICAL DESCRIPTION

The Quephyrd are an amphibious humanoid species native to the Beta quadrant. They are a tall, trim people with absolutely no hair or hair-follicles. They have bright blue or green eyes, and some Quephyrd’s eyes change colors as they grow older. They have pale pink or lavender skin. And some Quephyrd have a slightly darker skin of a dull orangeish hue.

Their most striking feature are the skin-growths that some to replace hair. These growths are rigid on the top of the skull, but the become softer, and more supple as they continue down the neck and onto the body. Unlike hair, these growths do not grow. They are part of the skin, and cannot be “trimmed”, or styled. This would be very painful for the Quephyrd.

CULTURE

The Quephyrd are a gentle people. They prefer music, and a relaxing environment to a military or aggressive one.

They are a curious people. They love science, and love nothing better that a scientific mystery to solve. They are also an artistic people. Their luminescent stone-paintings are well-regarded, indeed legendary in some sectors.

The Quephyrd are mostly irreligious. They do practice a type of intense meditation similar to Terran Zen Buddhism. But, some Quephyrd still practice the ancient religion of Xurohin. Disciples of the Xurohin faith believe that all Quephyrd are descended from the First Mother. A type of human-pithecine hybrid from another dimension.

Quephyrd hatch from soft-shelled eggs laid by the female and fertilized by the male. Quephyrd have no concept of marriage. Most Quephyrd do not even know both of their parents. Quephyrd also have no concept of a difference between genders when it comes to ability, talent, or skill.

A saying like “pretty good, for a woman” is seen as a mark of low intellect to a Quephyrd.

The Quephyrd are very playful. They enjoy games that require a good deal of thought, like three-dimensional chess or Kal-Toh. They do not care for contact-sports, or ritual combat, as favored by humans, and Klingons, respectively.

They a strict vegetarians, preferring food from their own planet or food they are used to eating. In all other ways, they are very open-minded people.

As amphibious people, Quephyrd sleep completely submerged in water. When off their homeworld, a Quephyrd will sleep in a spacious tub, surrounded by salty water.

LANGUAGES

Quephyrd speak their own native language, which is very hard for humans to understand. Several Quephyrd working off-world often speak Federation Standard, Klingon, or Romulan.

COMMON NAMES

Quephyrd have long, complicated names that usually carry an elaborate meaning that a Quephyrd will understand immediately.

Male names: Qaqafechu, Yayageche, Ririgahe, Yuyugahe
Female names: Jejeho, Lilicu, Qekuku, Ubobo, Ahaha, Ququta, Yayabi

HOMEWORLD

The Quephyrd homeworld of Oyria III is a relatively small planet covered, for the most part, with clear, clean salt-water.

With only a 10% landmass, most Quephyrd live in ornately furnished grottoes. Those that do live on land, live in the thick swamps and marshlands at sea-level.

First contact between Oyria III, and the Federation took place in 2258. And even the Starfleet captain, Christopher Pike, who handle the first contact procedures; found the Quephyrd culture of complete equality between genders somewhat disquieting.

The Quephyrd were subjugated by the Klingon Empire in the early 24th century, before the Khitomer Accords. After the accords, neither the Empire or the Federation were responsible for protecting the planet. Oyria III officially joined the Federation in 2382.

A warp-capable species since 2245. The Quephyrd build medium-size starships with minimal defensive capabilities. They are build around older Federation technology, and a Quephyrd starship, built in 2380 will only support Warp-5 or
slower speeds. A good thing for the long-term environment of sub-space. Something the Quephyrd is very concerned about.

They are generally a very environmentally aware people. There has never been any pollution on Oyria III. Any manufacturing the Quephyrd do are done deep within the planet’s ocean-floor, under tightly controlled conditions.

The planet’s level of technology is on a level with the Federation, c. 2340. They do have weapons, for protection, but usually loathe using them.

The planet is very peaceful, and tranquil. Oyria III would make a very good spot for a resort. Of one does not mind a lot of water.

**FAVORED PROFESSION**

*Scientist*, with the elite profession, *Explorer* a favorite among Quephyrd Scientists.

Quephyrd who follow the Xurohin faith will often become *Mystics*.

A few Quephyrd do serve in Starfleet.

**SPECIES ABILITIES**

Due to living a life underwater, or always near water; Quephyrd are fast, agile, and dexterous. A combination of physical ability and honed intuition make the Quephyrd a very astute species.

They enjoy a +2 species-bonus to their *Agility* attributes, as well as a +1 the their *Perception* scores.

Other species-based traits are as follows.

**Amphibious**: Quephyrd are equally at home on land, or in the water. They are equipped with a pair of gills as well as lungs. They cannot “drown” underwater, as most humanoids can. They also suffer no penalties for actions taken underwater.

**BioSonar**: Quephyrd have a natural echolocation ability similar to Dolphins, on Earth. This makes them very hard to sneak up on. They also can detect the slightest movements during combat. Quephyrd gain a +3 to Initiative tests. They also have the Dodge edge as a species trait.

**Ultravision**: The Quephyrd can see in almost total darkness, by channeling their visual spectrum to ultraviolet in dark or dim-lit conditions. They may reduce any penalty for darkness by 2.

**Impeccable Swimmer**: Quephyrd are masters at navigating their watery domain. Even a young Quephyrd will begin with a +3 to Athletics (Swim) tests.