

Name (Singular & Plural): Quargris

Sexes: Male and female.

Height: Seven and a quarter to nine foot for the average male. Six and a half to eight foot for the average female.

Weight: Averaging 300-400 pounds for both males and females.

Hair: Fur is striped with black, white, grey, and rarely purple fur, while the main coat is often red, orange, yellow, and rarely green.

Scales: While their upper body is covered in fur, their lower body has reptilian features, predominantly in their large clawed feet, featuring 4 front facing claws, and 1 rear facing.

Eyes: Often intimidating at first glance the eyes of quargris have black sclera, making the vibrant neon like colors of the iris. A keen eye might also distinguish that their slitted pupils are actually a very dark green.

Ears: Unlike tradition terran felines, and more like their larger cousins, quargris have smaller rounded ears, less equipped to detect sound. As their planet's atmosphere is thicker than average sound travels slower, and is less reliable as a distance.

Tails: They possess a an long scaly tail that stretches out as far as 6 feet on average. They were once used a weapons in a more primitive time, but are now considered to be more vestigial, though plenty use them to hold onto objects for various reasons.

Wings: They have a matching pair of scaled wings on their backs that fold into a membrane allowing them to be held closer to the body. They often fold their wings like this when strong winds are present to resist them.

Physicality

The average quargris stands between 6-9 feet, not counting their horns which can reach up to a foot in length, and grow vertically. Females tend to be shorter, but because their species is one of few that isn't based off movement variation in their height, colors, and features prove more useful to survival. Their horns are always pure black, often with a shiny tones, and are frequently seen having electricity flowing over them. Their upper bodies are covered in vibrant striped fur, in a range of colors. They possess four arms, accompanied by four pectorals as well. The upper arms are generally stronger than the lower ones. The bottom set of arms is most commonly covered in scales, which begin on the back and spread out further the lower down they go. On their back are two wide spanning wings capable of flight, though only for limited times off their home planet. From their groin downward they are entirely covered in scales, their legs ending in five toed talons capable of grasping and digging claws into things with ease. They have a large tail, some of which are as long as their owner is tall.

Psychic Abilities

Many quargris possess psychic abilities, which are primarily controlled through their horns. Those born without them are unable to use such abilities. As such, horns hold status in their society. Black in color and grown straight up, they are perhaps known for their ability to conduct electricity, a byproduct, and main use of their psychic prowess. All of their psychic skills harness and release electricity, and as a result they can manipulate it in many ways, but the two most common are telepathy, and telekinesis. One can often see sparks traveling between the two matching horns.

It is because of this bio-electric measure that their abilities are negatable. Steps for intergalactic peace have introduced electric-nullifying utilities that block this ability. However, these were not fully developed nor introduced to mass production when other soon realized there was a very obvious, physical sensation, associated with the quargris reading minds. A feeling of electricity running down your spine is an obvious signal. Coupled with the negative association of reading the minds of creatures without horns on their society, mental safety never really became an issue.

Combat

Quargris are natives to a cold planet that infrequently sees daylight due to a slow planetary rotation and multiple large surfaced satellites and moons. However, their species developed to be able to travel on the barren rocky lands while also keeping a

high enough internal body temperature, resulting a cross between scales and fur, though they are primarily mammals. With an additional set of arms, and small but well placed spikes on their bodies, they excel at close range combat. The thicker atmosphere and harsh winds making ranged combat near impossible, while plantlife struggled too much to produce hard woods for crude weaponry.

However, later in their development, approximately 8000 years before their discovery they developed electromagnetic based psionic abilities, which would become the most common weapon for combat.

Gender Differences

There are strikingly few differences between males and females. Each at a glance are identical, both having large set bodies, developed muscles, and fur covered faces. Females do lactate to their young but provide more nutrient dense breast milk to prevent swelling, resulting in indistinguishable breasts from their male counterparts.

Past the surface however, they couldn't be more different, or so each claims of the other. Due to the development of PSI abilities, "thought sharing" as it is called, became a social norm. As a result many of the opposite genders quickly found themselves 'incompatible' on a mental level, due to the large difference in values and ideals. This lead to a large split in the community. For nearly 8000 years the two sexes have lived separate existences, only collaborating for reproduction. Though many off-worlders have been assaulted to mistaking the two for the other.

Typical Environments

The planet Qua, is mostly barren, the atmosphere preventing evaporation for the travel of water. Water is still distributed, though mostly as snow. Only 30% of the planet is covered in ocean, and 20% has forestation. The remains are dry, rocky tundras, rarely explored. Most predators on the planet live in the tundra, and are easily capable of defeating a quargris, however, to compensate for the poor lighting on the planet their vision became movement based, whereas the quargris see in color, and have superb night vision. While uncommon, a few quargris do die to these predators, though more often they are hunted as food by males.

Habitat

Quargris take after their home planet strongly, being suited for dense atmospheres and harsh conditions. Their home planet's solar rays, once penetrating through the ozone, were physically painful from the heat alone. As such, many feel uncomfortable when exposed to humid, sunny, and tropical settings. Their naturally high internal temperatures make them fans of dark cold areas, but are not incapable to traveling nearly anywhere, with the exception of deserts and similarly hot regions.

Reproduction

Since the sexes split, reproduction is a heralded event, where leaders and selected breeders (often chosen for their virility/fertility and libido) meet under the banner of unification. It lasts for approximately 2.5 Terran weeks, where egg clutches are fertilized in large batches. Though at other times of the year they are allowed to visit the other sex, such as merchants do, this is the only event where many come in observation. Because same sex relationships are so rare, the royal families have had almost complete control over the population for a very long time. As such, and due to the surprisingly peaceful nature of the species as a whole, war is nearly non-existent on their home planet.

Society

On Qua, one lives either to the west, where the men live, or to the east, where the females live. There are a few, unofficial territories occupied by both, but it is not recognised by either side, partly out of respect. Males are the more aggressive of the two, often engaging in challenges of physical or mental capability. They don't acknowledge either as being more important, and encourage any skills useful to survival. The male cities are known for being more grid like, and for the lack of shame the males have in almost any endeavor, even clothing.

On the opposing side, the female cities, are shown to be more organic in design, and feature more designs and aesthetics. Females are also known for wearing clothing, jewelry, and having more developed business practices. They also value tradition, philosophy, and creativity highly.

However, one of the most bizarre traits of their species is in fact, their lack of lying. Since one could easily read the others surface thoughts, the concept of how to lie is nearly absent from the public, and makes many who travel off world seem naive at first.

Relationships

Same sex relationships are known for forming at a young age and being life lasting. However, to the the quargris a relationship, and intercourse are not the same, and to them bare no connection. This has lead to as many as 5 quargris in a relationship with each other at once. More counting those more commonly used for intercourse.

Opposite sex relationships are nearly nonexistent, and are most commonly found between hornless males and females, though other cases are reported. Generally, the public refuses to engage with the other entirely, focusing more on their own sex.

Once interstellar travel became possible, they found millennia of seeking the same sex made it more comfortable, but data suggests more same sex relations are common with different species. However, that data also suggests that this is most common between quargris females and alien males, and quargris males with hermaphrodites.

Technology

As strange as their society and behaviors are, what is possibly the most bizarre is their contribution to technology. Perhaps in part to their PSI abilities, they developed what is natively known as “Floratins” or “plant-borgs”. Sentient, artificial intelligence, part machine, part plant, machines. Since their native plants were bioluminescent, these machines were even capable of adapting to be fully functioning computers. With the expanse of intergalactic technology, these machines have become more developed, taking on full personalities, functioning more as people than machines due to their biotic origins. The flip side, is that the method of creation cannot be mimicked from the Quargris’ psionics, making them the only ones capable of growing and building more. Though efforts have been made to create Floratins using non-native plants ...