

RACE

#01945

CATEGORY: RED

HIGHLY
DANGEROUS

COMPENDIUM
ENTRY

PSYPHON

Special Characteristics:

Psyphons are natural shapeshifters. An evolutionary adaptation allows them to store the DNA of victims. They are able to 'activate' these DNA strands and become near-perfect clones of their prey species. This allows them to infiltrate groups of prey and ambush them. With this, comes an unfortunate mutation. All psyphons are unable to produce essential hormones after sexual maturity. They evolved an ability to absorb these hormones from their prey as a countermeasure. Psyphons do this by consuming the brain tissue of their prey items. They have evolved, two long, hollow 'feeding fangs' that retract into the jaw when not in use,

Weaknesses:

Cannot Swim

Direct Energy

Caloric Requirements



Homeworld: Drekora

Natural Lifespan: Unknown, some individuals recorded at 2,000+ Earth years

Recorded History: 40,000 Years

Physical Characteristics:

All psyphons are physically large and reptilian, analogous to theropod dinosaurs. Scaled hides and flexible dorsal spines mark features that seem to be a cross between iguanas and crocodiles. Many psyphons grow to over 20 feet tall and 40 feet long over their lifespan. Long forearms allow the bipedal creatures to run easily on all fours to gain speed. Each limb on a psyphon ends in clawed fingers and toes. These claws grow up to 18 inches long. The claws are thick and extremely sharp, able to cut through many alloys and metals.

As a predatory species, they also have dagger-like teeth, capable of tearing through many materials and designed for ripping hunks of flesh from their prey. Psyphons have incredibly honed senses. Unlike many reptiles, they do not see body heat. Instead, they have incredibly detailed vision, even able to see in near-complete darkness. Their sense of smell is unparalleled in known species.

A superdense musculature adds incredible durability to the species. They are able to withstand many different forms of ballistic weaponry. Directed energy weapons are often the only way to wound a psyphon. This musculature is also a weakness as all psyphons are unable to swim because of it. Psyphons also have regenerative abilities, able to overload their own adrenal systems to speed healing of injuries.

Cultural Aspects

Highly aggressive, psyphons are an apex predator species that also happens to be sapient and technologically advanced. They are warlike in nature and view themselves as superior to all lifeforms. Every other sapient species is seen as prey to psyphons, no more than food for their species. They value predation and combat prowess above all else. A psyphon's worth is measured by their ferocity and lethality. It is an affront in psyphon culture to refuse a challenge of single combat.

Psyphon society is divided into Ruling and Servant castes. These castes are divided into clans and roles are decided upon maturity. The ruling caste is significantly larger than the servant caste, usually by 1/3rd of total mass. Due to the species being banished to their home system, psyphons will cannibalize each other in favor of using artificial hormone treatments. They have a written language, but no spoken language that is similar to humanoids. Psyphons communicate with each other through a complicated system of growls and body language.