

AILOR

THE NEXT GENERATION ERA ONLY

The Ailor are a humanoid species that serves the Tholians. They were subjugated by the Tholian Assembly a long time ago, and serve as their “mouthpieces” to other species only a handful of times. They have not been encountered before by Starfleet, remaining a secret belonging to the Tholians, but that may change.

EXAMPLE VALUE: *I Proudly Serve the Tholians.*

- **ATTRIBUTES:** +1 Fitness, +1 Insight, +1 Presence
- **TRAIT:** Ailor. The Ailor have lines of natural, raised bits of carapace that run throughout their entire body. The Ailor are also telepathic. They are humanoid. They may withstand temperatures up to 400 Kelvin.
- **TALENTS:** The character receives access to the following talents:

TELEPATH

REQUIREMENT: Ailor, or Gamemaster’s Permission.

As in the Core Rulebook, page 105.

AILOR CARAPACE

REQUIREMENT: Ailor. Must be taken at character creation.

The Ailor’s carapace protect them from damage. They are also resistant to extreme heat. They have 1▲ Resistance to damage, as well as to heat damage.

