

AENAR

ENTERPRISE AND THE ORIGINAL SERIES ERAS ONLY

The Aenar subspecies of the Andorians native to the Northern Wastes of Andoria. Their population seldom rose above a few thousand. Physiologically, Aenar are almost identical to Andorians save an absence of skin and hair pigmentation and their highly evolved telepathic abilities. Prior to the 23rd-Century, Aenar lived in an underground compound shielded by a dampening field, and were considered a myth by other Andorians. They have a communal society with no formal leader, but when the situation calls for a single voice they appoint a delegate known as "The Speaker". Aenar possess a strictly pacifist ideology and deplore violence of all forms, both physical and mental. The Aenar had a strict law against reading the minds of other people without prior consent. Aenar and Andorians were genetically compatible, and following their discovery in 2140, there were increasing marriages between the subspecies. By the early 24th-Century, few Aenar remained, having become fully integrated into Andorian society. However, it was not unknown for families with many Aenar progenitors to produce children with empathy talents.

EXAMPLE VALUE: There is Never a Need for Hostility

■ **ATTRIBUTES:** +1 Control, +1 Presence, +1 Reason

■ **TRAIT:** Andorian, Aenar. These traits may reduce the Difficulty of Tasks to resist extreme cold, or Tasks impacted by extremely low temperatures. Many Aenar are born blind yet have the ability to "see" people and objects via their innate telepathy. However, operating terminals or using view screens is more challenging. Their antennae aids in both balance and spatial awareness, and a lost or injured antenna causes dizziness until it regrows. Andorians have a high metabolism that means they tire quickly and are more vulnerable to infection from certain types of injury.

■ **TALENTS:** The character receives access to the following talents. In addition, you have access to the Empath and Telepath Betazoid talents:

TELEPATHIC INTERFERENCE

REQUIREMENT: Aenar, or Gamemaster's Permission

Your skills at telepathy can interfere with the ability of others to read minds, sense thoughts and emotions, or send telepathic signals. As a Minor Action, you can shield the minds of others, preventing the detection of surface thoughts and emotions, as well as blocking telepathic communication. Attempts to push past your block is an Opposed Task. Additionally, you can assist other creatures in resisting having their mind read.

