

EL-AURIAN

ALL ERAS OF PLAY

A species of “listeners” originating in the El-Aurian system, The El-Aurians were a well-traveled species of humanoids who visited many parts of the Milky Way galaxy and beyond. Some El-Aurians had even visited Earth during the 19th century before humanity even knew of their existence. In the mid-23rd century, the El-Aurian race was the victim of a massive Borg invasion, with all but a small fraction of El-Aurians being assimilated or killed and the entire civilization destroyed. The loss of their home world scattered the survivors across the galaxy. By the 24th century few El-Aurians remain and with no established civilization or home wander as nomads of the galaxy. Few of these survivors have even taken up a career in Starfleet, hoping to find a community they lost so long ago.

Example Value: I told you, I listen

- **ATTRIBUTES:** +1 Fitness, +1 Insight, +1 Presence
- **TRAIT:** El-Aurian: This species are masters of the art of listening. They understand that listening is an active skill, and involves taking into consideration such things as body language, tone of voice, as well as the words that other beings are speaking. El-Aurians may use this trait to reduce the Difficulty of Social Interaction Tasks. El-Aurians know that time is on their side, they never really feel a need to rush. When performing an Extended Task, an El-Aurian may make one free Re-Roll Work without a spend of Momentum. Since they destroyed the El-Aurian home world, most El-Aurians are distrustful of or outright hate the Borg.
- **TALENTS:** The character receives access to the following talents:

CULTURAL FLEXIBILITY

REQUIREMENT: El-Aurian, or Gamemaster’s permission.

Your people are friendly, patient, and inquisitive, and you exemplify these traits. You are at ease when meeting new cultures, and adapt to unfamiliar social structures easily. When you attempt a task to learn about an unfamiliar culture, or to act in an appropriate manner when interacting with members of such a culture, you reduce the Difficulty of that Task by 1.

THE LONG VIEW

REQUIREMENT: El-Aurian, or Gamemaster permission

Due to their extremely long lifespans, El-Aurians come to understand and gain knowledge more extensively than most other individuals. When a character with this Talent uses a Milestone to exchange a Focus, they may do so twice instead of once.

TEMPORAL AWARENESS*

REQUIREMENT: Special, see text, Gamemaster Permission

One hundred and fifty El-Aurian refugees who were aboard the SS *Lakul* in 2293 became caught in the Nexus. For them it was akin to “being inside joy”. Forty-Seven of these refugees were “yanked out” by the USS *Enterprise-B*, leaving a temporal “echo” of themselves behind within the Nexus that exists outside of all of time. These El-Aurians are still connected to their “echoes” granting them an awareness of manipulations made to the time-space continuum. Any alterations to the natural flow of time leaves the El-Aurian with this talent with a nagging “feeling” that something is just not right, or is fundamentally “off”. The Gamemaster secretly makes a Difficulty 0 Insight + Science Task check for the player. If the Task fails the player is oblivious to the changes. On one success, the El-Aurian knows something is wrong, but not exactly what it is. For each success past the first, the Gamemaster may give the player brief hints as the character begins to remember brief impulses of “how things should be”. Additionally, the player may spend a point of Momentum to remember a specific fact about the former timeline.