

EL-AURIAN

ALL ERAS OF PLAY

Also known as "listeners", the El-Aurians are an ancient race that developed warp technology millennia ago. While they were highly advanced at a time when few other civilizations in the region had warp drives, El-Aurians established only a few colonies and never formed an empire. They were a widely traveled people who traveled far away from their home, across many parts of the galaxy. A few traveled as distantly the Sol system, reaching Earth in the 19th Century. In the early years of the 23rd Century, the El-Aurian homeworld fell to major attack from the Borg, with all but a handful of El-Aurians being assimilated or killed. All their worlds claimed and every single city was destroyed. The El-Aurian species was scattered throughout the galaxy, travelling in refugee ships for several decades in the hopes of escaping the Borg...surviving and nevertheless prevailing.

EXAMPLE VALUE: Truth is in the Eye of the Beholder

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

■ **TRAIT:** El-Aurian. While structurally the same as humans, El-Aurians are extremely long lived, with a lifespan measured in centuries. El-Aurians prided themselves on being a race of listeners, and something about them encourages honesty. Many act as advisers, diplomats, or confidants while others turn their talent to dubious pursuits as con artists and tricksters. El-Aurians have the notable ability to sense changes in the time stream resulting from time travel, as well as disturbance from events occurring outside normal time.

■ **TALENTS:** The character receives access to the following talents:

LISTENER

REQUIREMENT: El-Aurian, or Gamemaster's Permission

You know how to subtly use your empathic skills to discern not only what is being said but also what is being unsaid. This allows you to tell someone exactly what they need to hear. When you attempt a Task to advise or convince someone into taking or refraining from a specific course of action, you may add a bonus d20

WISDOM OF YEARS

REQUIREMENT: El-Aurian, or Gamemaster's Permission

You have many decades if not several centuries of experiences to draw upon. You may have one additional Value and Focus, reflecting the insights you received from your long life

