

ANAR

Star System Data

System Name: Epsilon Indi [11.8 light-years (-5.7; 3.2; -9.9)]

Affiliation: Founding member, United Federation of Planets

System Type: (single) K5 V [dim, orange dwarf]

Inhabited Planets: Andor [Epsilon Indi IIb, (class M)]; Olith [E. Indi IIc, (F)].

Other Planets: Kastrá [Epsilon Indi I, 0.20 AU (class F)]; Kul'va [E. Indi II, 1.01 (JA)]; Kazann [E. Indi III, 1.72 (JB)]; Kuy'thela [E. Indi IV, 3.37 (G)]; Andron [E. Indi V, 6.61 (G)]; Brok'va [E. Indi VI, 12.41 (G)].

Other Stellar Objects: Sparse, mineral-poor asteroid belt [0.63 AU; 0.55 AU's thick (C-type)] lies between Epsilon Indi I and II. A spectacular ring system orbits the second planet, a much fainter ring system orbits the third. The thick Kuiper belt and cometary Oort cloud orbit between 65 and 129,870 AU's.

Artificial Objects: Nelaath Ship Yards, Olith Fleet Yards [Olith]; Aalfunuul'g Lines Ship Yards, Chiokis Fleet Yards [Andron]; Andoria VI Observatory [Brok'va].

Planetary Data

Class: M

Position in System: 2 [1.01 AU (151,096,000 km)]

Planetary System: Andor has no natural satellites, and is itself the second of six satellites orbiting the systems' second planet [269,780 km distant].

Planetary Size

Diameter: 15,464 km

Equatorial Circumference: 48,585 km

Total Surface Area: 751,318,440 sq km

Planetary Conditions

Gravity: 1.09 g [4.97 density (iron-nickel, medium core)].

Year/Day: Andor orbits the gas giant Kul'va once every 1.8 days, while both in turn orbit Epsilon Indi once every 422.6 days. The Andorian day is 30.3 hours.

Atmosphere: Standard nitrogen-oxygen [0.95 bars (0.77; 0.22 with 0.01 trace gases)].

Hydrosphere: 64.9% surface water in three oceans and several large inland seas; 34.6% glacial coverage.

Climate: Cold and dry except in the equatorial regions, which receive frequent snow and rain. Almost no seasonal variations, but short warm "summers" are caused by volcanically heated air and water from the oceans. Temperatures during these random events may reach as high as -28° c [6.0° axial tilt (-37.4° c; 46.0% humidity)].

Lifeform Data

Sapient Species: Andorian

Population: 5.0 billion, plus 1.6 million extraterrestrials

Tech. Index: Level six [antimatter], but some areas as low as level four [steam, fossil fuels] by conscious choice.

Government: Oligarchy [clan leaders].

Culture: Honorable and valiant clan-based society, with strong passions and beliefs. A peaceful and reserved subculture exists among a native subspecies.

Affiliation: U.F.P. founding member

Animal: Moderate

Vegetation: Sparse

Aquatic: Moderate

APPEARANCE AND PHYSIOLOGY

A subspecies of Andorians existing in the Northern Wastes [the North polar region of Andor]. Similar to Andorians, however, they lack skin and hair pigmentation; are completely blind [their eyes appear cataract] and are highly telepathic. Genetically compatible with Andorians, mating between the two species has been known to occur.

Andorian and Federation science is studying the appearance of the subspecies in just under eight-centuries of isolation. Selective breeding and genetic engineering have been suggested, but are denied by the Aenar.



SOCIETY

Andorian history is one of conflict. The passionate, honor-driven Andorians have always been a war-like race. Some, deploring the violence that raged across the planet, exiled themselves from the rest of Andor some three hundred years before the birth of Lor'Vela. Over the centuries these people would develop a strict pacifist ideology, and eventually evolve into a separate subspecies.

A matriarchal structure, with deference towards elders and filial piety as basic virtues, bonds this closely-knit community together. There is a strong sense of being a unit in a collective entity rather than a distinct individual; and the will and interests of the group always takes precedence over the wishes of the individual. They are a communal society in which all members are jointly responsible for each other's behavior.

To the Andorians, the Aenar were forgotten and long considered myth until 2104 when they were discovered living in a sheltered, communal society in the Northern Wastes. There is much misunderstanding and petty bickering between the two cultures. Some Andorians believe the Aenar possess the complete annals of Andor's past—preserved since the Aenar segregated themselves from the rest of Andor; and saved from Lor'Vela's purge that destroyed most writings and pictographs of Andorian history in an attempt to break the chain of violence plaguing Andor.

Since the reestablishment of contact, envoys have been exchanged between the two species; but the reintegration of the Aenar into Andorian society has been a slow process.

AENAR
ATTRIBUTES
Fitness 3 [6]
Vitality +1
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
Psi 2 [5]
SKILLS
Culture (Andorian) 2 (3)
History (Andorian) 1 (2)
Language(s)
Andorian 2
Projective Telepathy 2
Receptive Telepathy 2
Science, Any (choose) 1 (2)
World Knowledge (Andor) 1 (2)
TYPICAL TRAITS
Code of Honor (Pledge*) -2
Excellent Hearing (Antennae) +2
High Pain Threshold +2
Pacifism (Total Nonviolence) -5
Physical Impairment (Blind) -3
* Require permission use Receptive Telepathy

POLITICAL STRUCTURE

The Aenar have no formal government. Councils, when needed, are formed from anyone showing up at the place of meeting; and leaders are appointed to act as speaker as events require.

The Council of Clans has invited the Aenar to sit in Council, with recognition as their own clan. This integration has not taken place due to the vast cultural differences that still exist between the two groups. An Aenar envoy does, however, sit in the Council as a non-voting observer able to participate in the Council's debate.