

# ANDORIAN

## 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: Kastra [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

Bipedal humanoids standing between 1.7 and 2.1 meters, with distinctive blue skin. Their hair is pale blond to white. Slim builds conceal well-muscled bodies.

While being typical vertebrates, they display a series of unique traits: a heavily cartilaginous, compartmentalized anatomy; a second, osmotic blood-circulation system; and the classic cobalt-based blood and “antennae.” A semi-rigid structure of muscle and cartilage, the antennae are an extension of the ear canal; giving Andorians an outstanding sense of hearing and great sensitivity to variations in air temperature and pressure. They also enhance body language with their involuntary, emotionally expressive movements. Sensitive, and susceptible to injury causing intense pain when damaged.



## SOCIETY

Upon first meeting, the emotionally expressive, straight talking Andorians come across as aggressively touchy or paranoid. The harsh history of early Andor has left a strong taboo against the appearance of frivolity or wasted effort.

Andorian history is one of conflict. The passionate, honor-driven Andorians have always been a war-like race, and the martial spirit is still strong in their culture. Extremely disciplined and self-controlled, they appear unsympathetic at times; and while their caste system has been overturned for decades, there is still a strong sense of social position and duty.

Andorian culture is predicated on the *keth* [clan], a group of several related, large, extended families banded together to pool resources. Andorians place high value on family relationships and obligations; those without clan are outcasts within society, and divorce is the greatest of taboos.

Andorians do not quarrel without reason; and when diplomacy and law fail, the dueling codes, an enormous body of rules and regulations governing the *Ushaan* [ritual duel], prevent feuds from disrupting society at large. The martial Andorians have developed a diverse group of weapons for use in the duels. The most commonly used is the *chaka*, which was originally an ice-miner’s tool.

## POLITICAL STRUCTURE

The Andor Confederation is formed by thirteen worlds (Andor, and twelve planets colonized before the formation of the Federation). Ruled by the Council of Clans, composed of the leaders [*atolla*: chieftain] of the three hundred most powerful and influential clans. Each chieftain has proven his might in combat, or is the blood relation of the previous leader. The Council administers every aspect of government for the Confederation.

The eldest clan leader in the Council Serves as First Minister, who is the head of government and speaker of the Council. Along with the Minister of Defense, the First Minister sits in the Federation Council as representatives of Andor.

ANDORIANS	
ATTRIBUTES	
Fitness	3 [6]
Vitality	+1
Coordination	2 [5]
Intellect	2 [5]
Logic	-1
Perception	+1
Presence	2 [5]
Psi	0 [5]
SKILLS	
Culture (Andorian)	2 (3)
History (Andorian)	1 (2)
Language(s)	
Andorian	2
Science, Any (choose)	1 (2)
Weapon, Primitive (Native Weapon)	2 (3)
World Knowledge (Andorian World)	1 (2)
TYPICAL TRAITS	
Excellent Hearing (Antennae)	+2
High Pain Threshold	+2