

Andorian Icon Link

This supplemental material is designed to enhance content found within the Last Unicorn Games' product, *Among The Clans: The Andorians*. For more information on this product, or how to order, please visit your nearest retailer or the Last Unicorn Games web site at <http://www.lastunicorngames.com>.

Places of Interest

TLAR ATHASA

Literally, "a warm place for predators to rest," Tlar Athasa is Andoria's most famous nature preserve and natural museum, focusing on the many species endangered by Andoria's climatic shifts. It is the home of the last remaining examples of dozens of animal species once common in the Blue Taiga region. While the name of the facility implies that Tlar Athasa is a preserve meant only for predatory species, this speaks more of Andorian favorites than of the role of the facility—the name is somewhat sensationalistic in order to attract visitors and support.

UCALNI FIELD/MATHEMA'S WALL

Amid the high western foothills of Sheras, in a valley perhaps three kilometers long and one wide, there is a field of feathery grass with a stream running through it. Along the northern edge of this valley is a high wall built of local stone. This site, Ucalni Field, is perhaps the most storied battlefield in all Andoria, having served as a key conflict point in every period of Andoria's pre-Lament history, as evidenced by the rich oral tradition of legends about the field, and ample archaeological evidence. Indeed, Andorians of every age have fought here, with weapons ranging from primitive wooden spears (many crudely made stone spearheads have been found) to spring-guns to, in the end, explosives and heavy firearms. Controversy arises occasionally as one *keth* or another tries to put forward a particular claim to ownership of the field, and plans are underway to end this by removing it from private ownership and declaring it a public park. Currently, it is the property of *Keth* Dovoró, who defended their right of ownership in a duel against *Keth* Kor in 2230.

Andorian Fighting Styles

ALNAAV

Like any other people who survive under harsh conditions, the Andorians have a certain streak of mysticism and superstition in their culture (which the presence of psionic powers only feeds and enhances). Some warriors long ago came to believe that they could train themselves to tap into a “mystic fighting potential,” or *shonalnov*, which would make them matchless combatants. The martial art they developed which helps them exploit this potential is called *Alnaav*.

Alnaav is a rare style. It requires a level of discipline and dedication rare even among Andorians. Students must practice a cruel asceticism, drilling themselves for hours on end in the worst conditions with little to eat or drink, to develop their *shonalnov*. However, once they learn how to tap their *shonalnov*—which usually happens in a brilliant flash of insight and inspiration known as *shena*—their fighting skills, already highly developed due to training, become markedly better overnight. Only then do they truly begin to practice Alnaav.

Alnaav Maneuvers

Action	Difficulty	Damage	Notes
<i>Cheenach</i> (Side Thrust)	6	+1	The practitioner moves to one side of his opponent and thrusts with one of the side blades of his <i>chaka</i> in a sweeping motion.
<i>Jenac</i> (Thrust)	7	+2	A quick, deep, straightforward thrust with the <i>chaka</i> 's forward blade.
<i>Kesh'jenac</i> (Drawing Thrust)	6	+2	A straight, powerful thrust, typically with the short blade of a <i>chaka</i> . In Alnaav lore, the practitioner's <i>shonalnov</i> literally causes the target to “draw” the blade to and into itself.
<i>Kellash</i> (Riposte)	C	C	Parries unarmed hand-to-hand attacks. The character rolls an Alnaav Test to establish a Difficulty for hitting him with such attacks. If the attack fails (<i>i.e.</i> , the block succeeds), then in the next round the character may make a <i>Jenac</i> , <i>Kesh'jenac</i> or <i>Sal'shes</i> attack with a +2 bonus to his Test Result; furthermore, he automatically obtains Initiative over that opponent in the next round. If the character chooses to use an attack other than <i>Jenac</i> , <i>Kesh'jenac</i> or <i>Sal'shes</i> , these benefits do not apply.
<i>Sal'shes</i> (Deep Slash)	8	+3	A hard, deep-driving slash with one of the <i>chaka</i> 's blades.
<i>Thaas</i> (Block)	C	C	Parries unarmed hand-to-hand attack. The character rolls an Alnaav Test to establish a Difficulty for hitting him with such attacks.

Requirement: Primitive Weaponry (*Chaka*) 2 (3) or higher, Weapon Master (*Chaka*)

AMONG THE CLANS: THE ANDORIANS ICON LINK

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