

The Endari

Homeworld: Endarus

Location: Unspecified (Andromeda Galaxy, Alpha Quadrant)

The Endari are one of the most powerful races in the Andromeda Galaxy, and used to be one of the most respected members of the Free Species Alliance. They were a primary element of the Alliance shock troops used during the late resistance against the weakening Kelvan Empire in the very early 2300's, just prior to the Kelvan departure from the galaxy.

A hardy race, they are robust and strong, standing nine feet tall on average, but augmented with agility that is characteristic of their avian-derived physiology. Their skin is a hard exoskeleton frame, known as bone-plating, which give them a natural body armor that protects against a large portion of energy attacks and renders them almost impervious to physical assaults. This, coupled with a physical ability to slow their own metabolism, makes them some of the most effective soldiers in the galaxy.

The Endari are a very secretive race; the location of their homeworld is carefully guarded and many Endari have died at the hand of Kelvan interrogators attempting to garner its position. Lead by an Emperor who heads a council of representatives hailing from each of the Empire's colonies, the government controls all industrial, military, and social components of its territories. Also, the military and citizens are completely devoted to the emperor, or rather the idea of him, making the Endari Empire one of the most stable monarchical governments that Starfleet has encountered. Interestingly, emperors are not hereditary and are rather elected by the council from its members upon the death of the previous emperor. This system has consistently produced exceptional leaders.

Endari culture centers itself largely around two major aspects: class and honor. A person's class determines their social rank and not only what jobs they can hold, but what level of skill they can strive to obtain in that career. The only avenue by which a family can move up in the caste system is through military service. As for honor, it is vital to the Endari people. Much like the Klingons of the Milky Way, they believe that death in the service of their empire is the single most important aspect of life. Such a death will gain them favor with their god, Har'Kash, and they will be reincarnated in a higher caste.

At the current moment, the Endari Empire is the largest single entity in Andromeda, stretching over 1/32nd of the galaxy, an impressive feat in the fractured political climate left in the wake of the Kelvan Empire. Their homeworld, Endarus, is heavily fortified and guarded by numerous captured Kelvan dominator platforms. It serves as the center of their empire and the seat of power of the Endari Emperor. The planet itself is guarded by the elite Der'ac Guard and their fleet of warships. The guard prides itself on the fact that no enemy force has marched on Endarus and triumphed since their founding four hundred years ago. It is believed that the Endari operatives who captured Captain Andrews and Commander Wolfe belonged to the Der'ac Guard.