The Energi: Those Left Behind

The Energi are a bizarre race by any characteristic, they are a race of non-corporeal beings, but unlike races like the Tholians or the Vorlons however the Energi did not evolve on worlds but rather come from a large nebula which covers a large region of space.

Appearance:

The Energi appear as brilliant blue lights within the nebula, all Energi facilities and people exist within a nebula. Outside of their nebulaeic home they often do not appear at all if they do they simply appear as floating balls of energy and crackling lightning. They have limited telepathic capabilities which allow them to communicate with other races around them.

History: Pre space flight:

The Energi say that they were once part of a much larger collective body of beings but that the rest of their race left the galaxy and ascended to a higher plane of existence. And they were left behind. These beings have now been forced to make their way in the current galaxy in order to survive. The Energi have very little sense of forward time and as such they are hard to interpret although some believe they may actually be a less evolved cousin to the Artaielli. In any case the Energi achieved consciousness in their nebula and only recently have ever bothered to venture out. Once the numbers of their race “ascended” and left them behind it was up to move forward.

History Since: the Energi have forged treaties with many of the current galactic powers after encountering science teams who had come to investigate. They currently have treaties with the Silent Ones and the Radeer. Their own place in the galaxy is new but lacking resources that most other races would like to claim they have little to fear in the way of invasion or raids.

New History:

With the creeping darkness seeming to advance the Energi are interested in finding out the cause as much as all of the other races and they will move forward to try and figure out this mystery even if they have to take a larger role in the galaxy to do it.

Society and culture:

The Energi are hard to define culturally since they do not actually have many things that those outside their on race can appreciate. As such this has led many to believe that the Energi have no real “culture” as we would define it. They do not have art or the written word because they do not need it. The Energi come from a evolutionary background similar to Species 8472, they were the only thing in their environment and as such they really had nothing to compete with as such it means they do not understand the idea of competition or competing to survive because it is something they have never had to do as such this gives them a much more mediating and peaceful attitude then most races.

Government:

The Energi don’t really have a government as we would recognize it because of the difference in physiology. The Energi government can be seen as something closer to the Great Link of the Changelings than anything humans or the like could come up with. Each voiced is heard processed and brought forward as a whole an almost singular form of democracy. Through this process the representatives of the species act out the will of their people.

Energi Ship rules:

Gaseous form: Energi ships are not made of metal but rather of nebulae gasses bound together by a divergent energy matrix this gives their ships several interesting properties:

Non-Euclidean Movement: Energi ships have interesting movement rules they move similar to the hunting horrors from the cthulu mythos. The rules are as follows. Instead of treating its forward facing as “forward” for purposes of movement, the Ship can use either adjacent facing interchangeably as its forward facing, switching from one to the other freely. Thus, if the ship is facing direction A, it can move “forward” by moving one hex in directions F or B, and it can move F one hex and then move B the very next hex without turning or otherwise adjusting its movement.

The gaseous form of the ships allows the ship to pivot and roll without cost to thrust or targeting of other vessels. Gaseous Form Properties:

* All matter weapons regardless of damage type are automatically converted to piercing damage. Since there is no solid structure to the ship Matter based weapons go straight through the ship.
* When the ship is hit with plasma weapons, any damage done to a system is repeated on the structure. Some of the gasses in the ships structural matrix are highly reactive to extreme heat and as such greater damage happens to the ship.
* The amorphous nature of the ship changes it’s facing rules all firing at the ship goes to the lowest profile on the ship
* Since there is no physical structure to the ship it has no armour values.
* No mounts: other races’ weapons cannot be placed on Energi ships as there is no physical apparatus to support the weapons. The converse is also true Energi ships cannot be salvaged as they dissipate when destroyed.
* No Boarding: most races cannot board Energi ships since there is no physical apparatus to the ship. Breaching pods are treated as hunter killers when they try to attach to the ship and grappling claws are treated as having missed the ship entirely. The exception to this is other energy based beings like the Vorlons or the Tholians who can move within the ships.
* Natural Shields: an Energi ship’s shields are the result of the high energy output of the electrical field used to bind the nebulae gasses together. The physical structure of the ship causes the shields rather than a generator. Because the composition of the ship causes the shields rather than a generator the shields cannot be flown under, taken down, or deactivated. The shields can still be ignored by weapons which have such properties.

Nebula Sensors: the construction of Energi ships allows for their sensors to work at a decreased capacity while inside a nebula rather than not being able to work at all.