

# Teladi Company

**Short Name:** TEL

**Moniker(s):** The Company



## Race Description

The lizard-like Teladi are one of the founding members of the Community of Planets and have a natural affinity towards business and the accumulation of profit. They enjoy favourable relations with other races although some find their drive for profit disconcerting. Their long lifespan gives them a unique view of the Jump Gate shutdown, as does their previous experience being cut off from their home system of Ianamus Zura.

## Faction Description

The Teladi Company took to space travel relatively recently, at least compared to other factions. Everything they do is driven by their overriding imperative to turn a profit. They expand their reach in the hopes of coming across potential new trading partners and novel, exciting technologies they can sell. As the name implies, their organisation is structured like a company, with a CEO in the leadership position, surrounded by a board of directors. The Company's internal divisions are governed by Chairmen, who are given a lot of room to manoeuvre, as long as their policies increase the bottom line. As a result of this outlook, it is not uncommon for Chairmen to be in league with pirates and smugglers.

## Guild(s)

- [Teladi Trade Guild](#)

## Allies

- [Ministry of Finance](#)

## Enemies

- [Holy Order of the Pontifex](#)
- [Kha'ak](#)
- [Xenon](#)