

ROMULAN

ALL ERAS OF PLAY

The Romulans are a Vulcanoid race from the planet Romulus. Romulans are biological cousins of Vulcans, descended from those who rejected Surak's reforms during the Time of Awakening. Like Vulcans, Romulans reject casual violence, but in place of logic they practice duplicity and prize cunning. Their distrust of others is frequently reciprocated, as Romulans have a well earned reputation for manipulation, deception, and betrayal. Romulans tend to be suspicious and xenophobic, engaging in extended periods of isolationism. The Romulan Star Empire has been one of the major powers in the Beta Quadrants since the early 23rd Century. In Romulan society, military service and rank influences social standing and eminence. While the military plays an important role in Romulan society, the Romulan Senate controls the government, presided over by the Praetor. Romulan society also has a highly structured caste system. Their strong nationalist tendencies lead many Romulans to believe themselves to be superior to other races. Because of this superiority complex, Romulans practiced slavery, using the Remans and other conquered species as slave labour or shock troops.

EXAMPLE VALUE: I Am a Creature of Duty

■ **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason

■ **TRAIT:** Romulan. Romulan physiology is not meaningfully different to that of Vulcans, and they retain the heightened physical strength of their cousins. A larger percentage of Romulans exhibits a v-shaped forehead ridge less evident in Vulcans. The largest difference between the two species is that Romulans lack the telepathic discipline common to Vulcans.

■ **TALENTS:** The character receives access to the following talents:

GULE AND CUNNING

REQUIREMENT: Romulan, or Gamemaster's Permission

When attempting to remain hidden, go unnoticed, or pass as a Vulcan you may spend one Momentum to increase the Difficulty of enemy Tasks to detect you by one.

SWIFT RESPONSE

REQUIREMENT: Romulan, or Gamemaster's Permission

Years of paranoia have encouraged you to always have a back-up plan and also heightened your responses, enabling you to swiftly enact contingencies. Your Momentum cost for taking an additional Minor Action is always 1.

WARY

REQUIREMENT: Romulan, or Gamemaster's Permission

You are conditioned to espionage and treachery, expecting betrayal at all times. Whenever you attempt a Task to notice or detect an enemy or hazard, you may re-roll one d20.

