

# REMAN

*All Eras of Play (Romulan Campaign). The Next Generation Era Only (Broader Campaigns)*

The Remans are the slave labor caste of the Romulan Star Empire since at least the 22nd century. When the Romulans arrived and claimed their new homeworld of Romulus, they took the nearby planet of Remus as well and forced its inhabitants to work in extremely hazardous mines harvesting the planet's rich dilithium deposits. Remus is a tidally locked planet and the Remans live on its dark side, making them extremely sensitive to light.

Many Remans possess telepathic abilities similar to those shown by Vulcans and Betazoids, making them valuable bodyguards and personal servants as well. This demeaning position is at least better than dying in the dilithium mines so many Remans accept slavery at a Romulan officer's side instead. Even without taking their telepathic abilities into account, Remans have a history as fierce warriors and so are used throughout the Star Empire as imposing bodyguards and frontline, expendable troops.

**EXAMPLE VALUE:** *My People Serve and This Will Make Us Powerful*

- **Attributes:** +1 Fitness, +1 Insight, and +1 Reason
- **Trait:** Reman. The position of the Reman people is undoubtedly harsh, but their attitude towards their Romulan overseers varies. Some accept the situation and try to achieve the best they can, while others try to work for positive change. A small but growing minority seeks a violent revolution to free all Remans. Regardless of outlook, Remans are strong in mind and body and determined to survive. They can withstand many environmental dangers better than other species, except for their sensitivity to light.
- **Talents:** The character receives access to the following talents:

## Empath

Mental abilities are not universal among Remans but they are very common. Most Remans only have vague intuitions but you have practiced your abilities to achieve greater power. The use of this Talent is identical to the Betazoid Talent found on page 105 of the *Star Trek Adventures* rulebook.

## Subservient

**Requirement:** Reman or Gamemaster's permission

Generations of slavery under the Romulans has created a culture of obedience among the Remans. Whenever you receive assistance on a Task from a superior officer or from any Romulan, you may reroll a single d20.

