

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 CHARACTERS: *Obisek* (Star Trek Online), *Lorix* (The Path to 2409), *Vkruk* (Star Trek: Nemesis)

SAMPLE VALUES:

- Your will is no match for mine
- I will bide time until freedom is ours
- In darkness, there is strength
- I've suffered worse adversities than this

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Insight

TRAIT: Reman. 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.

FEARED AND MISTRUSTED (SPECIES ABILITY): When you succeed at a task where you purchased one or more d20s by adding to Threat, you may recover 2 Stress.

REMAN NAMES: Reman names have appeared in canon and beta canon sources.

- **Masculine:** E'Mek, Jianuk, Karatek, Lorix, Mekrikuk, Obisek, R'Vek, S'hancado, Tenakruvek, Vkruk, Xiomek
- **Feminine:** Kaejil, Kereisia, Kveriala, Tejel, Veirel, Veril, V'Miaril, Zijasa



REMAN TALENTS

Remans have access to the following species and culture talents. They are also able to choose from the esoteric talents **Empathy** (p.155) or **Extrasensory Perception** (p.155), **Telepathic Projection** (p.156), or **Telepathy** (p.156).

% FORGED IN DARKNESS (REMAN TALENT)

REQUIREMENTS: Reman, or gamemaster's permission

You have survived the harshest of upbringings. Your Maximum Stress increases by an amount equal to your Security rating.

% UNDERSTAND PATIENCE (REMAN TALENT)

REQUIREMENTS: Reman, or gamemaster's permission

During a timed challenge or extended task, before rolling, you may decrease the Difficulty of the current task by one, but if you do, the task will take one additional interval.