

STAR TREK ROLEPLAYING GAME

SPECIES PROFILE

SPECIES NAME: REMULOID (aka REMULAKAN)

VISUAL REPRESENTATION



SPECIES ADJUSTMENTS

-1 Agility, +2 Intellect, -2 Presence

PHYSICAL DESCRIPTION

The Remuloids, natives of the planet Remulak, are a humanoid race with one very distinguishing feature. They have a noticeably enlarged cranium that causes their hairless heads to be not only much taller than an average human's, but also to be shaped in an elongated conical shape.

This has given rise to the disparaging nick-name of "coneheads" directed at the Remuloids by humans. And although Remuloids find the name offensive they have never made much effort to quell its usage.

Aside from the conical head-shape, the primary external feature that Remuloids are known for is their complete lack of hair. With the exception of eyebrows, eyelashes, and in some males, facial hair Remuloids have no hair, anywhere on their body, and their skin is devoid of the follicles necessary for hair growth.

Remuloid skin tones run between the pale pinkish hues and dark browns of human complexions, and their eyes follow similar patterns, with darker skinned Remuloids tending to be darker eyed.

As a result of their elongated skulls Remuloids are often taller than full-grown Klingons, reaching a height of 220 centimeters in larger males.

Females are slightly smaller, and all Remuloids tend to be trim built. This is not necessarily a result of diet, as Remuloids consume at least three times the normal

amount of food for a humanoid of their size and build on the average.

They are immune to the effects of alcohol, and have a blood-type based on a very high serum cholesterol content. Remuloid blood is a thick syrup of a bluish color, and the cholesterol content of their blood would make a transfusion deadly to a human.

To maintain this high cholesterol, Remuloids will, when unable to obtain traditional Remulak cuisine, subsist on fatty meats, dairy products, and eggs. They consume eggs in large quantities, along with beer and other light alcohols.

Remuloids will normally adopt the style of dress of whatever people they are commonly interacting with off their homeworld, and either in private or while on Remulak, they will wear monochromatic clothing, usually of light colors.

When a situation calls for a Remuloid to dress formally, they wear clothing of the same style as their casual clothes – suits with pants, and shirts with a high, fanned collar – but rather than the dull grays, tans and whites of their everyday clothes, Remuloid formal clothing is brilliantly colored, and often either decorated with a kind of sequins or made of a silken fabric that has a sequin like shimmer when exposed to the light.

CULTURE

The culture of Remulak is what one might call a "mixed bag" of various cultural styles similar to a wide variety of Earth cultures.

Originally, Remuloids were farmers, and harvested large gourds which they referred to as "vegetable orbs" for food, using the leaves of the gourd plant to make clothing. This farming culture evolved to include a wide variety of native grains and edible plants, and from these grains a thriving brewing industry was begun on Remulak's eastern continent.

By the mid 20th century, Remuloids had discovered war drive, and an executive order from the Remuloid government resulted in the creation of an exploratory fleet to explore space in much the same way as the Federation Starfleet has been doing since the 22nd century.

At least one such expedition made clandestine contact with Earth in the late 1970s.

By this time Remulak was a largely industrialized planet, bearing a strong resemblance to the Earth of the mid 22nd century.

Remuloids made official contact with the Federation in 2249, through a Vulcan envoy. And Remulak was admitted to the United Federation of Planets in 2301.

As a people, the Remuloids are a stolid, and unemotional people. Most Remuloids speak in a solid, staccato monotone, and this serves to emphasize their almost robotic mannerisms. And yet, Remuloids are actually very emotional. They are a romantic people, and a spiritual people, celebrating several festivals and rituals tied to their agrarian origins.

The central festival in Remuloid society is called the *Moons of Meepzorp*, and celebrates the alignment of the two moons of Remulak, when both moons appear side by side in the night sky.

There are several rituals performed in association with the Moons of Meepzorp. And some of these are decidedly sexual in nature. Males will decorate their conical heads with flowered wreathes, and adult Remuloids will play a game of tossing wreathes made of a pungent plant around eachother's cones to induce arousal. The plants used to make these wreathes secrete an oil that is a potent aphrodisiac.

The Meepzorp Plant

The oil of the small, shiny, dark leaves of the plant used in making ceremonial wreathes, or *Sensor Rings*, for the Moons of Meepzorp celebration on Remulak has profound aphrodisiac properties. These properties have a strong effect on Remuloids, but can also effect other species if they come into contact with the oils from the plant. The Meepzorp oils are classified as a toxin, with the following properties.

Type: Contact

Onset: 1d6 seconds to 1d6 rounds

Potency: +11 TN

Treatment: +13 TN (without a proper antidote), +3 TN (with an antidote)

Effect: Sexual arousal for 30+2d6 minutes

Secondary Effect: Depression for the same duration if sexual desire is not fulfilled (resisted by a Willpower reaction at TN 15)

Stages: 2

Aside from these rituals, the Remuloids are a very stiff mannered people, who value unity, loyalty, and obedience from their subordinates. Remulak government is a democratic oligarchy, with offices of power going to those who are already in important positions in their society due to financial, or social influence.

Remuloids are sometimes referred to as Remulakans, or disparagingly as "Coneheads".

LANGUAGES

The Remuloid language is very hard to understand for most humanoids as it is spoken as a series of low moaning or buzzing sounds that seem to make no sense to the untrained ear and are almost impossible for a Universal Translator to translate.

The truth is that the Remuloid language is tonal in nature, rather than being based around actual words. And anyone fluent in Remul can distinguish between these tones, from their pitch, and duration, and understand their meanings.

To interact with other beings, most Remuloids will speak Federation Standard, in a monotonic, flat buzz of a dialect.

When speaking Standard, Remuloids will often try to convey a point by uttering one word that epitomizes what they are trying to say. For example, a Remuloid displeased with another's actions might say "Unacceptable!" to convey that the person has done something the Remuloid did not like. And the Remuloid will repeat this word, in a loud tone, until they feel they have gotten their point across.

This pattern of speech may be a type of "accent", in that by trying to convey a point in Standard by speaking one word at a particular tone or volume, the Remuloid may be trying to use Standard the same way they use sounds in their own tonal language.

COMMON NAMES

Remuloids have a single name, with no accompanying surname, or family, or clan name. Historically, Remuloids trying to examine Terrans discreetly during the 20th century even adopted the epithet "Conehead" as their surname to avoid the awkward lack of a family name in human society.

Remuloidan names are usually short (2 or 3 syllables at the most), and are easily pronounced in the usual Remuloid monotone.

Male Names: Beldar, Marlax, Mentot

Female Names: Prymatt, Laarta

HOMEWORLD

Remulak, the homeworld of the Remuloids, is a large class-M world located away from the primary space-lanes and heavily traveled navigational routes, but still within the Alpha Quadrant.

The Remulak system has 5 planets, but only one, Remulak, that can support humanoid life. Although the Remuloids have established a mining colony on the 5th planet to extract dilithium ore from a large vein discovered deep under the planet's rocky surface by sensor scan.

The 5th planet of the Remulak system is a large class-F world.

The Remuloid homeworld, the second planet in the system, is much smaller. But plays host to over 11 billion Remuloids. The planet is largely industrialized and most Remuloids live in cities. Only a very few still live in what open land is left, practicing the agrarian lifestyle of ancient Remuloid farmers. These Remuloids are often viewed by their peers as backward bumpkins.

Remulak exports mechanical equipment, including medical and scientific for Starfleet, as well as dilithium from the mine on the 5th planet.

The Remuloids have warp power, and have actually had it longer than even the Vulcans. And they do maintain a standing army, fully capable of defending the planet against any assault as well as a solidly equipped and manned star-navy.

FAVORED PROFESSION

Remuloid civilians will most often be Scientists, or Explorers. Soldiers, and Starship Officers can be found in the Remulak military, including Special Forces personnel.

There are a few Remuloids serving in Starfleet, due to their homeworld's membership in the Federation. Most often these are Remuloids who could not make it into their own military, or civilian scientific professions.

A few Remuloid mystics keep the traditions of the Remuloid festivals alive, and teach these traditions to young Remuloids

And a small number of off-world Remuloids will be found as Rogues, or Mercenaries. Even so, Remuloids have difficulty understanding the concept of money, and will often work in whatever field they chose without receiving any pay.



SPECIES ABILITIES

Remuloids are less agile than average, but possess very astute minds and are noted for their intellectual skills. Their flat speech style, buzzing voices, and stolidity does hamper them in some social situations, however. This results in a penalty to their Agility and Presence attributes, and a strong bonus to their Intellect.

They also have the following abilities:

Consume Mass Quantities: Remuloids can consume up to three times as much food and drink in an average day as a human. This is necessary due to their hyperactive metabolisms. And Remuloids must consume a large amount of cholesterol to maintain a high level in their blood. A Remuloid who has consumed "Mass Quantities" within the past hour receives a +2 to all Stamina tests, and a +1 to any Vitality attribute tests.

Honing the Cone: As part of their mating rituals, Remuloids will rub their cones together. They do this until it triggers an autonomic response causing a small organ similar to a cuttlebone located within the cone, just above the forehead to vibrate, producing a low, harmonious sound, like the music of a theramin.

This tone serves to enhance a Remuloid's desire to

mate and the effect increases the sexual drive so that a Remuloid who's cone is producing this sound will be able to perform, sexually, for 1d6+ Vitality mod in hours.

Rapid Healing: All Remuloids have this edge (see *Player's Guide*, p. 137) as long as they maintain an appropriately high level of serum cholesterol in their blood. If their blood cholesterol drops to a level equal to or lower than what is considered healthy for a human the Remuloid temporarily loses the effects of this edge, and must raise their cholesterol levels to regain them.

Invulnerable (Alcohol): Remuloids are completely immune to the intoxicating effects of alcohol, and may drink it the way most people drink synthehol, with no side effects.

Bonus Edges: Curious, Eidetic Memory, Resolute
Species Flaws: Easily Distracted

The Remuloid Pike

Specifications: 1.22 meters in length. 1.4kg mass

Description: The melee weapon of choice for a Remuloid. A Remuloid pike is actually a halberd with a long, curved blade at either end. It is wielded somewhat similar to a Klingon Bat'leth, and in the hands of a skilled user it can be a deadly weapon. The tradition of Pike Fighting on Remulak goes back to the ancient days when the Remuloids were a nomadic people. Now duels using Pikes are reserved for resolving disputes of authority. If a Remuloid challenges a superior, or defies an order from a higher ranking authority, tradition dictates the dispute may be resolved either by hand-to-hand combat, or a duel with Pikes.

Parry Modifier: +2

Damage: 3d6+2

Rules: Used with Simple Weapons (Remulak) skill. Upon scoring a complete success during a parry, the user may perform a free attack action.

The Remuloid Blaster



Specifications: 35cm long, 1.2 L in volume, 1kg mass

Description: Not actually a blaster, at all, but a sonic disruptor. This Remuloid sidearm uses extremely low-pitched sonic waves to generate a matter disrupting effect capable of doing damage equal to that of an energy weapon. There is no visible bolt of energy, or any discharge from the weapon when it is fired.

Settings: 1, 3, 5, 7, 11, 12

Duration/Energy: 500 charges

Range: 5 / 10 / 25 / 40 +10

Sensor Rings:



A Remuloid male and human female enjoying Sensor Rings

Specifications: c. 25.4cm circumference.
0.085kg mass

Description: The name of these small, furry looking leafy rings can be deceptive, as to most people it would imply they have some function in scanning and collecting data. In this case, however, the term “sensor” is analogous of sensory stimulus in a biological context. Sensor rings are made of the ground and shaven leaves of the Meepzorp plant, which secrete an oil that is a very powerful aphrodisiac (see above)

Rules: Contact with a Sensor Ring means contact with the oil of the Meepzopr leaves, and will effect a character as described above. But, the Sensor Ring must come into direct contact with exposed flesh (such as the bare cone of a Remuloid).

Duration: The oils of the Meepzopr plant remain potent for 3 days after the leaves are trimmed and shaven to create the plush, furry look and feel of a traditional sensor ring. A Sensor Ring made of un-shaven leaves has a potency of a week to 10 days.