

REMAN SHOCK TROOPER

Minor NPC

Cannot Avoid an Injury [Core, p.311]



STRESS 11 **RESISTANCE 0**

FOCUSES

None

CONTROL 9	COMMAND 0
DARING 9	CONN 1
FITNESS 9	SECURITY 2
INSIGHT 10	ENGINEERING 1
PRESENCE 7	SCIENCE 0
REASON 7	MEDICINE 2

VALUES

None

SPECIES STAT MOD

Daring +1, Fitness +1, Insight +1

TRAITS

Reman

ATTACKS (♦ = Escalation)

Unarmed Strike (Melee, 3 ▲, Knockdown, 1H, Non-lethal)

Dagger (Melee, 4 ▲ Vicious 1, 1H, Deadly, Hidden 1)

Disruptor Pistol (Ranged, 5 ▲ Vicious 1, 1H)

♦ Disruptor Rifle (Ranged, 6 ▲ Vicious 1, 2H, Accurate)

SPECIAL RULES

- ♦ **ROBUST:** Against a Reman Shock Trooper, an Injury is only inflicted with 6 or more Stress, not 5. ▶
- ♦ **SUBSERVIENT:** When the Reman receives assistance from a superior officer or any Romulan, it may reroll a d20. ▶

REMAN EMPATH

Notable NPC

Avoid an Injury once per Scene only (2 Momentum/Threat) [Core, p.311]



STRESS 10 **RESISTANCE 0**

FOCUSES

Mental Attacks, Sensing, Threat Assessment

CONTROL 8	COMMAND 3
DARING 11	CONN 1
FITNESS 8	SECURITY 2
INSIGHT 9	ENGINEERING 0
PRESENCE 9	SCIENCE 1
REASON 9	MEDICINE 2

VALUES

Await The Right Moment To Strike

SPECIES STAT MOD

Daring +1, Fitness +1, Presence +1

TRAITS

Reman

ATTACKS (♦ = Escalation)

Unarmed Strike (Melee, 3 ▲, Knockdown, 1H, Non-lethal)

Staff (Melee, 4 ▲, Knockdown, 2H)

Disruptor Pistol (Ranged, 5 ▲ Vicious 1, 1H)

♦ Mind Stab (Ranged, 5 ▲ Piercing 2, 1H, Cumbersome)

SPECIAL RULES

- ♦ **EMPATH:** Identical to Betazoid Talent. ▶
- ♦ **MIND DRAIN:** If the Reman Telepath succeeds at a Mind Stab attack, it may heal Stress equal to the number of Effects rolled. ▶