

Tiktak

Commander (Rank 4)

Stats

Species: Canosian

Alien Ability: Tumble. Canosians get a bonus 'move' action every phase.

Skills

Hit Points: 12 (Athletics+Base+Rank)

Luck: 9 (Rank+5) Bonus Luck: 2

Athletics: 2 (Carry Capacity: 20)

Combat: 2

Engineering: 5

Piloting: 1

Science: 1

Experience: 525

Prestige: 175

Credits: 0

Equipment

Uniform

Blast Pistol: [energy] Mass 4 Damage 2D6-2

Wristcomp: [energy] Mass 4 Does not take up a hand. Can be used as a remote detonator. Adds +1 to Hacking. Can be used to scan onboard a ship - difficulty is distance in squares.

Pack: Mass 2 Anything put in a pack is half mass - but drawing out the item costs two actions instead of one unless the character has infinite hands.

Toolkit: [energy] Mass 5 +1 to Engineering when repairing, upgrading a module or reconfiguring the Cannon. (*Stored in Pack - Mass 2.5*)

Frag Grenade: [energy] Mass 2 (*Stored in Pack - Mass 1*)

EMP Grenade: [energy] Mass 2 Damage 2D6-1. Line of sight. Breaks energy equipment until after mission. Does not affect modules. (*Stored in Pack - Mass 1*)

Ion Bore: [energy] Mass 9 Damage 1D6 cumulative per hit up to a maximum of 6D6. Science vs 11 to de-ionise and reduce cumulation to start (*Stored in Pack - Mass 4.5*)

Stun Gun: [energy] Mass 3 Damage stun. Athletics vs 11 or be stunned. 2 Stun counters. 1 removed each Round. All removed if damaged. (*Stored in Pack - Mass 1.5*)

Shield: Mass 10 +1 to target number. (*Stored in Life Support*)

EVA: [energy] Mass 5 Provides life support for 100 rounds. (*Stored in Life Support*)

Rocket Pistol: [energy] Mass 6 Shoots grenade-equivalent rockets that detonate on impact. (*Stored in Life Support*)

Special Abilities

Engine Specialist: May reroll one die when pumping or repairing the engines. May do so 6 times per mission (Engineering x 2)

Tricky: May Dump Trash (2d6 for each missile in the ship hex ≤ 7 to destroy), Focus sensors (+1 to targetting rolls for cannon, locks, teleport etc), Vent Plasma (Stabilise the ship by 1D6 OOC). May do this 4 times per mission (Pool = Engineering skill)

Braced: May reroll all internal hit damage as though always braced.

Grenadier: You may reroll 1 die for any check involving grenades.

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