GURPS Fourth Edition

Star Trek 2 Starfleet

By Captain Joy

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KIRK: Then we're dealing with more than one creature, despite your tricorder readings, or we have a creature with an extremely long life span.

SPOCK: Or it is the last of a race of creatures which made these tunnels. If so, if it is the only survivor of a dead race, to kill it would be a crime against science.

KIRK: Mister Spock, our mission is to protect this colony, to get the pergium moving again. This is not a zoological expedition. Maintain a constant reading on the creature. If we have to, we'll use phasers to cut our own tunnels. We'll try to surround it. I'm sorry, Mister Spock, but I'm afraid the creature must die.

SPOCK: I see no alternative myself, Captain. It merely seems a pity.

–"*The Devil in the Dark*", TOS episode 1x26.

INTRODUCTION

Captain Joy's Star Trek is a **GURPS (4th ed.)** science fiction campaign set in the original series era of Star Trek.

CAMPAIGN ASSUMPTIONS

Changes from the TV show have been introduced to make Star Trek more suitable for a role-playing game.

- You will begin as an officer fresh out of The Academy.
- Senior bridge officers delegate difficult and important missions to "prime teams" of less experienced officers.
- Counselors/psychiatrists/social scientists play an important role (like in The Next Generation).
- Phaser stun is not automatic; everyone gets a HT roll to resist. Setting your phaser to disrupt or disintegrate will not cause things to neatly vanish; it blows them up messily or bores a neat hole right through them, respectively.
- Starfleet grudgingly issues body armor.

This campaign uses the **GURPS** rules system. If you're not familiar with **GURPS** (the Generic Universal Roleplaying System by Steve Jackson games), you should learn about GURPS first (at least a little bit) before you begin creating your character.

USING THIS BOOK

Star Trek 2: Officers directs you to Captain Joy's GURPS Star Trek website as it walks you through adding a Starfleet Officer template to your character sheet. It is impossible to make your Star Trek character without access to that website.

A companion book, Star Trek 1: Species, walks you through the details of your species and pre-Starfleet background.

If you want to experience the events of your character's life as they did, then begin with **Star Trek 1: Species** and start with your species template and background lens. Alternatively, start with this book and determine your Starfleet niche first, then make use of **Star Trek 1: Species** to choose a Species template and Background lens that supports it.

A Character Creation Worksheet is also available to help you track information generated as you create your Starfleet officer.

I recommend using either the **GURPS Character Sheet** (free) or **GURPS Character Assistant** ($14.99 as of 24 March 2018, Windows only) program to build and maintain your character. Should you prefer to go old school pen and paper, there are official and fan made blank character sheets that you can print out and fill in.

ABOUT CAPTAIN JOY

Captain Joy has been running **GURPS** Star Trek games, off and on, since 2007.

DISCLAIMERS

The material presented here is my original creation, intended for use with the **GURPS** system from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.

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Neither is this official Star Trek material, nor is it endorsed by CBS or Paramount.

http://www.stdimension.org/int/Cartography/federation.htm
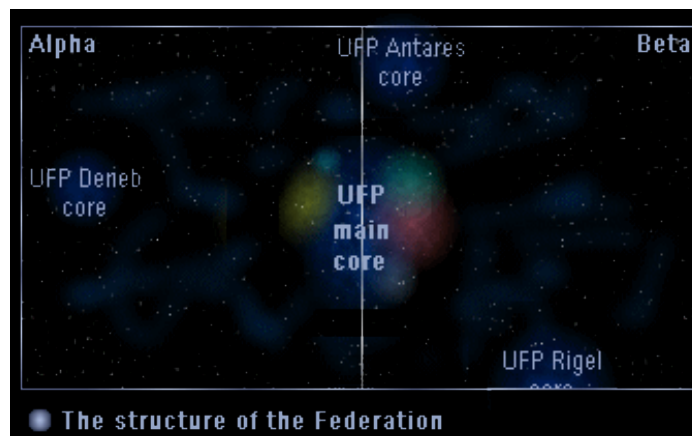
CHAPTER ONE
OFFICER TEMPLATE

M5: Categorisation of life form readings recorded. Recommendations for general survey party: Science officer Spock, Astrobiologist Phillips, Geologist Carstairs.

KRIK: Well, the only difference in reports and recommendations is the landing party personnel. That's only a matter of judgment.

DAYSTROM: Judgment, Captain?

SPOCK: Captain, the computer does not judge. It makes logical selections.

KRIK: Why pick Carstairs instead of Rawlins? Carstairs is an ensign, no experience. This is his first tour of duty. Rawlins is chief geologist.

DAYSTROM: Aren't you really more interested in why M-5 did not select you and Doctor McCoy? Well, let's find out anyway. M-5 tie-in.

M5: M-5.

DAYSTROM: Explanation for landing party recommendation.

M5: General survey party requires direction of science officer. Astrobiologist Phillips has surveyed twenty nine biologically similar planets. Geologist Carstairs served on merchant marine freighters in this area. Once visited planet on geology survey for mining company.

DAYSTROM: Why were the Captain and the Chief Medical Officer not included in recommendation?

M5: Non-essential personnel.

—"*The Ultimate Computer*", TOS episode 2x24

At the most basic level, you are defined by your species : Human, Andorian, Tellarite, Vulcan, etc., and your department: Command, Science, Counseling, Medical, Engineering, Operator, Security. Check out the Starfleet Divisions section of the library computer, research the seven departments, and choose a department you will enjoy

playing and that your prime team needs. If you haven't done so already, check with any active players and your GM to get an idea what departments are already accounted for. No department is more vital than any other and a good prime team draws from disparate departments.

Do not proceed with character creation until your GM has approved your department choice.

Prime Team: The Best of the Best
You are the elite of Starfleet, a Prime Team, a small band of multitasking experts who are the best that the Federation can send on various special missions. A Prime Team is a combination of a commando team, gang of spies, hostage rescue squad, and special missions force.
GURPS 3rd ed. Prime Directive, p. 20

RANDOM DEPARTMENT

For those who prefer to let fate make these decisions, the following table is provided.

Die #1	Die #2	Department
1	*	Command
2	*	Academics
3	*	Counseling
4	*	Medical
5	*	Engineering
6	*	Operators

* If you roll doubles, i.e. if Die #2 = Die #1, then you are a Security officer.

Adding an Officer Template

An Officer template represents your experience at Starfleet Academy. It includes the base Officer template, a Starfleet Academy Degree lens, a few Extracurricular Activity Modules, and your first Department Certification.

CAMPAIGN DISADVANTAGE LIMIT

Disadvantages in your Officer Template and its associated lenses and modules do count against the campaign's disadvantage limit.

OFFICER TEMPLATE

Your Starfleet Officer template represents your first two years of course-work and training at Starfleet Academy, as well as your rank and responsibilities as a commissioned officer. Go to the Starfleet Divisions section of the library computer, access your Department, and add its Officer Template to your character sheet.

The points in the Officer Template must be spent as stipulated. E.g. you must put one point into Vacc Suit/TL11 skill even if you already have one point in Vacc Suit/TL11 from a Personal Background lens. I.e. your training at The Academy results in you putting an additional character point into your Vacc Suit/TL11 skill. (You could go back and revisit your Personal Background lens and reassign that initial point in Vacc Suit/TL11 to something else in that lens if you wanted to.)

MEDICAL DOCTORS

Medical doctors are an exception. They graduate from Starfleet Medical Academy with rank lieutenant junior grade; they should change their rank from Ensign to Lt. JG on their character sheet; this cost no character points.

Where the Officer Template requires you to choose a subset of skills from a broader list, do so. Note that some of your "choices" may be forced: if you don't already have at least one point in Computer Operation, then you must choose Computer Operation; if your Swimming skill level is <10, then you must put one point into Swimming; etc. The Survival skill (should you choose it) requires you to choose a specialty; a switch/tab at the bottom of the library computer monitor should allow you make an informed choice. All tech skills are tech level 11 (TL11), except for First Aid which is tech level 9 (TL9).

Before continuing to the next section and adding your Degree Lens, double check and correct for any double listings (which happens when a template or lens you add via the GURPS Character Sheet or GURPS Character Assistant program contains an ability you already had on your character sheet). E.g. if you have Electronics Operation (Science) skill listed twice, add up how many total points you have in Electronics Operation (Science); set one of the skills to that total amount then delete the duplicate. E.g. instead of having Electronics Operation (Science) listed twice with 1 character point in each, change one of the skills to reflect that you have 2 character points in Electronics Operation (Science) then delete the other entry. Note, a skill with a different specialty is considered a different skill. E.g. Electronics Operation (Media) is not the same skill as Electronics Operation (Science).

though the Starfleet Academy Template already requires you to put 1 point into Electronics Operation (Scientific). I.e. your degree requires you to put an additional point into your Electronics Operation (Scientific) skill. In this example, make sure you actually add the point to your Electronics Operation (Scientific) skill. Do not add a second Electronics Operation (Scientific) skill to your character sheet–something you might accidentally do if you're just blithely adding templates and lenses via the GURPS Character Sheet program. As always, choose specialties where instructed.

If your skill levels in all of your degree's skills are 14 or higher, then you graduate with honors.

DEGREE LENS

As part of your Officer template, you must choose a Starfleet Academy Degree lens. Your Starfleet Academy Degree lens represents the degree – BA, BS, or engineering – you earned at Starfleet Academy. Go to the "Starfleet Academy Degrees" section of the library computer, choose your degree, and add it to your character sheet.

The 12 pts in SFA Degree lenses must be spent as stipulated. E.g. if your chosen degree includes 1 point spent on Electronics Operation (Scientific) skill you must spend that point on Electronics Operation (Scientific), even

EXTRACURRICULAR ACTIVITIES

As part of your Officer Template, you must put 8 points into Extracurricular Activity modules. These modules round out your colorful Academy experience with those skills and abilities you picked up while you weren't studying. Go to the "Extracurricular Activities" section of the library computer and spend 2 to 4 points in two to four different Extracurricular Activities, for a total of 8 points. You may spend the 2 to 4 points on the options within each Extracurricular Activity lens however you choose.

If you have an idea for an Extracurricular Activity module that isn't already represented, run it past Captain Joy.

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DOUBLE MAJOR OR MINOR

Obtaining an additional degree is handled differently than other extracurricular activities.

- **Double Major** (prerequisite: Workaholic): add a second Starfleet Academy Degree Lens. When both degrees have the same skill, do not double-spend points on that skill. Instead, spend the amount of points required by the degree that requires the most points. E.g. If you double major and both degrees require you to put points into Engineer (Electrical), you only have to put as many points as the degree that requires the most points for that skill. If, in the end, you find you've exceeded your 100 character points budget, you may have to return to this section and replace your too-expensive Double Major with Extracurricular Activities that sum to fewer, though no less than, 8 points.
- **Minor**: add a second Starfleet Academy Degree Lens, but only put 6 pts into it.

In either case, you must still put at least 2 points into one more typical Extracurricular Activity module.

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Characters with the Laziness disadvantage [B142] are limited to Cultural, Partying, and Underworld as their first and second choices, and may not choose Double Major or Minor or in any case. Characters with the Workaholic disadvantage [B162] must take a Double Major or Minor. This assumes you went into Starfleet Academy with one of these disadvantages, most likely due to your Background lens. Disadvantages acquired after graduation, e.g. as part of a Department lens, do not restrict your Extracurricular Activity choices.

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MEDICAL DOCTORS

Medical doctors are an exception: they need only pick one Extracurricular Activity, which they must put at least 3 points into.

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Many of these skills are also options in other templates and lenses. Remember to always add character points to existing skills when you already have them; don't have the same skill double listed on your character sheet.

FIRST DEPARTMENT CERTIFICATION

As part of your Officer Template, you must choose your first Department Certification. Your Department Certification represents hands on training in one of many jobs available to Starfleet officers. Go to the Starfleet Divisions section of the library computer, access your Department of choice, access the "XXX Certs." switch/tab at the bottom of the monitor, and choose your first departmental certification.

You graduate the Academy with one (and only one) Departmental Certification in your department of choice. If you're concerned about promotion, choose a certification that will combine with other certifications to form a block of certifications suitable for promotion to lieutenant junior grade or lieutenant.

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MEDICAL DOCTORS

Medical doctors are an exception: their Intern Physician or Intern Surgeon medical doctorate covers both their Degree and first Certification.

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Note that Certifications do not have a fixed point cost like most templates and lens. They cost whatever it takes to get your skills to the list values: typically 8 points, assuming you have 12's in any relevant Basic (or Secondary) Attributes, usually IQ and/or DX.

If your default level for a required skill meets the minimum, you must still put one character point into that skill to represent time spent and familiarity. If because of previous experience (e.g. SFA Degree lens) you already have one or more points in a required skill and you satisfy that skill's minimum level, then you do not need to put any additional points into that skill.

As always, remember to add character points to existing skills when you already have them; don't have same skill double listed on your character sheet.

After adding your Starfleet Officer template, Degree lens, Extracurricular Activity modules, and first Department Certification to your character sheet, submit it to your GM for approval.

Promotion

Officers are not required to seek promotion, but many do. To represent an officer of rank higher than Ensign, spend the points necessary to add the appropriate Rank's Lens to the existing Officer Template. To promote an existing character from his or her current rank to the next, e.g. from Lieutenant Junior Grade to Lieutenant, follow the guidelines under the "Promotion" subheading for your current rank in your department's sections of the library computer. There you will find the specifics for promotion within each department, like the many certifications offered.

For ease of reference, the requirements common to all departments are presented in the Starfleet section of the library computer.

A typical officer spent approximately three years at the rank of ensign. (TNG: "Datalore")–"Starfleet ranks", Memory Alpha

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Be mindful not to exceed campaign caps and limits when increasing your Attributes or adding levels to Advantages.

THE PURPOSE OF RANKS

Starfleet is not a purely military organization, but it has adopted a rank structure. While officers of higher rank enjoy greater authority and freedom, the officer in charge of a mission may not be the ranking officer of the team. Instead, mission leaders are determined on a case-by-case basis by their superiors who take the following into consideration:

- the sponsoring department
- the availability of Command officers
- the desire to groom low level officers for promotion

Additionally, Counseling and Medical officers can relieve a higher ranking officer of duty if, in their professional opinion, they are not fit for duty. It is understood that the ranking Command Division officer always has final authority on matters dealing with the ship or facility under his/her command.

RANK EXPECTATIONS

Ensign	An ensign's primary duty is professional growth, either through cross-training (generally within their department) or as an expert in a field of
Lieutenant Junior Grade	Officers at this rank typically hold support positions on starships and Starfleet facities. At this rank, they have proven their ability to perform acceptably in Starfleet. This is the rank bestowed on medical doctors upon completion of their
Lieutenant	Starfleet lieutenants are expected to be effective leaders with broad expertise in their department. Promotion to the lieutenant and higher ranks are given on an as needed basis. E.g. a starship might run on a three-shift schedule (alpha, beta, and
Lieutenant	Lieutenant commanders normally serve as division heads, executive officers on smaller
Commander	The rank of commander is typically held by the first officers of starships and is also granted to the
Captain	Captains of starships, often located hundreds of light years away from and out of communications with higher authority, needed to be able to function autonomously and make independent

GEAR

Information about Starfleet issue equipment, e.g. communicators, tricorders, phasers, environmental suits, etc. is available from the main console of the library computer. Captain Joy has added them to the Star Trek **GCS** library as well. GURPS Ultra Tech will be used for most other equipment – TL 11 in most cases.

APPENDIX

GURPS Character Sheet Program

GURPS Character Sheet (GCS) is a free, stand-alone, interactive, character sheet editor that allows you to build characters for the *GURPS* **4th Edition** roleplaying game system. It can be downloaded for free at http://www.gurpscharactersheet.com. The **GCS** Java program along with the Star Trek library that Captain Joy has created for it allow you to create and update your character on your computer. Neither are not official Steve Jackson Games supplements.

Download GCS

Go to the gurpscharactersheet.com web site and download the **GCS** Java program.

Getting **GCS** up and running on a PC is not trivial (on a Mac, it is), and there is a learning curve for using the application in general. However, once you've got it figured out, **GCS** vastly simplifies generating *GURPS* characters.

Or, you could do without an application all together; go old school and use pen and paper.

Or, you could tell your GM, Captain Joy, what you want; he can build your character for you.

GURPS Character Assistant

Another option besides GCS, for PC users, is to download the official Steve Jackson Games Character Assistant application for $14.99 (as of 12 June 2018). Unfortunately, I do not have any Star Trek files for use with that application, and none of the templates nor lenses provided for download on this webpage will be of any use to you.

Star Trek GCS Files

Captain Joy has put together some files for use with the **GCS** program. Download and unzip the Star Trek.zip file.

These files should download to your computer when selected. If these files open in your browser instead of downloading, try right-mouse-clicking or alternate-mouse-clicking on the link and selecting "Save Target As" or "Download Linked File As..." from the menu. None of these files should end with an ".xml" or ".html" suffix; if they do, trim the ".xml" or ".html" from the filename. The filenames should end with ".gct" or ".glb" so the **GCS** application will recognize them.

Once downloaded, unzip the Star Trek.zip file; this should create a "Star Trek" folder will all the Star Trek **GCS** files in it–templates, equipment, etc. Place this "Star Trek" folder in the GCS "data" folder, which is inside the **GCS** application folder. E.g. On my computer, the **GCS** application folder is called "gcs-4.9.0-mac", and it resides in my "Applications" folder (along with all my other applications: iTunes, Safari, Stellarium, etc.). Inside that "gcs-4.9.0-mac" folder is a "Library" folder. Once the "Star Trek" folder is in the "Library" folder, you should see it in the "Library Explorer" menu to the left when you launch the **GCS** program.

If you're new to *GURPS*, you should check out the GURPS page before continuing.

The **GCS** Program and Character Creation Worksheet are available to assist you in the process of character creation. When they disagree with Captain Joy's webpage, the webpage takes precedence. Inform Captain Joy of the discrepancy.

When building your character, you're often you're instructed to choose some subset of abilities from a broader list. To do this in **GCS**, just delete from your character the abilities you don't choose until you're left with only the ones you do choose. Once you're done, you should move your chosen abilities from the "choose..." container, then delete the empty container.