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http://memory-alpha.wikia.com/wiki/United_Federation_of_Planets

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INTRODUCTION

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

RULES IN PLAY

The following optional and house rules are in play.

- **ST (strength)** is ± 3 point/level. This, and the reduced cost of the strength-adjacent abilities below, comes from [GURPS Power Ups 9: Alternate Attributes](#).
 - **HP (hit points)** are ± 0.6 points per \pm HP, round up.
 - **Arm ST*** is 0.9, 1.5, or 2.4 points per +1 ST for one, two or three or more arms respectively, round up.
 - **Lifting ST*** is 0.9 points per +1 ST, round up.
 - **Striking ST*** is 1.5 points per +1 ST, round up.
 - See the website for more [rules additions and clarifications](#) pertaining to a Star Trek campaign.
 - See your GM's Campaign Planning Form for rules additions or options unique to your game.
- * As an exotic trait, it is not generally available to players; but the change in costs may effect some Species templates.

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 1: Species](#) directs you to [Captain Joy's GURPS Star Trek website](#) as it walks you through adding a species template and background lens to your character sheet. It is impossible to make your Star Trek character without access to that website.

A companion book, [Star Trek 2: Officers](#), walks you through creating a Starfleet officer.

If you want to experience the events of your character's life as they did, then begin with this book and start with your species template and background lens. Alternatively, start with *Star Trek 2: Officers* and determine your Starfleet niche first, then come back to this book and 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 a Starfleet officer character.

I recommend using either the [GURPS Character Sheet](#) (free) or [GURPS Character Assistant](#) (\$16.00 as of 1 January 2022, 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

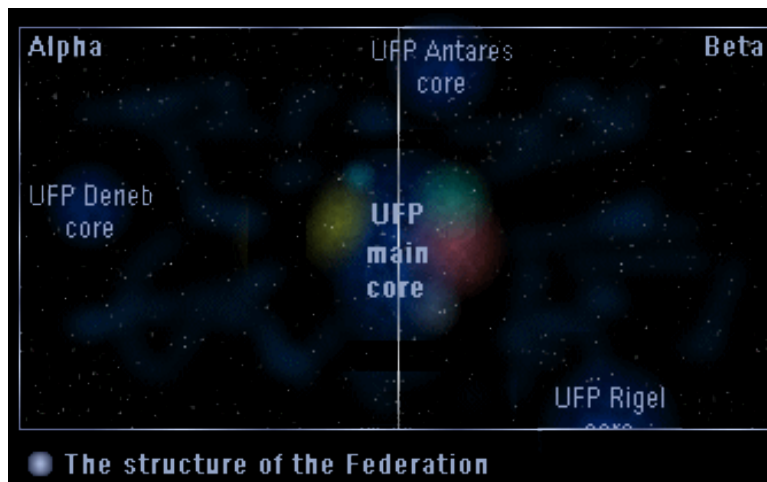
Captain Joy has been running *GURPS* Star Trek games, off and on, since 2007.

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.

GURPS is a trademark of Steve Jackson Games, and its rules and art are copyrighted by Steve Jackson Games. All rights are reserved by Steve Jackson Games. This game aid is the original creation of Captain Joy and is released for free distribution, and not for resale, under the permissions granted in the [Steve Jackson Games Online Policy](#).

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

SPECIES TEMPLATES



<https://sciencefiction.com/2016/12/09/final-frontier-friday-journey-to-babel/>. Retrieved Wednesday, May 13, 2020.

GAV: No! You! How do you vote, Sarek of Vulcan?

SHRAS: (thin and blue, with two antennae) Why must you know, Tellarite?

GAV: In council, his vote carries others. I will know where he stands and why.

SAREK: Tellarites do not argue for reasons. They simply argue.

—"[Journey to Babel](#)", TOS episode 2x15

At the most basic level, you are defined by your species and your niche in the campaign, e.g. Human security officer, Vulcan science officer. Check with the GM and active players to determine what niches need to be filled. Then, look over the species available for player characters and choose one you will enjoy playing, that works well with your niche, and makes an interesting addition to the team.

The [Sapient Species](#) section of the library computer contains the most up to date campaign information. Where it differs from this book, this book is in error. (Inform [Captain Joy](#).) Unless the Campaign Planning Form provided by your GM informs otherwise, assume a Human-centric campaign: no more than half your team should be non-Human, although having at least one non-Human is generally desirable.

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

STARFLEET DEMOGRAPHICS

In general, Starfleet is dominated by Humans. Individual starships are fairly segregated, with predominantly Human-crewed ships patrolling Human occupied regions of space, predominantly Vulcan-crewed ships patrolling Vulcan occupied regions of space, etc.

Adding a Species Template

A species template contains abilities typically possessed by members of that species. The points in your species template should be spent as stipulated.

Double check and correct for any double or incompatible listings, which can happen if you did not start character creation with your species template.

Star Trek 1: Species

TRACKING POINTS COSTS

Some species templates are more expensive than others. Be mindful of how many points you are spending, how many points you have left, and how many points you'll need for any future templates and lenses.

E.g. it cost about 36 points to be a Starfleet Officer. Your background lens(es) will contain at least 10 points in skills. If starting character points are capped at 100, this leaves 54 points for a Starfleet officer to spend on a species template and discretionary abilities.

Adding Species Options

Make note of your Specie's common traits, any taboo traits, and what skills are boosted by its unique talent. Allow them to guide you as you make decisions about what addition abilities to add to your character going forward. After you've added all the campaign's required templates and lenses, when you're ready to spend discretionary points, remember to revisit your species' options for ideas.

Note that since the "Common Traits" listed in your species template are *optional*, they do count against the campaign's disadvantage limit. Disadvantage *required* by your species template do not count against the campaign's disadvantage limit.

CAMPAIGN DISADVANTAGE LIMIT

Disadvantages *required* by your Species Template do not count against the campaign's disadvantage limit. *Optional* disadvantage points—such as those recommended as "Common Traits" for your species—do count against the campaign limit. Omitting traits with a positive point cost from a species template also counts against the campaign's disadvantage limit. E.g. It is a -3 point disadvantage for a Vulcan male to lower their ST from 14 (the species norm) to 13; these -3 points would count against the campaign's disadvantage limit.

HUMANS



http://movies.trekcore.com/gallery/displayimage.php?album=811&pid=86806#top_display_media

For obvious reasons, Humans are the easiest species to role play, and are the recommended choice for players new to Star Trek.

If you are a female, then your character's default ST is 9. As disadvantages in species templates do not count against campaign disadvantage limits, this effectively gives female Humans an extra 3 points to spend. Nothing prevents a Human female from spending character points on ST to give them ST 10 or higher. The same goes for any species whose sexual dimorphism results in attribute changes.

LANGUAGES IN STARFLEET

Nonhuman Starfleet officers generally know both their species' language and English at native proficiency. Reducing English to accented would count -1 (for reduced spoken or written) or -2 (for both) points against the campaign's disadvantage limit. Reducing it further would preclude entry into Starfleet. If you choose to take English-spoken at accented proficiency, your GM will expect you speak with the appropriate accent during game play.

ANDORIAN



<http://www.treksinscifi.com/trekdaily/?p=4881>

The Andorian template contains the Unfit [-5] disadvantage. This is in conflict with the Starfleet Officer template which contains Fit [5]. An Andorian Starfleet officer has a choice to make.

1. Delete both Fit and Unfit from your character sheet. Your Academy fitness training removed your species' general unfitness. This is the situation for most Andorian Starfleet officers. (Removing Fit from your Starfleet Officer template for this reason does not count against the campaign's disadvantage limit.)
2. Keep Fit and drop Unfit. You are an usually fit Andorian and/or you trained especially hard at the Academy. (Andorians are allowed to be Fit, but not Very Fit.)
3. Keep Unfit and drop Fit. Your unfitness caused you problems, but not enough to keep you from graduating. This option will count -5 points against the campaign's disadvantage limit because you are effectively ignoring Fit [5 pts] from the Starfleet officer template.

The common Andorian disadvantage, Sense of Duty (Family), is not allowed for Starfleet officers as it is subsumed by their Sense of Duty (Federation). Taking it as a quirk would be appropriate.

TELLARITE



<https://www.arcgames.com/en/games/star-trek-online/game-pack/detail/1315-temporal-special-agent-pack>

The default Tellarite template assumes hoof-like hands and feet. You'll need to decide if you want "proper" hands and feet.

The surface gravity of Tellar Prime is 1.24G (*GURPS: Federation*, p. 88), giving most Tellarites a comfort zone of 1.05 - 1.43G. This means most Tellarites are at -1 DX when in Earth gravity (B350 "G-Increments and Attribute Penalties"). It is strongly recommended that Tellarites serving amongst Humans take either G-Experience (1.00G) or Improved G-Tolerance.

BUYING OFF SPECIES DISADVANTAGES

Physical disadvantages on a Species template can not normally be bought off. Mental and Social disadvantages can be bought off, but there is an added Unusual Background cost equal the cost of the disadvantage being bought off. In any case, buying off any disadvantage from any template or lens requires GM permission.

Star Trek 1: Species

VULCAN



<http://startrekvulcanology.blogspot.com/2010/08/vulcan-symbology-and-clothing-part-one.html>

The Vulcan template contains the Fit [5] advantage, as does the Starfleet Officer template. A Vulcan Starfleet officer has a choice to make.

1. Drop Fit [5] from either your Vulcan or Starfleet Officer template. You are still Fit [5], you just don't need to take it twice. (Removing Fit from your Vulcan or Starfleet Officer template for this reason does not count against the campaign's disadvantage limit.)
2. Spend an extra 5 points to make your character Very Fit [15]. Fit [5] from the Vulcan template plus Fit [5] from the Starfleet Officer template plus 5 more points gives you 15 points total to spend on Very Fit [15].

Vulcan Psionics

Vulcans are natural touch-telepaths; they do not take an Unusual Background for the Telepathy Power [GURPS Psionic Power, pp. 57-67]. Players wanting to develop their Vulcan PC's telepathic abilities will need to (find a teacher and) start with the [Vulcan Mind Meld](#) [15]. Plan on spending at least 10 additional points on Universal and Alien Species Familiarity techniques before you can reliably Mind Meld with other species. If you plan on ever using your psionic abilities, then purchasing Code of Honor (Psychic's) [-10] at the time of character creation is a good idea. (While it's possible for non-Vulcan telepaths to learn Vulcan telepathic techniques, non-telepathic species must purchase Unusual Background (Psionic) [5 or more] for having telepathic abilities of any kind.) Further information on Vulcan psionic abilities is available in the [Psionics](#) section of the library computer.

Vulcan Nerve Pinch

Vulcans also have access to the [Vulcan nerve pinch](#) technique. It can be learned as part of a Vulcan martial arts style, or (with the Unusual Training (Vulcan Nerve Pinch) perk) as a stand-alone technique. While it's possible for non-Vulcans to learn this technique, non-Vulcans will be

charged an additional 5 points Unusual Background for doing so. Further information on Vulcan martial abilities is available in the [Martial Arts](#) section of the library computer.

After adding your Species template to your character sheet, submit it to your GM for approval.

RANDOM SPECIES

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

<u>Roll</u>	<u>Species</u>
1-3	Human
4	Andorian
5	Tellarite
6	Vulcan



<http://starfleetgames.com/ArtGallery/Xander%20Fulton%20Gallery.shtml>

CHAPTER TWO

BACKGROUND LENSES



<http://www.fanpop.com/clubs/janice-rand/images/18672135/title/miri-screencap>

KIRK: I'm sure your parents loved you. That's why they took you with them to Triacus. So they wouldn't be so far away from you for such a long time. That would make them very

unhappy and miss you. I'm sure that you would miss them, too.

–"And the Children Shall Lead", TOS episode 3x05

Personal Background lens(es) represent inborn qualities and life experiences prior to the beginning of the campaign. They provide you with character traits that could not be explained by your species and Starfleet training alone. Use them as in-game justification for having exceptional aptitude within your profession and/or unusual abilities outside it. They also include appropriate disadvantages (which do count against the campaign's disadvantage limit).

If you haven't already chosen your Species template, you should probably do that first; although choosing a background lens before your species template won't break anything.

Check out the [Personal Backgrounds](#) section of the library computer, research the backgrounds available for player characters, and decide on a background for your character.

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

Adding a Background Lens

You have more latitude with background lens(es) than with species templates. You may incorporate background lenses as is, modify them to taste, mix two or more together, or use them as inspiration for a background of your invention (cleared with the GM, of course). E.g. taking a

Dabbler Perk instead of a Secondary Skill would be a great idea, if you're up for the extra bookkeeping. The Background Skills section common to all formal and informal background lenses are *required* by all PCs and may not be abridged. In any case, your background lens(es) should total at least 10 points in at least 5 different skills.

-40 disadvantage points in the Gene Enhanced background lens does count against the campaign's disadvantage points limit.

RANDOM BACKGROUND

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

<i>Roll</i>	<i>Roll</i>	<i>Background</i>	<i>Type</i>
1	1-6	Academics	Formal
2	1-6	Athletics	Formal
3	1-6	Starfleet Brat	Formal/Informal
4	1-2	Artistic	Formal
4	3-4	Criminal	Informal
4	5-6	Religious	Informal
5	1-3	Frontier/Colony	Informal
5	4-6	Mercantile	Informal
6	1-2	Rich/Famous	Informal
6	3-4	Survivor	Informal
6	5-6	Well Travelled	Informal

STARFLEET APPROPRIATE ADVANTAGES / DISADVANTAGES

Money-based advantages and disadvantages, e.g. Independent Income, Greed, Miserliness, any Wealth but average, are inappropriate for a Starfleet crewmen (but NPCs might have them).

Many of the Personal Background lenses suggest disadvantages that would make it impossible to measure up to Starfleet standards, especially disadvantages that cost -10 or more points. If a Starfleet officer really wants to start the game with such a debilitating disadvantage, they should plan on buying it off with earned character points—hopefully before they're killed or dishonorably discharged. You'll need to convince your GM with an in-game reason for how you made it through Starfleet Academy with the disadvantage and how you will eventually overcome it.

Double check and correct for any double or incompatible listings with anything that was on your character sheet prior to adding your Background lens(es).

The Gene Enhanced and Psi Gifted lenses are not stand-alone backgrounds; they may be taken in addition to a formal or informal background lens option. Note that the

After adding your Background lens(es) to your character sheet, submit it to your GM for approval.



<http://www.kethinov.com/startrekepisodes.php?id=208>

CHAPTER THREE

DISCRETIONARY POINTS



KHAN: Captain, although your abilities intrigue me, you are quite honestly inferior. Mentally, physically. In fact, I am surprised how little improvement there has been in human evolution. Oh, there has been technical advancement, but, how little man himself has changed.

Spend the remaining balance of your character point budget adding/improving new/existing attributes, advantages, and skills. (A discretionary ability is anything not required by any required templates, lenses, and modules.) If you have more required templates, lenses, or modules to add to your character—which will be the case

Yes, it appears we will do well in your century, Captain. Do you have any other questions?

KIRK: Thank you. They've all been answered.

—"[Space Seed](#)", TOS episode 1x24

for GMs running a campaign with Starfleet officers—you might want to wait until after you've purchased all the campaign's required templates so you know exactly how many discretionary points you have to spend.

Basic Attributes and Secondary Characteristics

Consider bumping up basic attributes (ST, IQ, DX, HT) or secondary characteristics (Will, Perception, Basic Speed, Basic Move, Hit Points, Fatigue Points). Allowable minimums and maximums for abilities are provided in your species template. You may borrow points from skills to help pay for attribute increases in a matter akin to "Improving Skills from Default" described in *GURPS Basic Set*, p. 173.

Advantages

There are some restrictions: no advantages exotic to your species, and Talents are only allowed as part of Species Templates. Psionic abilities (including Danger Sense and Empathy) will require a 5 point unusual background for most species, e.g. Humans.

A cultural distaste for the artificial augmentation of one's natural abilities permeates the Federation. Because of this, only cybernetic implants (TL9) of a medically necessary nature are allowed by Starfleet. It is a serious crime to augment yourself through genetic engineering.

You are allowed 1 Perk for every 25 character points. E.g. a 76-100 point character may have 4 Perks; a 101-125 point character may have 5 Perks.

Disadvantages

An interesting disadvantage or two unique to your character can be fun. Disadvantages common to your species, but not required by your species template, do count against the campaign's disadvantage limit. Do not feel compelled to take the full campaign limit of disadvantages.

Lowering secondary attributes from their default values has a negative point cost and does count against the campaign's disadvantage limit; be mindful of this as these negative points may not show up on your character sheet as a disadvantage and therefore can be easily missed.

Make sure the total of all your disadvantages (expect those *required* by a species template) do not exceed the campaign's disadvantage limit.

Your 5 quirks do not count against the campaign's disadvantage limit. You don't have to take them all at character creation; you may add them later, allowing them to come up organically in play.

Skills

You may not add skills you couldn't possibly have acquired given your character's experiences. Clever implementation of Background Lens(es) should allow you to justify any skill you want.

CHOOSING ADVANTAGES, DISADVANTAGES, AND SKILLS

Use the following resources when spending discretionary points:

- your [Species Template](#) and [Background Lens\(es\)](#) to create a consistent and believable character
- your [Department Options](#) to be effective within your department's niche
- the [Starfleet Cheat Sheets](#) to help you sort through the many options and remind you which are off limits.

You do not have to spend all your allotted character points; you can hold onto unspent points and spend them later. You might do this to save up for a big ticket item, e.g. adding an Advantage. Be aware that many advantages are difficult if not impossible to justify adding after character creation, while skills are relatively easy to add and improve. So, if you're not sure what to spend available points on, lean towards those things that will be difficult to justify after character creation.

If Your Character Is Over Budget

There are two ways to your reduce your character's total point cost.

1. Add Disadvantages
2. Reduce or remove *discretionary* Attributes, Advantages, and Skills

Assuming you haven't already maxed out on disadvantages, adding more disadvantages is easy. See the "Choosing Advantages, Disadvantages, and Skills" boxed text and the "Disadvantages" subheading above.

If you're over budget even though you took the full campaign limit in disadvantages and quirks, then your only option is to lower/remove discretionary abilities that you voluntarily increased/added, e.g. dropping an advantage from a Background lens. Make sure anything you drop/lower does not violate the requirements of a required template, lens, or Department Certification.

After adding discretionary traits to your character sheet, submit it to your GM for approval.

That these member races are joining together in political and social union reflects their desire for mutual security as well as their sincere belief that they can advance the conditions of life for all sentient life forms throughout the galaxy. To this end, the United Federation of Planets is hereby established to preserve interstellar peace, to coordinate galactic exploration, to deter would-be aggressors, and to lend mutual support for the advancement of all member races without distinction or qualification.

*– from **The Articles of the Federation**, Chapter One, Articles 1-2: “The Purpose and Principles of the Federation” (**The Federation**, FASA, p. 10).*

BONUS POINTS

There are a few more things you can do which further flesh out your character. Provide your GM with any of the below and be rewarded with a character point.

1. Character Portraits: head-shot (for your Starfleet personnel file) and full body (for your cardboard character or Roll20 bio). You have options – <http://forums.sjgames.com/showthread.php?t=133312>
2. Character History: Date and location of birth, account for your time prior to the beginning of the campaign – i.e. the story behind your personal background(s).
3. Family & Friends & Enemies: names, relationships, and current status. (Most starfleet officers are single as marriage means a long distance relationship or a non-starship assignment to be with spouse.)
4. Home: Full GURPS Space write-up, which would include a [Planetary Record Sheet](#), of your home, planet, and system.
5. Personnel File: should follow from #1-#4 and provide in-game justification of all discretionary advantages disadvantages, and skills, especially any known psionic abilities. Check out [some examples on Memory Alpha](#) for inspiration.

Your GM reserves to right to make editorial changes to these submissions to ensure campaign integrity.

CHAPTER FOUR

PSIONICS



<https://www.douxreviews.com/2010/05/star-trek-where-no-man-has-gone-before.html/>

[GURPS Psionic Powers](#) will be used to cover most character's psionic abilities. A notable exception are [Vulcans psionic abilities](#), which are detailed in the library computer.

Since adding a Code of Honor (Psychics) or Secret (Psionic) disadvantage after character creation will reduce your character's point total by 10 points, it's recommended that psionic character's take one of these two disadvantages during character creations, so they can take make use of the 10 points the disadvantage gives them.

PREREQUISITES FOR PSIONIC ABILITIES

Psionic abilities require two prerequisites:

- Being a member of a psionic species, e.g. Vulcan *OR* an Unusual Background for being a psionic member of a nonpsionic species, e.g. 5 points for a Human
- Code of Honor (Psychics) [-10] for Starfleet trained psychics *OR* Secret (Psionic) [-10] for unsanctioned psionic abilities.

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 official Steve Jackson Games supplements.



**Download
Version 4.10**



Released October 28, 2017

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 \$16.00 (as of 1 January 2022). 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 with 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 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.