

GURPS *Unofficial UltraLite* 150-Point Character Sheet: **Star Trek One-Shot**

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|--|----------|-----------|-----------|-----------|-----------|-----------|------|
| ATTRIBUTES <i>The sum of your three attributes must be 34.</i> [80] | | | | | | | |
| Vitality (VT) 8♀ | 9 | 10 | 11 | 12 | 13 | 14 | |
| Punch | 1d-5 | 1d-4 | 1d-3 | 1d-2 | 1d-1 | 1d | 1d+1 |
| Dexterity (DX) | 9 | 10 | 11 | 12 | 13 | 14 | |
| Intelligence (IQ) | 9 | 10 | 11 | 12 | 13 | 14 | |

NAME: _____
 Description: _____

Basic Speed = _____ **Dodge** = _____
 = (VT+DX)/4 = BS (round down) + 3

Academics! Wildcard Skill [24-2 = 22]

Academics lieutenants have a breadth of academic knowledge covering all physical science. (The life and social sciences are the purview of the Medical and Counseling Departments, respectively.) They are familiar with the use of data collection equipment, and in the proper care and handling of chemicals and radioactive material. *Academics! skill already includes Astronomy and Mathematics (Applied), so you can bubble those skills in for free.*

STARFLEET ABILITIES *(To have access to an ability, you must fill all of its boxes or circles.)* [41]

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|---|---|---|
| <p>Advantages</p> <ul style="list-style-type: none"> ■ Fit ■ ■ ■ ■ Rank 4 (Lieutenant) ■ Resistant: disease +3 ■ Social Regard 1 (Respected) <p>Disadvantages</p> <ul style="list-style-type: none"> ■ ■ Code of Honor (Starfleet) ■ ■ ■ Duty (Starfleet) ■ ■ ■ Sense of Duty (Federation) | <p>Skills</p> <ul style="list-style-type: none"> ● Beam Weapons (Pistol) DX ● Computer Operation Aid IQ ● ● E Op (Communications) IQ ● ● E Op (Matter Transmitters) IQ ● ● E Op (Scientific) IQ ● First Aid IQ ● ● Free Fall DX ● ● ● ● History (Recent Fed.) IQ ● ● ● ● Law (Fed. Interstellar) IQ ● ● Leadership IQ ● ● Navigation (Space) IQ ● ● Piloting (Contragravity) DX ● Savoir-Faire (Military) IQ ● Spacer (Military) IQ ● Swimming VT ● ● Vacc Suit DX | <p>Skills <i>Choose 18 circles</i></p> <ul style="list-style-type: none"> ○○○○ Astronomy IQ ○○○○ Body Sense DX ○○○○ Engineer (Electronics) IQ ○○○○ Expert Skill (Military Sci.) IQ ○○○○ Expert Skill (Xenology) IQ ○○○○ Judo DX ○○○○ Mathematics (Applied) IQ ○○ Research IQ ○○○○ Shiphandling (Starship) IQ ○○ Survival IQ ○○ Writing IQ |
| <p>ACADMEICS ABILITIES [10]</p> <p>Advantage <i>Choose 2 boxes</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> Absolute Timing <input type="checkbox"/> Intuitive Mathematician <input type="checkbox"/> Photographic Memory <p>Disadvantage</p> <ul style="list-style-type: none"> ■ Curious (CR ≤12) | | |

| <p>EQUIPMENT</p> <p>PHASER — Beam Weapons (Pistol) skill <i>(see table at right)</i></p> <p>COMMUNICATOR — E Op (Communications) skill</p> <p>Use Range*</p> <p>person-to-person 1,000 miles</p> <p>person-to-ship 30,000 miles</p> <p>TRICORDER — E Op (Scientific) skill</p> <table border="1"> <thead> <tr> <th>Mode</th> <th>Purpose</th> <th>Range*</th> </tr> </thead> <tbody> <tr> <td>Imaging</td> <td>shape and location of objects</td> <td>100 miles</td> </tr> <tr> <td>Search</td> <td>track moving objects</td> <td>100 miles</td> </tr> <tr> <td>Radscan</td> <td>detect radiation and magnetism</td> <td>n/a</td> </tr> <tr> <td>Scan</td> <td>composition of nonliving objects</td> <td>2000 yards</td> </tr> <tr> <td>Bioscan</td> <td>vital signs and biochemical info</td> <td>2000 yards</td> </tr> </tbody> </table> <p>* Range +/- 10% based on margin of success</p> | Mode | Purpose | Range* | Imaging | shape and location of objects | 100 miles | Search | track moving objects | 100 miles | Radscan | detect radiation and magnetism | n/a | Scan | composition of nonliving objects | 2000 yards | Bioscan | vital signs and biochemical info | 2000 yards | <p>TYPE 2 PHASER</p> <table border="1"> <thead> <tr> <th>#:</th> <th>Setting</th> <th>Damage</th> <th>Acc</th> <th>Range</th> </tr> </thead> <tbody> <tr> <td>1:</td> <td>Base Cycle Stun</td> <td>VT-8 sec. stun</td> <td>6</td> <td>40/80</td> </tr> <tr> <td>2:</td> <td>Stun</td> <td>VT-2 min. stun</td> <td>6</td> <td>14/44</td> </tr> <tr> <td>3:</td> <td>Heavy Stun</td> <td>VT-3 min. stun</td> <td>6</td> <td>23/70</td> </tr> <tr> <td>4:</td> <td>Light Heat</td> <td>2d4-1 burn</td> <td>6</td> <td>178/534</td> </tr> <tr> <td>5:</td> <td>Heat</td> <td>d6+d8-1 burn</td> <td>6</td> <td>158/476</td> </tr> <tr> <td>6:</td> <td>Heavy Heat</td> <td>d8+d10 burn</td> <td>6</td> <td>200/600</td> </tr> <tr> <td>7:</td> <td>Laser Torch</td> <td>8d6(x2) burn</td> <td>6</td> <td>C,1</td> </tr> <tr> <td>8:</td> <td>Disrupt-A</td> <td>2d4-1 cr, exp</td> <td>6</td> <td>256/1068</td> </tr> <tr> <td>9:</td> <td>Disrupt-B</td> <td>d6+d8-1 cr, exp</td> <td>6</td> <td>316/952</td> </tr> <tr> <td>10:</td> <td>Disrupt-C</td> <td>d8+d10 cr, exp</td> <td>6</td> <td>400/1200</td> </tr> <tr> <td>11:</td> <td>Disintegrate-A</td> <td>d6+d8-1(x3) burn</td> <td>6</td> <td>476/1429</td> </tr> <tr> <td>12:</td> <td>Disintegrate-B</td> <td>d8+d10(x3) burn</td> <td>6</td> <td>600/1800</td> </tr> </tbody> </table> | #: | Setting | Damage | Acc | Range | 1: | Base Cycle Stun | VT-8 sec. stun | 6 | 40/80 | 2: | Stun | VT-2 min. stun | 6 | 14/44 | 3: | Heavy Stun | VT-3 min. stun | 6 | 23/70 | 4: | Light Heat | 2d4-1 burn | 6 | 178/534 | 5: | Heat | d6+d8-1 burn | 6 | 158/476 | 6: | Heavy Heat | d8+d10 burn | 6 | 200/600 | 7: | Laser Torch | 8d6(x2) burn | 6 | C,1 | 8: | Disrupt-A | 2d4-1 cr, exp | 6 | 256/1068 | 9: | Disrupt-B | d6+d8-1 cr, exp | 6 | 316/952 | 10: | Disrupt-C | d8+d10 cr, exp | 6 | 400/1200 | 11: | Disintegrate-A | d6+d8-1(x3) burn | 6 | 476/1429 | 12: | Disintegrate-B | d8+d10(x3) burn | 6 | 600/1800 |
|---|----------------------------------|------------------|--------|----------|-------------------------------|-----------|--------|----------------------|-----------|---------|--------------------------------|-----|------|----------------------------------|------------|---------|----------------------------------|------------|---|----|---------|--------|-----|-------|----|-----------------|----------------|---|-------|----|------|----------------|---|-------|----|------------|----------------|---|-------|----|------------|------------|---|---------|----|------|--------------|---|---------|----|------------|-------------|---|---------|----|-------------|--------------|---|-----|----|-----------|---------------|---|----------|----|-----------|-----------------|---|---------|-----|-----------|----------------|---|----------|-----|----------------|------------------|---|----------|-----|----------------|-----------------|---|----------|
| Mode | Purpose | Range* | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Imaging | shape and location of objects | 100 miles | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Search | track moving objects | 100 miles | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Radscan | detect radiation and magnetism | n/a | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Scan | composition of nonliving objects | 2000 yards | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bioscan | vital signs and biochemical info | 2000 yards | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| #: | Setting | Damage | Acc | Range | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1: | Base Cycle Stun | VT-8 sec. stun | 6 | 40/80 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2: | Stun | VT-2 min. stun | 6 | 14/44 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3: | Heavy Stun | VT-3 min. stun | 6 | 23/70 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4: | Light Heat | 2d4-1 burn | 6 | 178/534 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5: | Heat | d6+d8-1 burn | 6 | 158/476 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6: | Heavy Heat | d8+d10 burn | 6 | 200/600 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7: | Laser Torch | 8d6(x2) burn | 6 | C,1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8: | Disrupt-A | 2d4-1 cr, exp | 6 | 256/1068 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 9: | Disrupt-B | d6+d8-1 cr, exp | 6 | 316/952 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 10: | Disrupt-C | d8+d10 cr, exp | 6 | 400/1200 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 11: | Disintegrate-A | d6+d8-1(x3) burn | 6 | 476/1429 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 12: | Disintegrate-B | d8+d10(x3) burn | 6 | 600/1800 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |