

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

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

COMMAND! Wildcard Skill [24-2-2-2-1 = 24-7 = 17]

Command lieutenants have the training and experience to holistically analyze any situation and efficiently coordinate available resources to resolve it. They command the crews and handle the flight and combat controls systems of starships, starbases, and ground-based Starfleet facilities. In the field, they can pilot anything, fire ship or vehicle mounted weapons, and operate defensive force shields. Command! skill does not cover influencing those who do not recognize their authority (they assign Counseling officers for that); nor does it include the use of personal weapons and tactics (the purview of the Security department). *Command! skill includes Shiphandling (Starship), so you can bubble that skill in for free.*

STARFLEET ABILITIES <i>(To have access to an ability, you must fill all of its boxes or circles.)</i> [41]		
<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 Choose 18 circles</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>COMMAND BONUSES [7]</p> <ul style="list-style-type: none"> ● Motivational Speaker Perk: give an inspirational speech and receive “penny pips” based on your margin of success ● Choose 6 more circles above
<p>COMMAND ABILITIES [5]</p> <p>Advantages Choose 3 boxes</p> <ul style="list-style-type: none"> □ □ □ Intuition □ □ □ Luck (best of 3 rolls / hour) □ □ □ Serendipity <p>Disadvantage</p> <ul style="list-style-type: none"> ■ ■ Obsession (Captain Starship) 		

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