

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

Counseling! Wildcard Skill [24]

Counseling officers are trained to observe, analyze, and influence sapient beings. They have intuitive knowledge of sapient behavior and general knowledge of the galaxy's cultures. Counseling! does not cover quick-fix shock tactics, such as fast-talk or intimidation. It does cover thoughtful and subtle techniques which, though time and resource consuming, have deeper and more permanent effects.

STARFLEET ABILITIES *(To have access to an ability, you must fill all of its boxes or circles.)* [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>COUNSELING ABILITIES [10]</p> <p>Advantage</p> <ul style="list-style-type: none"> ■ ■ ■ ■ Xeno-Adaptability <p>Disadvantage</p> <ul style="list-style-type: none"> ■ ■ Xenophilia (CR ≤12) 		

EQUIPMENT

PHASER — Beam Weapons (Pistol) skill <i>(see table at right)</i>		
COMMUNICATOR — E Op (Communications) skill		
Use	Range*	
person-to-person	1,000 miles	
person-to-ship	30,000 miles	
TRICORDER — E Op (Scientific) skill		
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
* Range +/- 10% based on margin of success		

TYPE 2 PHASER

#:	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