

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

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

NAME: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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

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

Operator lieutenants are expected to operate ship's systems and use hand-held devices employed by Starfleet (weapon systems being an exception). While their understanding of computer software goes well into cinematic territory, the Operator! wildcard confers no skill with computer hardware (the purview of Engineering). The proper care and handling of dangerous materials is also included. The Operator! wildcard does not cover the *repair* of any ship's systems or hand-held devices; but note that Electronics Repair/TL skills default to Operator!-3.

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

<p><b>Advantages</b></p> <ul style="list-style-type: none"> <li>■ Fit</li> <li>■ ■ ■ Rank 4 (Lieutenant)</li> <li>■ Resistant: disease +3</li> <li>■ Social Regard 1 (Respected)</li> </ul> <p><b>Disadvantages</b></p> <ul style="list-style-type: none"> <li>■ ■ Code of Honor (Starfleet)</li> <li>■ ■ ■ Duty (Starfleet)</li> <li>■ ■ ■ Sense of Duty (Federation)</li> </ul>	<p><b>Skills</b></p> <ul style="list-style-type: none"> <li>● Beam Weapons (Pistol) DX</li> <li>● Computer Operation Aid IQ</li> <li>● ● E Op (Communications) IQ</li> <li>● ● E Op (Matter Transmitters) IQ</li> <li>● ● E Op (Scientific) IQ</li> <li>● First Aid IQ</li> <li>● ● Free Fall DX</li> <li>● ● ● ● History (Recent Fed.) IQ</li> <li>● ● ● ● Law (Fed. Interstellar) IQ</li> <li>● ● Leadership IQ</li> <li>● ● Navigation (Space) IQ</li> <li>● ● Piloting (Contragravity) DX</li> <li>● Savoir-Faire (Military) IQ</li> <li>● Spacer (Military) IQ</li> <li>● Swimming VT</li> <li>● ● Vacc Suit DX</li> </ul>	<p><b>Skills</b> <i>Choose 18 circles</i></p> <ul style="list-style-type: none"> <li>○○○○ Astronomy IQ</li> <li>○○○○ Body Sense DX</li> <li>○○○○ Engineer (Electronics) IQ</li> <li>○○○○ Expert Skill (Military Sci.) IQ</li> <li>○○○○ Expert Skill (Xenology) IQ</li> <li>○○○○ Judo DX</li> <li>○○○○ Mathematics (Applied) IQ</li> <li>○○ Research IQ</li> <li>○○○○ Shiphandling (Starship) IQ</li> <li>○○ Survival IQ</li> <li>○○ Writing IQ</li> </ul>
<p><b>OPERATOR ABILITIES</b> [15]</p> <p><b>Advantages</b></p> <ul style="list-style-type: none"> <li>■ ■ ■ Daredevil (+1 to take risks)</li> <li>■ Gizmo 1</li> </ul> <p><b>Disadvantage</b></p> <ul style="list-style-type: none"> <li>■ Overconfidence (CR ≤12)</li> </ul>		

**EQUIPMENT**

**PHASER** — Beam Weapons (Pistol) skill *(see table at right)*

**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