

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

Security! Wildcard Skill [24-1 = 23]

Security lieutenants are expected to be effective personal combatants and sentries. Security! covers all hand weapons, martial arts, personal shields, even throwing "rocks" to do damage (e.g. grenades, not knives). This allows for the use, care, maintenance, modification, and assembly (not the design) of these weapons, which includes all personal energy and melee weapons and shields, but not grenades nor explosives. On the mental side of things, Security! includes individual and small unit tactics, and large scale strategy, though the later is limited to land and sea (i.e. 2-dimensional) conflicts. Security! also covers intimidation to encourage complaint behavior, and both mundane and technological methods of monitoring people, places, and things. *Security! skill already includes Judo, so you can bubble that skill in for free.*

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 <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>SECURITY ABILITIES [5]</p> <p>Advantages</p> <ul style="list-style-type: none"> ■ ■ ■ Combat Reflexes (+1 Dodge) <p>Disadvantage</p> <ul style="list-style-type: none"> ■ ■ Unluckiness 		

EQUIPMENT

<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>Radsan</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	Radsan	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
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