

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

Vulcan Cadet [35]

VT +5/+4 (Male/Female)

- Change your rank from Lieutenant to Cadet

Advantages

- Acute Hearing +2
- Acute Smell +5 *Female only*
- Mind Meld
- Nerve Pinch

Disadvantages

- Code of Honor (Psychic's)
- Devotion to Logic
- Law Abiding (C.R. ≤12)
- No Sense of Humor
- Truthfulness (C.R. ≤12)

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

Advantages

- Fit
- Rank 4 (Lieutenant)
- Resistant: disease +3
- Social Regard 1 (Respected)

Disadvantages

- Code of Honor (Starfleet)
- Duty (Starfleet)
- Sense of Duty (Federation)

Skills

- 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

Skills *Choose 18 circles*

- 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

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