

GURPS®

Fourth Edition

TEMPLATE TOOLKIT™ 3 STARSHIP CREW



Written by **SEAN PUNCH**
Illustrated by **DEAN SPENCER**

GURPS System Design ■ **STEVE JACKSON**

GURPS Line Editor ■ **SEAN PUNCH**

GURPS Project Manager ■ **STEVEN MARSH**

Production Artist ■ **NIKOLA VRTIS**

GURPS FAQ Maintainer ■

VICKY "MOLOKH" KOLENKO

Chief Executive Officer ■ **PHILIP REED**

Chief Creative Officer ■ **SAM MITSCHKE**

Chief Operating Officer ■ **SUSAN BUENO**

Director of Sales ■ **ROSS JEPSON**

Page Design ■ **PHIL REED** and **JUSTIN DE WITT**

Prepress Checker ■ **NIKOLA VRTIS**

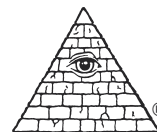
GURPS, *Pyramid*, Warehouse 23, the pyramid logo, *Template Toolkit*, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license.
GURPS Template Toolkit 3: Starship Crew is copyright © 2020 by Steve Jackson Games Incorporated.
Some artwork © 2015, 2020 Dean Spencer, used with permission, deanspencerart.com. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

STEVE JACKSON GAMES

Stock #37-0158

Version 1.0 – July 2020



CONTENTS

INTRODUCTION	2
About the Author	2
1. JOB OPENINGS	3
Everyman Advantages	3
Everyman Disadvantages	3
Everyman Skills	4
Forethought	4
Nonhumans?	4
Commander	4

Helmsman	4
Operations Officer	5
Piloting	5
Enhanced Dodge (Piloting)	5
Tactical Officer	6
Engineer	6
Medical Officer	7
Science Officer	7
Higher Purpose	7
Security Officer	8

Loadmaster	8
Steward	9
Customization	9

2. ASSEMBLING

A CREW	10
All Three?	10
The Few, The Brave	10
Everybody Has	
A Part To Play	10
Department Heads	11
A Gifted Crew	11
Omnicompetent	11
Jack of All Trades	11
Further Reading	11

ABOUT GURPS

Steve Jackson Games is committed to full support of **GURPS** players. We can be reached by email: info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what’s new at gurps.sjgames.com.

Warehouse 23. Our online store offers **GURPS** print items, plus PDFs of our books, supplements, adventures, play aids, and support . . . including exclusive material available only on Warehouse 23! Just head over to warehouse23.com.

Pyramid (pyramid.sjgames.com). For 10 years, our PDF magazine *Pyramid* included new rules and articles for **GURPS**, plus systemless locations, adventures, and more. The entire 122-issue library is available at Warehouse 23!

Internet. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. You can also join us at facebook.com/sjgames or twitter.com/sjgames. Share your brief campaign teasers

with #GURPSHook on Twitter. Or explore that hashtag for ideas to add to your own game! The web page for **GURPS Template Toolkit 3: Starship Crew** can be found at gurps.sjgames.com/starshipcrew.

Store Finder (storefinder.sjgames.com): Discover nearby places to buy **GURPS** items and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

Bibliographies. Bibliographies are a great resource for finding more of what you love! We’ve added them to many **GURPS** book web pages with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for **GURPS** releases are available at sjgames.com/errata/gurps.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

INTRODUCTION

A faster-than-light (FTL) spaceship – a *starship* – makes a great base of operations for adventurers! But even the smallest ship is *complex*. It demands a team of specialists to manage the technology, the missions, and the crew. Deciding who does what – and using which skills – demands considerable effort.

GURPS Template Toolkit 3: Starship Crew aims to reduce the workload. It contains a carefully balanced *set* of 10 character templates consistent with popular approaches to space opera and “softer” starfaring science fiction. These don’t assume a setting – if FTL travel exists, they’ll work!



ABOUT THE AUTHOR

Sean Punch set out to become a particle physicist in 1985 and ended up as **GURPS** Line Editor in 1995. In that capacity, he has written, edited, or contributed to some 150 **GURPS** releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as the lead creator of the **GURPS Dungeon Fantasy** series, which led to his design of the **Dungeon Fantasy Roleplaying Game**, released in 2017. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango (and occasionally tending bar). He lives in Montréal, Québec with *son amour*, Geneviève.

CHAPTER ONE

JOB OPENINGS

These character templates divvy up *typical* shipboard tasks. Not every starship needs all 10. Then again, some may be required in plural – thus, each offers many choices to help players fill similar roles with different people.

While these are moderately realistic 150-point templates, each offers two 50-point lenses for higher-powered games:

Legendary: Use this in a campaign where every PC is a distinguished expert – or the boss of NPCs who use the base template.

Multi-Role: Use this to add the key abilities of *this* template to *another* template in a campaign where everyone wears several hats. If points in a trait don't add up to a full or permitted level, buy the highest level possible and use the rest to customize.

For more on these topics, see Chapter 2.

To save space, all 10 templates refer to some lists of traits for choices that transcend role. Where a template calls out such a trait, the level or specialty it gives *supersedes* the generic one, unless the GM agrees it's possible to have both (e.g., two Area Knowledge skills). Generic and specific levels never *add*.

Everyman Advantages

Each template sets aside 30 points for advantages and perks suitable for *any* starship crewmember.

Advantage	Point Cost	Notes
3D Spatial Sense	10	
Alien Friend	5/level	
Born Spacer	5/level	
Cultural Familiarities	1-2/culture	
Cybernetics (any available)	Varies	
Deep Sleeper	1	
Fearlessness	2/level	
Fit	5	
G-Experience	1-10	
Gizmos 1	5	
Improved G-Tolerance	5 or 10	
Languages (any)	1-6/language	
Less Sleep 1-4	2/level	
Luck	15 or 30	
Patron (Ship's owner or provider)	Varies	[1]
Rank (Merchant or Military)	5/level	[2]
Reputation	Varies	
Resistant to Acceleration (+3)	1	
Resistant to Space Sickness (+3 or +8)	1 or 2	
Serendipity	15/level	
Suit Familiarity (Vacc Suit)	1	

Notes

[1] For corporate or government campaigns where *all* PCs have the Patron.

[2] For merchant-marine, military, and scout campaigns. The commander (p. 4) normally has the highest Rank aboard ship.

Everyman Disadvantages

Each template also earmarks -40 points to be chosen from a common disadvantage list.

Disadvantage	Point Cost	Notes
Chummy or Gregarious	-5 or -10	
Code of Honor (Mercenary's or Soldier's)	-10	[1]
Code of Honor (Pirate's)	-5	[2]
Compulsive Carousing or Gambling	-5*	[3]
Duty (To ship's owner or provider; 12 or 15 or less)	-10 or -15	[4]
Enemies (Rival ship, skip tracers, former owner, etc.)	Varies	
Honesty	-10*	
Intolerance (Rival civilization or species) or Xenophilia	-5 or -10*	
Lecherousness	-15*	[3]
Pacifism (Reluctant Killer, Cannot Harm Innocents, or Self-Defense Only)	-5, -10, or -15	
Phobia (Open Spaces or Crowds)	-10* or -15*	[5]
Sense of Duty (Crew)	-5	
Social Stigma (Criminal Record)	-5	[2]
Workaholic	-5	

* Multiplied for self-control number; see p. B120.

Notes

[1] For military campaigns.

[2] For pirate crew.

[3] Stereotypical, and rarer if ships have bars, or holoventure, sensie, or VR tech.

[4] For corporate, government, or military campaigns where *all* PCs have a Duty (and usually Patron or Rank).

[5] "Open spaces" excludes outer space viewed from the safety of a starship interior. "Crowds" excludes crewmates.



Everyman Skills

Each template reserves 10 points for skills *anyone* might have: Beam Weapons (any), Brawling, or Guns (any), all (E) DX [1]; Sports (any) (A) DX-1 [1]; Body Sense* (H) DX-2 [1]; Hobby Skill (any) (E) DX or IQ [1]; Professional Skill (any) (A) DX-1 or IQ-1 [1]; Area Knowledge (any), Current Affairs (any), First Aid, Games (any), Gesture†, or Housekeeping, all (E) IQ [1]; Gambling or Streetwise, both (A) IQ-1 [1]; Carousing (E) HT [1]; or Body Language† or Lip Reading†, both (A) Per-1 [1].

* For settings with matter transmission.

† For when communicators fail in space.

FORETHOUGHT

These templates are “setting agnostic.” They offer all the traits crewmembers *might* need to do their jobs. The GM must adjust the specifics to the campaign – starting with suitable tech levels for technological skills (p. B168)!

Skills with specialties (p. B169) require background-appropriate choices. In particular, Mechanic and Navigation use “FTL” as a placeholder for whatever tech enables faster-than-light travel in the setting: hyperspace drive, jump drive, warp drive, etc.

Skills don’t imply the existence of tech! For instance, Armoury (Force Shields) and Battlesuit don’t bring force screens and battlesuits into existence or common use – they just signal which crewmembers work with them in settings that have them.

For more on which skills go with what tech, see **GURPS Spaceships**.

Something similar holds true for social traits. A Patron – or a service that uses Rank – may provide starships and demand a Duty. Ships might be stolen, giving an Enemy. Either would touch the *whole crew*. Or perhaps anyone with enough Wealth (or Debt!) can own a ship. In all cases, the right to *pilot* the vessel may require a License perk.

NONHUMANS?

Racial templates for aliens, androids, and other nonhumans are common in starfaring settings. Players may buy these with points earmarked for Everyman Advantages (if racial cost is positive) or Everyman Disadvantages (if negative). If traits on the character template duplicate racial traits, add their point value to the points available for customization (p. 9).

COMMANDER

150 points

You direct and speak for the crew. While not *necessarily* smarter or better than them, you have the knack of command. On a corporate vessel, you’re also the manager. If the ship is neither military nor corporate, you might *own* it!

Attributes: ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0].

Advantages: Charisma 1 [5] and Intuitive Admiral 1 [10].

• Another 30 points in better attributes, Everyman Advantages (p. 3), or Appearance [Varies], Business Acumen [10/level], Charisma 2+ [5/level], Courtesy Rank [1/level], Explorer [5/level], Headhunter [1], Higher Purpose (Save my ship!) [5], Honest Face [1], Indomitable [15], Intuition [15], Intuitive Admiral 2-4 [10/level], License (Pilot’s) [1], Penetrating Voice [1], Rapier Wit [5], Smooth Operator [15/level], Unfazeable [15], or Wealth [Varies].

Disadvantages: A total of -40 points in Everyman Disadvantages (p. 3) or Debt [-1 to -20], Greed [-15*], Guilt Complex [-5], Jealousy [-10], Overconfidence [-5*], Selfish or Selfless [-5*], Stubbornness [-5], or Trickster [-15*].

Primary Skills: Leadership (A) IQ+2 [2]-15†‡; Shiphandling (Starship) (H) IQ+2 [8]-15‡; and Spacer (E) IQ+2 [2]-15‡.

Secondary Skills: Administration, Electronics Operation (Comm), Electronics Operation (Sensors), Navigation (FTL), and Navigation (Space), all (A) IQ [2]-13; Strategy (Space) (H) IQ [2]-13‡; and Free Fall, Piloting (Main), Piloting (Secondary), and Vacc Suit, all (A) DX+1 [4]-12. • *Two* of Diplomacy (H) IQ-1 [2]-12, Intimidation (A) Will [2]-13, or Detect Lies (H) Per-1 [2]-12.

Background Skills: Computer Operation (E) IQ [1]-13. • A total of 10 points in Everyman Skills (p. 4) or Gunner (any) (E) DX [1]-11; Savoir-Faire (Military) (E) IQ+1 [1]-14‡; Savoir-Faire (High Society) (E) IQ [1]-13; Artillery (Guided Missile), Electronics Operation (any other), Fast-Talk, or Merchant, all (A) IQ-1 [1]-12; Expert Skill (Military Science) or Intelligence Analysis, both (H) IQ-1 [1]-12‡; or Tactics (H) IQ-2 [1]-11.

* Multiplied for self-control number; see p. B120.

† Includes +1 for Charisma.

‡ Includes +1 for Intuitive Admiral.

Lenses

Legendary: +1 to DX [20] and +1 to IQ [20]. • +1 to Intuitive Admiral [10], even if that boosts it above the usual limit of four levels. • Raise skills to match! +50 points.

Multi-Role: +1 to IQ [20]. • Charisma 1† [5] and Intuitive Admiral 1‡ [10]. • Piloting (Main) and Piloting (Secondary), both (A) DX [2]; Leadership (A) IQ+1†‡ [1]; Administration, Navigation (FTL), and Navigation (Space), all (A) IQ [2]; and Shiphandling (Starship) (H) IQ+1‡ [4]. +50 points.

HELMSMAN

150 points

You’re the ship’s best pilot, and possibly second in command. You plot courses and steer – and dodge debris and missiles! Although many helmsmen have a fighter jock’s independence and daring, that isn’t *required*.

Attributes: ST 10 [0]; DX 12 [40]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: 3D Spatial Sense [10]; Hot Pilot 2 [10]; and Resistant to Acceleration (+8) [2]. • Another 30 points in better attributes, Everyman Advantages (p. 3), or Acute Vision [2/level], Combat Reflexes [15], Daredevil [15], Enhanced Dodge 1-3 (Piloting) [5/level], Explorer [5/level], Hot Pilot 3-4 [5/level], Intuitive Mathematician [5], License (Pilot's) [1], Perfect Balance [15], or Unfazeable [15].

Disadvantages: A total of -40 points in Everyman Disadvantages (p. 3) or Impulsiveness [-10*], Jealousy [-10], On the Edge [-15*], or Overconfidence [-5*].

Primary Skills: Navigation (FTL) (A) IQ+3 [4]-15†; Navigation (Space) (A) IQ+3 [1]-15†‡; Piloting (Main) (A) DX+3 [2]-15†‡; and Piloting (Secondary) (A) DX+3 [2]-15†‡.

Secondary Skills: Area Knowledge (Interplanetary State or Galaxy) (E) IQ+1 [2]-13; Cartography and Electronics Operation (Sensors), both (A) IQ+1 [4]-13; and Astronomy and Shiphandling (Starship), both (H) IQ [4]-12.

Background Skills: Computer Operation (E) IQ [1]-12; Free Fall (A) DX+1 [1]-13†; Leadership IQ-1 [1]-11; Spacer (E) IQ [1]-12; and Vacc Suit (A) DX [2]-12. • A total of 10 points in Everyman Skills (p. 4) or Gunner (any) (E) DX+2 [1]-14‡; Piloting (any other) (A) DX+2 [1]-14†‡; Artillery (Guided Missile) or Electronics Operation (any other), both (A) IQ-1 [1]-11; or Strategy (Space) or Tactics, both (H) IQ-2 [1]-10.

* Multiplied for self-control number; see p. B120.

† 3D Spatial Sense gives +1 to Piloting, +2 to Free Fall and Navigation.

‡ Includes +2 for Hot Pilot.

Lenses

Legendary: +1 to DX [20] and +1 to IQ [20]. • +2 to Hot Pilot [10], even if that boosts it above the usual limit of four levels. • Raise skills to match! +50 points.

Multi-Role: +1 to DX [20]. • 3D Spatial Sense† [10] and Hot Pilot 2‡ [10]. • Area Knowledge (Interplanetary State or Galaxy) (E) IQ [1]; Astronomy (H) IQ-1 [2]; Cartography (A) IQ [2]; Navigation (FTL) (A) IQ+2† [2]; Navigation (Space) (A) IQ+3†‡ [1]; Piloting (Main) (A) DX+2†‡ [1]; and Piloting (Secondary) (A) DX+2†‡ [1]. +50 points.

OPERATIONS OFFICER

150 points

You're the bridge officer who handles all systems unrelated to fighting and piloting – especially communications (demanding a calm manner, clear voice, and language skills) and sensors. You also have a way with the ship's computers that sometimes strays into “dorky hacker” territory.

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].



Piloting

For Piloting, “Main” is generally one of FTL, High-Performance Spacecraft, or Hyperspace. “Secondary” is another of those – or Aerospace, Contragravity, Lightsail, or Low-Performance Spacecraft. These choices are setting-dependent! In backgrounds where stardrives use Navigation, not Piloting, the main specialty is High-Performance Spacecraft; in those where steering at superluminal speeds is possible, the main specialty is FTL or Hyperspace, making High-Performance Spacecraft secondary.

Enhanced Dodge (Piloting)

Helmsmen – and at the GM's option, *anyone* with Piloting – can take a special version of Enhanced Dodge (p. B51):

Enhanced Dodge (Piloting): Gives +1 per level to vehicular Dodge (p. B375) with a vehicle operated using the Piloting skill. 5 points/level.

Advantages: Circuit Sense 3 [15]; Compartmentalized Mind 1 (Multi-Tasking)† [25]; and Language (Native) [6]. • Another 30 points in better attributes, Everyman Advantages (p. 3), or Acute Hearing [2/level], Born to be Wired [5/level], Circuit Sense 4 [5], Computer Wizard [5/level], Eidetic Memory [5] or Photographic Memory [10], Language Talent [10], or Voice [10].

Disadvantages: A total of -40 points in Everyman Disadvantages (p. 3) or Addiction (VR) [-10], Clueless [-10], Code of Honor (Hacker's Code) [-5], Curious [-5*], Oblivious [-5], Slow Riser [-5], or Squeamish [-10*].

Primary Skills: Computer Operation (E) IQ+2 [4]-15; and Electronics Operation (Comm), Electronics Operation (Sensors), Electronics Repair (Comm), Electronics Repair (Computers), and Electronics Repair (Sensors), all (A) IQ+2 [1]-15‡.

Secondary Skills: Research (A) IQ [2]-13; Computer Programming, Diplomacy, and Expert Skill (Computer Security), all (H) IQ [4]-13; and Cryptography (H) IQ-1 [2]-12.

Background Skills: Free Fall (A) DX+1 [4]-11; Spacer (E) IQ [1]-13; and Vacc Suit (A) DX+1 [4]-11. • A total of 10 points in Everyman Skills (p. 4) or Electrician, Electronics Operation (any other), or Electronics Repair (any other), all (A) IQ+2 [1]-15‡; Engineer (Electrical or Electronics) (H) IQ+1 [1]-14‡; or Linguistics or Mathematics (Applied, Computer Science, or Cryptology), both (H) IQ-2 [1]-11.

* Multiplied for self-control number; see p. B120.

† This variant – available to normal humans – subtracts its level from the number of *mundane* tasks you're doing at the same time when assessing multi-tasking penalties. You have just one mind for all other purposes (e.g., psionics).

‡ Includes +3 for Circuit Sense.

Lenses

Legendary: +1 to IQ [20]. • +1 to Circuit Sense [5] (even if that boosts it above the usual limit of four levels) *and* +1 to Compartmentalized Mind (Multi-Tasking) [25]. • Raise skills to match! +50 points.

Multi-Role: +1 to IQ [20]. • Circuit Sense 3‡ [15]. • Electronics Operation (Comm), Electronics Operation (Sensors), Electronics Repair (Comm), Electronics Repair (Computers), and Electronics Repair (Sensors), all (A) IQ+2‡ [1]; Computer Programming and Expert Skill (Computer Security), both (H) IQ [4]; *and* Cryptography (H) IQ-1 [2]. +50 points.



Intelligence Analysis, Strategy (Space), and Tactics, all (H) IQ+1‡ [2]; Expert Skill (Military Science) (H) IQ-2 [1]; *and three* of Gunner (any) (E) DX+2 [4]; or Artillery (any) or Electronics Operation (Force Shields), both (A) IQ+1 [4]. +50 points.

ENGINEER

150 points

You're the ship's mechanic and maintenance person. Your job is keeping everything in top shape, although the engines tend to be a priority. Being an *actual* engineer, skilled in system design, is somewhat cinematic but standard in the source material!

Attributes: ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0].

Advantages: Artificer 3 [30] *and* Versatile [5]. • Another 30 points in better attributes, Everyman Advantages (p. 3), or Artificer 4 [10], Eidetic Memory [5] *or* Photographic Memory [10], Equipment Bond (Tools) [1], Flexibility [5] *or* Double-Jointed [15], Gadgeteer [25], Gizmos 1-3 [5/gizmo], High Manual Dexterity 1-4 [5/level], Higher Purpose (Save my ship!) [5], or Single-Minded [5].

Disadvantages: A total of -40 points in Everyman Disadvantages (p. 3) or Attentive [-1], Bad Temper [-10*], Compulsive Behavior (Tinkering) [-5*], Overconfidence [-5*], or Stubbornness [-5].

Primary Skills: Electrician, Electronics Repair (Comm), Electronics Repair (Sensors), Mechanic (FTL Motive System Type), Mechanic (Power Plant Type), Mechanic (STL Motive System Type), *and* Mechanic (Vehicle Type), all (A) IQ+2 [1]-15‡.

Secondary Skills: Computer Operation (E) IQ [1]-13; Engineer (Starships) (H) IQ+1 [1]-14‡; Scrounging (E) Per+1 [2]-14; *and* Spacer (E) IQ [1]-13. • Six of Armoury (Force Shields, Heavy Weapons, *or* Vehicular Armor), Electronics Repair (any other), Machinist, or Mechanic (any other), all (A) IQ+2 [1]-15‡; Electronics Operation (any) IQ-1 [1]-12; or Engineer (any other) (H) IQ+1 [1]-14‡.

Background Skills: Computer Programming (H) IQ-1 [2]-12; Free Fall (A) DX [2]-11; Mathematics (Applied) (H) IQ-2 [1]-11; *and* Vacc Suit (A) DX [2]-11. • A total of 10 points in Everyman Skills (p. 4).

* Multiplied for self-control number; see p. B120.

‡ Includes +3 for Artificer.

TACTICAL OFFICER

150 points

You're in charge of the ship's weapons and defenses. You might be a bloodthirsty warrior who takes charge in combat, or a geeky military-academy graduate. This is an essential, senior post on *armed* vessels, but a nonexistent role on *unarmed* ones.

Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 6.00 [10]; Basic Move 6 [0].

Advantages: Born War-Leader 3 [15] *and* Combat Reflexes [15]. • Another 30 points in better attributes, Everyman Advantages (p. 3), or Acute Vision [2/level], Born War-Leader 4 [5], Danger Sense [15], Eye for Distance [1], Penetrating Voice [1], Resistant to Acceleration (+8) [2], or Unfazeable [15].

Disadvantages: A total of -40 points in Everyman Disadvantages (p. 3) or Bloodlust [-10*], Callous [-5], Overconfidence [-5*], Stubbornness [-5], or Wounded [-5].

Primary Skills: Leadership (A) IQ+2 [1]-14‡; *and* Intelligence Analysis, Strategy (Space), and Tactics, all (H) IQ+2 [2]-14‡. • Two of Gunner (any) (E) DX+3 [8]-14; or Artillery (any) or Electronics Operation (Force Shields), both (A) IQ+2 [8]-14.

Secondary Skills: Electronics Operation (Sensors) (A) IQ [2]-12; Expert Skill (Military Science) (H) IQ [4]-12; *and* Spacer (E) IQ+1 [2]-13. • One of Gunner (any other) (E) DX+2 [4]-13 or Artillery (any other) (A) IQ+1 [4]-13.

Background Skills: Computer Operation (E) IQ [1]-12; Free Fall (A) DX [2]-11; *and* Vacc Suit (A) DX [2]-11. • A total of 10 points in Everyman Skills (p. 4) or Gunner (any other) (E) DX [1]-11; Savoir-Faire (Military) (E) IQ+3 [1]-15‡; Armoury (Force Shields, Heavy Weapons, *or* Vehicular Armor), Artillery (any other), or Explosives (Demolition), all (A) IQ-1 [1]-11; or Intimidation (A) Will-1 [1]-11.

* Multiplied for self-control number; see p. B120.

‡ Includes +3 for Born War-Leader.

Lenses

Legendary: +1 to DX [20] *and* +1 to IQ [20]. • +2 to Born War-Leader [10], even if that boosts it above the usual limit of four levels. • Raise skills to match! +50 points.

Multi-Role: Choice of +1 to DX, IQ, or Basic Speed [20]. • Born War-Leader 2‡ [10]. • Leadership (A) IQ+1‡ [1];

MEDICAL OFFICER

150 points

Space is a harsh mistress, especially when it comes to collisions and battles. A crew far from civilization needs your medical skills. The isolation means you must monitor your colleagues' mental health, too. You might even be called upon to battle strange alien plagues!

Attributes: ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0].

Advantages: Healer 3 [30]. • Another 30 points in better attributes, Everyman Advantages (p. 3), or Common Sense [10], Gizmos 1-3 [5/gizmo], Healer 4 [10], High Manual Dexterity 1-4 [5/level], Higher Purpose (Medic!) [5], License (Medical) [1], Resistant to Disease (+3 or +8) [3 or 5], or Sensitive [5] or Empathy [15].

Disadvantages: A total of -40 points in Everyman Disadvantages (p. 3) or Attentive [-1], Careful [-1], Charitable [-15*], Code of Honor (Hippocratic Oath) [-5], Curious [-5*], Guilt Complex [-5], Pacifism (Cannot Kill) [-15], Phobia (Dirt) [-10*], Post-Combat Shakes [-5*], Selfless [-5*], Social Stigma (License Revoked) [-5], or Vow (Refuse no request for medical aid) [-10].

Primary Skills: Diagnosis, Physician, and Psychology, all (H) IQ+2 [2]-15†; and Surgery (VH) IQ+2 [4]-15†.

Secondary Skills: Electronics Operation (Medical) (A) IQ+1 [4]-14; Mechanic (Life Support) (A) IQ [2]-13; and Pharmacy (Synthetic) and Physiology (any), both (H) IQ+1 [1]-14†. • Three of NBC Suit (A) DX [2]-11; Hazardous Materials (any) or Research, both (A) IQ [2]-13; Bioengineering (any), Expert Skill (Epidemiology or Xenology), or Poisons, all (H) IQ-1 [2]-12; or Biology (any) (VH) IQ-2 [2]-11.

Background Skills: Computer Operation (E) IQ [1]-13; Free Fall (A) DX [2]-11; Spacer (E) IQ [1]-13; and Vacc Suit (A) DX [2]-11. • A total of 10 points in Everyman Skills (p. 4).

* Multiplied for self-control number; see p. B120.

† Includes +3 for Healer.

Lenses

Legendary: +2 to IQ [40]. • +1 to Healer [10], even if that boosts it above the usual limit of four levels. • Raise skills to match! +50 points.

Multi-Role: +1 to IQ [20]. • Healer 1† [10]. • Electronics Operation (Medical) and Mechanic (Life Support), both (A) IQ-1 [1]; Diagnosis and Physician, both (H) IQ+1† [4]; Pharmacy (Synthetic), Physiology (any), and Psychology, all (H) IQ† [2]; and Surgery (VH) IQ† [4]. +50 points.

SCIENCE OFFICER

150 points

You're the ship's scientist. Not all vessels need someone like you – but even in a realistic setting, space is full of phenomena that require an expert to understand. In a cinematic universe

HIGHER PURPOSE

These templates mention two examples of Higher Purpose (p. B59):

Higher Purpose (“Medic!”): +1 to all success rolls made to aid injured crew or passengers (DX, Dodge, and movement skill rolls to reach them, medical skill rolls to treat them, etc.) whenever this puts *you* at risk.

Higher Purpose (“Save my ship!”): +1 to all success rolls made to save the starship (vehicular Dodge rolls, NBC Suit rolls to don a radiation suit and fix the reactor, repair rolls, etc.) whenever this puts *you* in danger.

In either case, if you decide not to act when you could, you earn no character points for that game session – so don't take this trait if you prefer to weigh risks rationally!

with wormholes, mysterious radiation, and giant space amoebas, you're *essential*.

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [80]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 14 [0]; Per 14 [0]; FP 11 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Natural Scientist 3 [30]. • Another 30 points in better attributes, Everyman Advantages (p. 3), or Common Sense [10], Courtesy Title (Professor) [1], Eidetic Memory [5] or Photographic Memory [10], Gadeteer [25], Gizmos 1-3 [5/gizmo], Intuition [15], Lightning Calculator [2] or Intuitive Mathematician [5], Mathematical Ability [10/level], Natural Scientist 4 [10], Single-Minded [5], or Versatile [5].

Disadvantages: A total of -40 points in Everyman Disadvantages (p. 3) or Absent-Mindedness [-15], Attentive [-1], Careful [-1], Clueless [-10], Curious [-5*], Dreamer [-1], Oblivious [-5], Overconfidence [-5*], Post-Combat Shakes [-5*], Shyness (Mild) [-5], or Truthfulness [-5*].

Primary Skills: Electronics Operation (Scientific) and Research, both (A) IQ+1 [4]-15; Astronomy, Chemistry, Geology (any), and Mathematics (Applied), all (H) IQ+1 [1]-15†; and Biology (any) and Physics, both (VH) IQ+1 [2]-15†. • Three of Meteorology (any) (A) IQ+2 [1]-16†; Expert Skill (Hydrology), Geology (any other), Mathematics (any other), Metallurgy, or Paleontology (any), all (H) IQ+1 [1]-15†; Bioengineering (any), Computer Programming, Engineer (any), or Expert Skill (Xenology), all (H) IQ-2 [1]-12; or Biology (any other) (VH) IQ [1]-14†.

Secondary Skills: Computer Operation (E) IQ [1]-14; Electronics Operation (Sensors) (A) IQ-1 [1]-13; and Spacer (E) IQ [1]-14.

Background Skills: Free Fall, NBC Suit, and Vacc Suit, all (A) DX [2]-10. • Two of Electronics Operation (any other), Hazardous Materials (any), Teaching, or Writing, all (A) IQ-1 [1]-13. • A total of 10 points in Everyman Skills (p. 4).

* Multiplied for self-control number; see p. B120.

† Includes +3 for Natural Scientist.

Lenses

Legendary: +2 to IQ [40]. • +1 to Natural Scientist [10], even if that boosts it above the usual limit of four levels. • Raise skills to match! • Consider buying Gadgeteer, if permitted. +50 points.

Multi-Role: +1 to IQ [20]. • Natural Scientist 2† [20]. • Electronics Operation (Scientific) and Research, both (A) IQ [2]; Astronomy, Chemistry, Geology (any), and Mathematics (Applied), all (H) IQ† [1]; and Biology (any) and Physics, both (VH) IQ-1† [1]. +50 points.

SECURITY OFFICER

150 points

You protect ship and crew from criminals in port – and those aboard from *each other*. Although the job might include repelling boarders and fighting hostile aliens, you're an investigator and tactician, not "dumb muscle" (any goons report to you!).

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics:

Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: A total of 30 points in better attributes, Everyman Advantages (p. 3), or Ambidexterity [5], Combat Reflexes [15], Danger Sense [15], Enhanced Dodge 1-2 [15/level], Extra Attack 1 [25], Gunslinger [25], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Natural Copper [10/level], Peripheral Vision [15], Rapid Healing [5], Unfazeable [15], Very Fit [15], or Weapon Bond [1].

Disadvantages: A total of -40 points in Everyman Disadvantages (p. 3) or Bad Temper [-10*], Bully [-10*], Callous [-5], Careful [-1], Hidebound [-5], Incurious [-5*], Light Sleeper [-5], No Sense of Humor [-10], Paranoia [-10], Stubbornness [-5], or Wounded [-5].

Primary Skills: Criminology, Interrogation, and Electronics Operation (Security), all (A) IQ [2]-12; Tactics and Intelligence Analysis, both (H) IQ [4]-12; and Observation and Search, both (A) Per [2]-12. • *Either* Beam Weapons (any) or Guns (any), both (E) DX+2 [4]-14. • *One* of Brawling (E) DX+2 [4]-14, Boxing (A) DX+1 [4]-13, or Karate (H) DX [4]-12. • *Either* Wrestling (A) DX+1 [4]-13 or Judo (H) DX [4]-12.

Secondary Skills: Fast-Draw (Ammo or Pistol) and Forced Entry, both (E) DX [1]-12. • *Three* of Battlesuit (A) DX [2]-12; Armoury (Battlesuits, Body Armor, or Small Arms), Explosives (Demolition, EOD, or NOD), Leadership, Shadowing, or Streetwise, all (A) IQ [2]-12; Diplomacy or Forensics, both (H) IQ-1 [2]-11; Intimidation (A) Will [2]-12; Body Language (A) Per [2]-12; or Detect Lies (H) Per-1 [2]-11.

Background Skills: Computer Operation (E) IQ [1]-12; Free Fall (A) DX-1 [1]-11; Spacer (E) IQ [1]-12; and Vacc Suit (A) DX-1 [1]-11. • *Three* of Beam Weapons (any other), Fast-Draw (any other), Gunner (any), or Guns (any other), all (E) DX [1]-12; Savoir-Faire (Military or Police) (E) IQ [1]-12; Artillery (Guided Missile) (A) IQ-1 [1]-11; or Expert Skill (Military Science) (H) IQ-2 [1]-10. • A total of 10 points in Everyman Skills (p. 4) or extra secondary or background skill options.

* Multiplied for self-control number; see p. B120.

Lenses

Legendary: +1 to DX [20] and +2 to Per [10]. • A total of 20 points in ST [10/level], DX [20/level], HT [10/level], Per [5/level], Combat Reflexes [15], Danger Sense [15], Natural Copper [10/level], or Peripheral Vision [15]. • Raise skills to match! +50 points.

Multi-Role: +1 to DX [20]. • Criminology, Interrogation, and Electronics Operation (Security), all (A) IQ [2]; Tactics and Intelligence Analysis, both (H) IQ [4]; and Observation and Search, both (A) Per [2]. • *Either* Beam Weapons (any) or Guns (any), both (E) DX+2 [4]. • *One* of Brawling (E) DX+2 [4], Boxing (A) DX+1 [4], or Karate (H) DX [4]. • *Either* Wrestling (A) DX+1 [4] or Judo (H) DX [4]. +50 points.



LOADMASTER

150 points

All spaceships have airlocks; many have cargo holds, cargo loaders (operated with Battlesuit skill), vehicle bays, etc. You're in charge of it all. You're the truest *astronaut* aboard, ready to brave a spacewalk to release stuck hatches and mooring clamps. While not "sexy," this role *is* essential – few vessels lack someone like you.

Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [0]; Per 11 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Born Spacer 3 [15] and Resistant to Space Sickness (+3) [1]. • Another 30 points in better attributes, Everyman Advantages (p. 3), or Born Spacer 4 [5], Common Sense [10], Gizmos 1-3 [5/gizmo], Hard to Kill [2/level], High Pain Threshold [10], Night Vision 1-9 [1/level], Perfect Balance [15], Rapid Healing [5] or Very Rapid Healing [15], Temperature Tolerance 1-2 [1/level], Unfazeable [15], or Very Fit [15].

Disadvantages: A total of -40 points in Everyman Disadvantages (p. 3) or Careful [-1], Hard of Hearing [-10], No Sense of Humor [-10], Overconfidence [-5*], or Stubbornness [-5].

Primary Skills: Free Fall (A) DX+3 [2]-15†; Freight Handling (A) IQ+3 [12]-14; Spacer (E) IQ+4 [2]-15†; and Vacc Suit (A) DX+3 [2]-15†.

Secondary Skills: Forced Entry (E) DX [1]-12; Climbing (A) DX [2]-12; First Aid and Gesture, both (E) IQ+1 [2]-12; and Scrounging (E) Per+1 [2]-12. • *Four of Battlesuit* (A) DX+1 [4]-13; Electronics Operation (any), Hazardous Materials (any), Machinist, Mechanic (Life Support or Vehicle Type), or Smuggling, all (A) IQ+1 [4]-12; Lifting (A) HT+1 [4]-13; or Body Language, Lip Reading, or Search, all (A) Per+1 [4]-12.

Background Skills: Computer Operation (E) IQ [1]-11. • A total of 10 points in Everyman Skills (p. 4).

* Multiplied for self-control number; see p. B120.

† Includes +3 for Born Spacer.

Lenses

Legendary: +2 to Born Spacer [10], even though that boosts it above the usual limit of four levels. • A total of 40 points in ST [10/level], DX [20/level], HT [10/level], 3D Spatial Sense [10], Deep Sleeper [1], G-Experience [1-10], Improved G-Tolerance [5 or 10], Resistant to Acceleration (+3) [1], Temperature Tolerance 1-2 [1/level], Fit [5] or Very Fit [15], or improving Resistant to Space Sickness to (+8) [2], for 1 point.

• Raise skills to match! +50 points.

Multi-Role: +1 to ST [10] and +1 to HT [10]. • Born Spacer 2† [10]. • Freight Handling (A) IQ+3 [12]. • A total of 8 points spent to improve existing Free Fall†, Spacer†, or Vacc Suit†, or to add Forced Entry (E) DX [1]; Battlesuit or Climbing, both (A) DX [2]; First Aid or Gesture, both (E) IQ [1]; Electronics Operation (any), Hazardous Materials (any), Machinist, Mechanic (Life Support or Vehicle Type), or Smuggling, all (A) IQ [2]; Lifting (A) HT [2]; Scrounging (E) Per+1 [2]; or Body Language, Lip Reading, or Search, all (A) Per [2]. +50 points.

STEWARD

150 points

Or “quartermaster,” “purser,” or possibly “cook.” You’re responsible for supplies and crew comfort. On a commercial vessel, you also manage passengers and acquire and sell cargoes. On *any* kind of ship, you’re effectively the “morale officer” and social center.

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Smooth Operator 2 [30]. • A total of 10 points in Cultural Familiarities [1-2/culture] and Languages [1-6/language]. • Another 30 points in better attributes, Everyman Advantages (p. 3), or Alcohol Tolerance [1], Appearance [Varies], Business Acumen [10/level], Charisma [5/level], Common Sense [10], Contact Group [Varies], Contacts [Varies], Cultural Adaptability [10 or 20], Fashion Sense [5], Headhunter [1], Honest Face [1], Indomitable [15], Language Talent [10], Lightning Calculator [2], Rapier Wit [5], Sensitive [5] or Empathy [15], Smooth Operator 3-4 [15/level], Social Chameleon [5], or Voice [10].

Disadvantages: A total of -40 points in Everyman Disadvantages (p. 3) or Gluttony [-5*], Greed [-15*],

Kleptomania [-15*], Miserliness [-10*], Phobia (Dirt) [-10*], Post-Combat Shakes [-5*], Selfless [-5*], or Overweight [-1], Fat [-3], or Very Fat [-5].

Primary Skills: Diplomacy (H) IQ+2 [4]-15†; Merchant (A) IQ+2 [8]-15; and Savoir-Faire (Servant) (E) IQ+2 [1]-15†.

• *Three of Acting, Fast-Talk, Leadership, Public Speaking, or Streetwise*, all (A) IQ+2 [2]-15†; *Carousing* (E) HT+3 [2]-14†; or *Sex Appeal* (A) HT+2 [2]-13†.

Secondary Skills: First Aid and Housekeeping, both (E) IQ [1]-13; Administration and Freight Handling, both (A) IQ-1 [1]-12; Accounting (H) IQ-1 [2]-12; and Scrounging (E) Per [1]-13. • *Four of Connoisseur* (any), Cooking, Electronics Operation (Comm or Media), Mechanic (Life Support), Professional Skill (Bartender, Hairdresser, Masseur, etc.), or Smuggling, all (A) IQ-1 [1]-12; Expert Skill (Xenology) or Psychology, both (H) IQ-2 [1]-11; or Search (A) Per-1 [1]-12.

Background Skills: Computer Operation (E) IQ [1]-13; Free Fall (A) DX+1 [4]-11; Spacer (E) IQ [1]-13; and Vacc Suit (A) DX+1 [4]-11. • A total of 10 points in Everyman Skills (p. 4) or extra secondary skill options.

* Multiplied for self-control number; see p. B120.

† Includes +2 for Smooth Operator.

Lenses

Legendary: +1 to IQ [20]. • +2 to Smooth Operator [30], even if that boosts it above the usual limit of four levels.

• Raise skills to match! +50 points.

Multi-Role: +1 to IQ [20]. • Smooth Operator 1† [15]. • Diplomacy (H) IQ+1† [4]; Merchant (A) IQ+1 [4]; and Savoir-Faire (Servant) (E) IQ+1† [1]. • A total of 6 points in Cultural Familiarities [1-2/culture]; Languages [1-6/language]; First Aid or Housekeeping, both (E) IQ [1]; Acting, Fast-Talk, Leadership, Public Speaking, or Streetwise, all (A) IQ† [1]; Administration, Connoisseur (any), Cooking, Electronics Operation (Comm or Media), Freight Handling, Mechanic (Life Support), Professional Skill, or Smuggling, all (A) IQ-1 [1]; Accounting or Psychology, both (H) IQ-2 [1]; Carousing (E) HT+1† [1]; Sex Appeal (A) HT† [1]; Scrounging (E) Per [1]; or Search (A) Per-1 [1]. +50 points.

CUSTOMIZATION

Every one of these templates leaves 30 points of advantages and -40 points of disadvantages to the player’s discretion. Suggested disadvantages are exactly that – players may choose what they like! Each template offers skill choices, too, although the campaign’s technology might constrain these (*Forethought*, p. 4).

Quirks can give up to five more points to customize with. When using lenses or racial templates, traits might overlap in ways that don’t add up to permitted levels, leaving excess points. Players can spend points from both sources – and from the 10 points earmarked for background interests (*Everyman Skills*, p. 4) – to add depth (more options from *their* template) or breadth (options from *other* templates, like a mini Multi-Role lens). In a *Department Heads* (p. 11) campaign, don’t forget the Administration and Leadership skills.

CHAPTER TWO

ASSEMBLING A CREW

Without lenses, the templates in Chapter 1 assume a 150-point campaign. In terms of *Power Level* (p. B487), that's well into "heroic." There are two reasons for that.

First, days to *months* from the nearest port, you don't gamble on merely "average" or even "competent." Space is unforgiving. That's why present-day astronauts are comparable to – indeed, often *are* – the Navy SEALs and world-class scientists included in the 100- to 200-point range.

Second, starfaring campaigns feature explorers, scouts, traders, warship crew, etc. – *adventurers* for whom the **Basic Set** recommends a 150-point start. That's enough to be experts (level 14+ in key job skills; see p. B172) without qualifying as "larger than life."

These assumptions won't suit *all* campaigns! Here are some alternatives.

bases. For optimal effectiveness, pick complementary template-lens combinations: the commander is the helmsman, steering their own ship; the high-IQ engineer stands in as science officer; the tactical officer doubles as security officer; and so on.

Alternatively, give all the PCs the Omnicompetent lens (p. 11). The players choose whatever templates cover the roles *they* consider "key" (or fun!) – e.g., command, helm, operations, tactical, and engineering – and wing everything else. This reproduces the seat-of-your-pants feeling of early space opera.

Either of the above approaches leads to a 200-point campaign – definitely heroic, but still plausible. It's possible to combine them, giving everybody a template, a Multi-Role lens, *and* Omnicompetent. This leads to a 250-point campaign that's larger than life on the strength of borderline-unrealistic breadth, which can be satisfying for those who like their heroes self-sufficient but not so wildly competent that they shrug off danger.

ALL THREE?

Can you use the Legendary, Multi-Role, and Omnicompetent (p. 11) lenses all at once, for a cinematic 300-point campaign in which every PC is a shining paragon of one profession, competent at another, *and* able to stand in for all the rest in a pinch? Sure! But this works best with very small, very specialized crews.

A classic example of this approach is a two-seater FTL starfighter that has no science mission, passengers, or cargo to worry about. Its crew receive orders from a squad leader via communicator – there's no commander aboard. One PC handles everything to do with spaceflight: a legendary helmsman who doubles as engineer. The other manages every *other* system aboard: a legendary tactical officer who covers operations. Either can bust out the first-aid kit, handle a ray gun, stow gear, etc. in those rare moments when they aren't zipping around, fighting bad guys.

EVERYBODY HAS A PART TO PLAY

Most or all of the 10 roles in Chapter 1 exist, and there's a crewmember – PC or NPC – to fill each.

This is the "default" assumption of **Starship Crew** – just use the templates as written! In most gaming groups, this means a good number of NPC crewmembers, unless the GM lets players have multiple characters. The latter is certainly a valid option, especially if each player has a "bridge officer" and "supporting role" (loadmaster, medical officer, and steward usually qualify as such, and engineer and security officer often do).

When there's a mix of PCs and NPCs, consider giving the PCs Omnicompetent. That way, NPCs carry their weight in "all hands on deck" situations that demand a full crew, but players can grab the spotlight from them when only a few people are needed. ("Why do we always send our bridge officers down to the planet?")

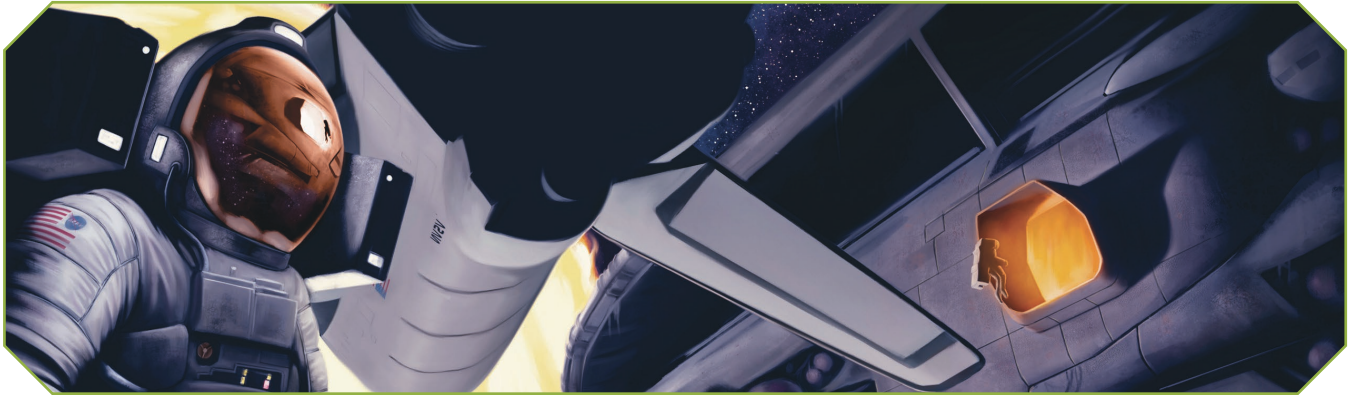
Alternatively, give each PC their profession's Legendary lens. That renders certain roles more important – the campaign is *about* those people.

THE FEW, THE BRAVE

Most or all of the 10 roles covered by the templates in Chapter 1 exist, but there are fewer crewmembers than there are roles.

This is typical of small starships run by PCs, perhaps with one or two NPCs. It almost requires everyone to wear multiple hats!

This works best when everyone has a Multi-Role lens. That way, even a crew of four or five can cover all the



It's also fine to give every PC a template, its *Legendary* lens, *and* *Omnicompetent*. That leads to a cinematic 250-point campaign whose heroes are great at what they do and good at everything else. They'll regularly show up NPCs in every respect – which isn't usually a problem.

Multi-Role lenses are less important here, because there's somebody for every job. Still, when using *Legendary* and/or *Omnicompetent*, the GM may let a player pick Multi-Role *instead*, if that fits their character concept, provided that they overlap an NPC rather than another PC.

DEPARTMENT HEADS

Most or all of the 10 roles in Chapter 1 exist, and there are lots of other crew.

There's an engineering department, multiple science labs staffed by experts, an entire sickbay full of doctors and nurses, and so on. When PCs fill key roles, they're in charge of major divisions like these – the bosses of many nameless, faceless NPCs.

While this doesn't absolutely call for *Legendary* lenses, those are recommended. That way, department heads are exemplars of their professions, and it's clear *why* they're the bosses. They should also spend a few points on the *Administration* and *Leadership* skills, if they don't have them already, or they won't be very good bosses. In the specific case of the commander, *Legendary* conveniently creates an opening for an NPC first officer who's good – just not *as* good.

Multi-Role lenses are best avoided here – the entire point of a huge crew is to allow specialization. *Omnicompetent* is another matter, as it once again lets players steal the spotlight from NPCs rather than sit around being bored. It also allows for the possibility of two PCs in the *same* department; e.g., a narrowly focused officer (*Legendary*) and a more practical senior NCO who gets things done (*Omnicompetent*).

Mixing *Legendary* *and* *Omnicompetent* in the same campaign leads to something best described as “*GURPS Action* in space.”

A GIFTED CREW

Starship Crew assumes starships are so valuable that their commanders and owners won't want just anyone on their crew. Barring exceptional circumstances – e.g., refugees fleeing on a stolen ship – there will be a vetting process to weed out below-average candidates (especially anyone with basic attributes below 10), select for above-average fitness (HT 11+), and identify the naturally talented. Yet there's talented and then there's *talented*.

Omnicompetent

+50 points

This is a lens for stories that portray spaceflight as cinematically forgiving, or in which an entire crew is broadly cross-trained. It makes *everything* easier to attempt at default, and lets every crewmember – regardless of background – do whatever is needed to save the day at least once per episode.

Advantages: Jack of All Trades 3 [30] *and* Wild Talent 1 [20]. • Add Versatile [5] to advantage options, if missing.

Jack of All Trades

10 points/level

This special “Talent” works differently from most: You have no bonus on skills you *know*, but when you roll at *default from an attribute* for any skill that permits such a roll, add your Jack of All Trades level (maximum three) to effective skill. This doesn't make learning skills any cheaper or faster, or give any other bonus.

FURTHER READING

Starship Crew name-drops several perks and Talents not found in the *Basic Set*. When they're *mandatory* on templates, footnotes summarize their important effects. Jack of All Trades appears above. Either ignore the others or look them up in these supplements (which might inspire you to add more!):

GURPS Power-Ups 2: Perks: Courtesy Title, Equipment Bond, Eye for Distance, Headhunter, License, Suit Familiarity, Weapon Bond.

GURPS Power-Ups 3: Talents: Alien Friend, Born Spacer, Born to be Wired, Born War-Leader, Circuit Sense, Computer Wizard, Explorer, Hot Pilot, Intuitive Admiral, Natural Copper, Natural Scientist.

STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.

- Free downloadable adventures for *GURPS* and *In Nomine*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com