

SUPPLEMENTAL FILE

As we assembled the **GURPS Prime Directive** core rulebook, we faced numerous challenges in creating a cohesive game system that would be familiar to players of **GURPS** but workable for players who had never seen that system. We started with **GURPS Lite**, deleted a few items that were not central to the needs of the **Star Fleet Universe**, then added material from other **GURPS** books, and finally included a wealth of entirely new material.

Even with 176 pages, it was impossible to include everything that might have fit, and a dozen future products will cover the **Star Fleet Universe** in more detail. But to make the **GURPS Prime Directive Core Rulebook** more immediately useful (particularly to players with little or no prior experience with the **GURPS** rules) we have provided this supplemental data file on our web site. Much of this material will later appear in **Module Prime Alpha**.

Questions That Deserve Answers

Chapter 2 mentions that a player might not tell the GM his secret goals and missions. How is that possible?

He simply doesn't tell him! Such "secret goals" provide the player with personal satisfaction that they have been accomplished but have no game function. For example, a group of players who are controlling characters of a free-lance team might decide (without the GM knowing) that they secretly want to become a rock band. The team (or player) then keeps detailed records of each adventure and what secret goals were accomplished (such as collecting alien instruments or music). After some period of time, the group (or player) tells the GM what has really been going on and the GM (who had been wondering why they did those odd things for no apparent reason) can reward their cleverness in some suitable fashion.

What the heck is this Sun Snake that caused the Paravian star to go nova and incinerate the entire race?

This is a space monster from **Star Fleet Battles**. It flies through vacuum, avoids getting killed by starships, has weapons to shoot back if cornered, and periodically dives into a star and causes that star to go nova outside of the normal stellar sequence. Such creatures are rare and incidents of them causing a sun to go nova are even more rare; only a few of them were recorded in *Star Fleet History*, plus a few incidents in the Omega Sector.

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This file is preliminary and contains some unresolved questions. A corrected file will be posted by 15 July 02.



The Three Players of **GURPS Prime Directive**

It may perhaps help players of this game to understand the basic concept behind its design and creation. We saw an opportunity to produce a single product that would sell to three large groups of players.

First were the players of **Star Fleet Battles** and other games of that universe, who would expect to see all of the races and technology they were used to.

Second were the players of **GURPS** who would want to see the basic rules they already knew held to a minimum in the pages they had to buy.

Third were the fans of the genre, science-fiction fans who probably had never played **GURPS** or **Star Fleet Battles**. This was the most challenging group to design for, as they (like SFB players) would need a complete stand-alone rules set that had to be somewhat more than **GURPS Lite** and needed more explanation behind the concepts of the rules and the universe.

Additional Advantages

Any of the advantages in any of the **GURPS** books can be used in **GURPS Prime Directive**, although some of them would only be applicable to very unusual aliens. The following are advantages from the **GURPS Lite** rules set which were not used in the original **GURPS Prime Directive** book. These were compiled by Ken Peters.

Animal Empathy 5 points

You understand animals and like them, and they like you. You can anticipate their movements, moods and reactions. You get a +2 on any reaction roll by a wild animal, and get a +4 on any reaction from a tame animal. You also get a +4 bonus on any “animal” skill roll (Animal Handling, Riding, Veterinarian, etc.). However, you may never kill an animal without a very good reason and you should prevent others from doing so. Note that killing for food is perfectly acceptable, and in a hunting situation you will get a +3 bonus to find game. Familiarity with an animal is required to get the full bonus; they may give off confusing signals and lead to misinterpretation. In dealing with alien creatures, the GM may reduce the bonus appropriately (if certain general concepts apply to the alien creature) or eliminate it. This does not apply to highly intelligent “animals” with an IQ of over 6 or those lacking Presentient.

Clerical Investment 5 points/level

You have been ordained as a minister of some religion. A cleric has a number of powers and privileges that a layman lacks, including a +1 bonus from co-religionists and those who respect his faith. He or she will be addressed by a title – Father, Sister, Reverend, Shaman – and can perform religious ceremonies such as marriage and death rites. If being a cleric confers special powers, by whatever means, then it will be worth 10 or more points – depending on the powers granted. Aliens may not understand this.

Double-Jointed 5 points

Your body is unusually flexible. You have a +3 on any Climbing roll, on any roll to escape from ropes, handcuffs or other restraints, or on other skill rolls that require unusual flexibility (such as reaching an unusual spot in a warp reactor sub-assembly, while the power is off).

High Technology Variable

You have access to technology significantly better than the campaign average. The greater the gap, the more this advantage is worth. If available as a racial advantage then everyone in that culture can expect ready access to technology far ahead of everyone else and it will be considered unusual and even primitive to lack them.

+1 TL: 20 points

+2 TLs: 50 points

+3 TLs: 100 points

An advantage of more than three TLs is not appropriate for PCs. None of the races defined in **GURPS Prime Directive** utilize this advantage; it could be used to create a mysterious character from an unknown advanced culture.

Legal Enforcement Powers 5, 10 or 15 points

This advantage is covered on page 51-52 of **GURPS Prime Directive**. It should be noted that various military officers have Legal Enforcement Powers at no cost as part of their rank and position. The captain of a starship or commander of the Marine company has such powers within his command. The senior military officer present at a location within his empire (e.g., the Federation) which has no specific law enforcement officer (e.g., a small research colony) would be able to assert such authority and to delegate it to his personal as the situation warrants.

Musical Ability 1 points/level

You have a natural talent with music and musical instruments. Your level of musical ability is a bonus when you study Singing or a musical instrument. That is, when you learn a musical skill, learn it as though your IQ were equal to (IQ + level of Musical Ability). This bonus also adds to HT for the Singing skill. This advantage applies even if learning an alien musical instrument, provided you have seen and heard it being used by someone who already knows how to do that and that it is physically possible for you to manipulate the instrument.

Additional Disadvantage

Pyromania -5 points

Fire! You love it, from the simple joy of a lit candle to the raging inferno of a star. And you like starting fires, too. For good roleplaying, you must never miss a chance to set a fire, or to appreciate one you encounter. Even if you know it can be dangerous (such as not venting a plasma fire when ordered to) you will not be able to help yourself. When absolutely necessary, make a Will roll to override your love of flame.

Additional Skills

Any of the skills in any of the **GURPS** books can be used in **GURPS Prime Directive**, although some of them would only be applicable to people from low-technology planets. The following are skills from the **GURPS Lite** rules set which were not used in the original **GURPS Prime Directive** book. These were compiled by Dwight Lillibridge.

Animal Handling (Mental/ Hard) Defaults to IQ-6

This is the ability to train and work with all types of animals. To train an animal, the Animal Handler must make a success roll once per day of training. A failed roll means the animal learned nothing; a badly failed roll means the Handler was attacked. The time it takes to train an animal depends on the animal's intelligence and tractability.

When working with a trained animal, the Animal Handler rolls against his skill for each task he sets the animal. Modifiers: -5 if the animal is not familiar with the Handler, -5 if the circumstances are stressful to the animal, -3 or more if the task is a complex one.

This Talent can also (sometimes) be used to quiet a wild, dangerous or untrained animal. Modifiers: -5 if the creature is wild or very frightened, -10 if it is a man eater or man killer.

Finally, this talent gives an advantage in combat against animals. If you have this skill at level 15 or better, any animal's attack and defense rolls are at -1 against you, because you can predict its behavior. If you are an expert (skill 20 or better), the animal's rolls are at -2.

The GM may impose various penalties if the animal is an unfamiliar species from another planet.

Artist (Mental/ Hard) Defaults to IQ-6

This is the ability to draw and paint with both accuracy and beauty. A successful roll against this skill would let you (for instance) draw a recognizable picture of someone to help identify him; draw a map that would be easy to follow; or even paint a picture good enough to trade for a meal. (Note that, for the last case, the GM should not allow a default roll. Intelligence can let you draw an accurate picture but not beautiful one.)

Bard (Mental/ Average) Defaults to IQ-5 or Performance-2

This is the ability to tell stories and to speak extemporaneously. Successful use of this talent would let you (for instance) give a good political speech; entertain a group around a campfire; incite (or calm) a riot; or put on a successful "court jester" act. Modifiers: +2 if you have the Voice advantage; any Charisma bonus.

If you try to perform in a language other than your native tongue, subtract 1 from your skill for every point below 12 in your skill with that language — e.g., if you are performing in Romulan, and your skill with Romulan is only 8, you have a -4 penalty on your Bard skill.

Blacksmith/ TL (Mental/ Average) Defaults to IQ-5

This is the ability to work iron and other non-precious metals by hand. A forge is necessary for this work, but a smith can build one, given suitable materials in about 30 days. Modifier: -1 for every point of ST below 13.

Carpentry (Mental/ Easy) Defaults to IQ-4 or DX-4

This is the ability to build things out of wood. A successful roll lets you do one hour's worth of competent carpentry. A failed roll means the work was bad. Modifiers: +5 if you are being supervised or assisted by someone with skill 15 or better; -5 if you do not have good tools.

Dancing (Physical/ Average) Defaults to DX-5

This is the ability to perform dances appropriate to your own culture, and to learn new dances quickly. Modifiers: -5 if the dance is unfamiliar. Once you have successfully performed a dance three times, it is familiar. While most military people learn to dance as part of the social functions of the service, they do so at the default level. Note that certain physical handicaps make this skill effectively impossible!

Gesture (Mental/ Easy) Defaults to IQ-4 or Sign Language

This is the ability to communicate through simple, improvised hand signals. Deaf and/ or mute individuals have a +3 to use this skill. A successful Gesture roll will let you communicate one simple idea to another, or understand one simple idea communicated by another. For lengthy "conversations," use the communication rules under Language. Simple gesture is not suited for complex communication! Different cultures develop different gesture vocabularies; for Westerners dealing with Japanese, for instance, effective Gesture skills are at -4. For humans dealing with aliens of inhuman type, Gesture communication might be impossible — but let the players try! Various modifiers can be applied for distance, bad light, acute vision, etc.

Masonry (Physical/ Easy) Defaults to IQ-3

This is the ability to build things out of brick or stone. Simple tools (hammer, chisel, crowbar) are required. A mason will have some knowledge of engineering, such as might be required to erect scaffolding and move large blocks; this sort of Engineering defaults to Masonry at -3.

Occultism (Mental/ Average) Defaults to IQ-6

This is the study of the mysterious and/ or supernatural. An occultist has a special knowledge of mysticism, primitive magical beliefs, ancient rituals, of a specific culture. An occultist does not have to believe in the material he studies. In worlds where magic is common, "occultism" is replaced by magicians' professional knowledge!

Photography/ TL (Mental/ Average) Defaults to IQ-5

This is the ability to use a camera competently; to use a darkroom, etc., and to produce recognizable and attractive photos. A default roll is allowed to use a camera, but not to develop film or prints in a darkroom. Modifiers: -3 for an unfamiliar camera; -3 for a motion-picture camera.

The Andromedan File

The **GURPS Prime Directive** core rules include only a bare-bones set of rules for Andromedans, which is enough as their robots can only appear as non-player characters (basically, as enemies and targets). Their racial advantages and disadvantages are outlined enough for that use, but are not detailed. Here is the full text of the advantages and disadvantages needed in order to fully appreciate just how *awful* Andromedans are. Note that these rules are written in a basic sense, rather than specifically for the Andromedans, so that GMs could use some of them (in combination with other advantages and disadvantages) to create alien species.

Data compiled by Sean Bayan Schoonmaker.

Andromedan Tractor-Repulsor Beam

This weapon is used by the Andromedan heavy weapons robot; a much larger version is fired by Andromedan ships. It is a deadly weapon; one shot will kill or incapacitate a Marine in heavy combat armor. This deadliness is offset by the fact that only one Andromedan robot in a team of five or six has this weapon, and that robot is the biggest and noisiest of the lot. Stats include:

Type: Special*	Damage: 3d (100)
SS: 15	Acc: 18
1/2D: 2500	Max: 75
RoF: 3	Shots: 100/E.

Each Andromedan heavy weapons robot has the equivalent of a type-E power cell.

TL: 14. In truth, nobody really knows what TL the Andromedans are. They are from another galaxy and while some of their technology appears to be less advanced than that of the Galactic Powers, other items are so weird that Star Fleet cannot tell how they operate, only what they do.

*Special Damage Rule: In addition to the armor divisor of 100, the TR beam ignores the PD of the target's armor. This means the weapon effectively ignores anything short of powered combat armor. But then, it is the Andromedan equivalent of a medium anti-tank rocket launcher.

This weapon was modeled by Alex Chobot on the tripod gravbeamer from **GURPS Ultra-Tech 2**. That weapon is, like the TR beam, an oscillating tractor/repulsor effect using electro-gravitic waves.

Andromedan Advantages

Body of Metal 9 points/level

Your body is composed of metal. You get PD 1 for every three levels (maximum PD 6) and DR 1 per level. Damage from your punches and kicks is raised by +2, but your move is reduced by 20%. Sonic and vibratory attacks are automatically "armor-piercing" against you; this means that only 3/4 of your DR (round up) is effective. You are considered "ferrous" with respect to magnetism.

Special enhancement: Your body is nonferrous. +10%.

Special enhancement: Your body's metal is amorphous

rather than crystalline, and suffers no extra effect from sonic or vibratory attacks. +30%

Special limitation: You cannot switch out of Body of Metal form. This is not especially crippling, although you look peculiar. -20%, plus the potential of Ugly or Hideous Appearance; however, a metal body might also be sleek and attractive.

See special Andromedan armor rules, GPD page 35.

Eidetic Memory 30/60 points

You remember everything you see or hear. This talent comes in two levels. Andromedans, who "cannot learn", have the -70% factor for "no skill bonus".

At the first level, you remember the general sense of everything you concentrate on. Thus, all the points you put into "regular" mental skills count double (there is no bonus for psi skills). You get a +1 on magic spells. Also: whenever you need to remember a detail of something you have been told, the GM rolls against your IQ. A successful roll means he must give you the information! Cost: 30 points.

The second level is true "photographic memory." You remember everything that has ever happened to you! All points put into "regular" mental skills count *quadruple*. You get a +2 bonus on magic spells. Furthermore, any time you (as the *player*) forget a detail your character has seen or heard, the GM or other players must remind you — truthfully! Cost: 60 points.

Radar Sense 50 points, +1 point/hex radius

You perceive a complete radar "picture" of everything going on around you, with a resolution that rivals the best ultra-tech "imaging-radar." You can sense shapes and objects, but not colors. Normally, the denser an object is, the easier it is to see; you must make a Vision roll to make out details of less-dense objects. On the other hand, radar can look right through water, clouds, leaves, and so on. GMs may give bonuses to certain skills, as listed under Sonar Vision. Radar Sense may be true radar, or it may be some more unusual sense (probably magic or psionic); *Sonar Vision* is a separate advantage.

Special enhancement: You can "see" *inside* any object within your radius. +40%

Special enhancement: You can see colors. +20%

Low-res radar: Alternatively, your radar can have a very low resolution. In this case, each point buys a *mile* of radius, but all you can detect are large (human-sized or larger), dense objects. On an IQ roll, you get a general idea of the relative size of the object, and whether it is moving, but nothing more precise than that. Notably, you cannot "image" with this sort of radar, and it cannot be used to aim attacks.

Special enhancement: You have both an "imaging" and a "low-res" mode. +50%.

Radio Hearing 10 points

This ability allows you to listen in on radio traffic of all kinds — AM, FM, police band, shortwave, CB, marine band and many others. Make an IQ roll to "tune" to a particular frequency (one try per turn).

Radio Speech **25 points**

This is a racial advantage. The species *talks* by radio! This advantage includes the Radio Hearing advantage (above). Individuals can talk amidst even the loudest noises, but static from lightning storms and unshielded electronics drown out their speech.

Individuals trying to tune into Radio Speech conversations with a radio must make an Electronics Operation (Communications) roll.

Shock **Close Combat, DX, 20 points**

Members of the race can generate a powerful electrical charge. The charge can fry electrical equipment, or stun and burn living creatures. The individual must contact the target with its bare skin, or a metal implement held in a bare hand. The target must be hit on bare skin, or on ungrounded metal in contact with its skin.

Against a living target, a hit does Fatigue damage; a critical hit does actual injury. In either case, the target must make a Will roll to avoid being Stunned (see page 95). Against a machine, for every 2 points by which the DX roll is made, there is a cumulative 1 in 6 chance that the machine will short-circuit. On a critical success, it catches fire!

Damage: 1d. *Range:* Close combat only.

Vacuum Support **40 points**

You can survive in the hostile environment of space. This advantage maintains your internal pressure and temperature, and allows you to "breathe vacuum." It does not confer protection from attacks or damage of any kind unless the attack makes use of a vacuum. You can also survive underwater, or anywhere else that there is no normal air to breathe. This includes the Pressure Support advantage (see GPD page 60).

Andromedan Disadvantages

Cannot Learn **-30 points**

A character with this disadvantage cannot improve his IQ or DX by spending character points, nor can he spend character points to improve his skills. He is stuck with whatever abilities he started out with. This disadvantage is *usually* only appropriate for robots, golems, and mindless undead (skeletons, zombies, etc.), but may, at the GM's option, be used to reflect a severe learning disorder.

Delicate Metabolism **-20/-40 points**

This disadvantage is listed on page 34 of GPD. In GURPS rules, this refers to gastrointestinal maladies, but in the case of Andromedans it reflects that they need electricity to function. All Andromedans have storage batteries and can tap power from any power system to recharge them. Some also have generators on board.

The Scout Robot has power to operate for 12 hours.

The General Boarding Robot has batteries to operate for six hours, plus two D-cells to provide power for its phasers. It has a fuel-burning generator which can recharge all of the above batteries one time.

The Heavy Weapons Robot has a fusion generator to

provide for motive power, plus one E-cell to power its TR beam. If not moving, the fusion generator can recharge the E-cell at the rate of one TR shot per five minutes.

Fanaticism **-15 points**

You believe very strongly in one country, religion, etc. It is more important to you than anything. You might not die for it (depending on your degree of personal bravery), but you will put it ahead of everything else. If your country/religion/whatever requires obedience to a certain code of behavior, you will follow that code rigidly. If it requires obedience to a leader, you will follow that leader with total loyalty. You must roleplay your fanaticism.

Note that fanatics do not have to be either mindless or evil. A glaring priest of Set, brandishing his bloody dagger, is a fanatic. So is a kamikaze pilot, exchanging himself for an aircraft carrier. So is a patriot who says, "Give me liberty or give me death!" Fanaticism is a state of mind; it is what you fanatic about that makes the difference.

Hive Mentality **-20 points**

This can only be taken as a racial disadvantage.

Members of the race place no importance on personal fame and wealth, and little on comfort or even survival. They will willingly sacrifice themselves for the good of the race. Includes two levels of Weak Will.

Incurious **-5 points**

You hardly ever notice things outside of the business at hand. Roll vs. IQ to avoid ignoring something strange (unless that something is an element of the assigned mission). You react at -1 to new things.

Megalomania **-10 points**

You believe that you are a superman, or that you have been chosen for some great task, or that you are destined to conquer. You must start by taking the Fanatic disadvantage — but you are fanatic for yourself! You must choose some great goal — usually either conquest or the completion of some fantastic task. You may let nothing stand between you and this goal. You may attract followers who are also Fanatics; nobody else will enjoy hearing you talk about your brilliance and your great plans. Young or naive characters, and Fanatics looking for a new cause, will react to you at +2. Others will have a -2. This is a better disadvantage for NPCs than it is for player characters.

In the case of Andromedans, this is reflected by their programming to kill all galactic life.

Appearance: Monstrous **-25 points**

The character's Appearance is beyond Hideous. This is not just ugliness; the character is clearly inhuman. This not only causes a -5 reaction penalty, but causes most humans to react to the character as a monster rather than another sentient being.

This disadvantage is present in Andromedans because even the Orion Pirates would only rarely, when great rewards were offered, deal with the Andromedans.

Quartermaster Stores

As promised in **GURPS Prime Directive**, here is a selection of common items of technology available in the **Star Fleet Universe**, compiled by Alex Chobot.

Several of the breathing devices include a standard communicator. This is equivalent to the one on page 116 of **GURPS Prime Directive**. Equipment obtained from civilian sources will probably have lesser capabilities.

While costs are given, military people on official missions will be issued the needed equipment. Government property which is legitimately lost in combat results in a simple form being filed with the supply clerk; abandoning, selling, or breaking government property without a good and valid reason is subject to a Line of Duty Investigation, followed by having the cost deducted from your pay!

Technology Improvements

Most items remain available at all TLs after introduction, but they become less expensive in some areas. An Early Years phaser may be almost worthless to a Federation trader in the X-Ships era but to a TL7 nonaligned planet it would command far more than it was worth when it was new!

Cost: As a general rule, for any item introduced at TL8 or later, halve cost at the TL after introduction, and halve it again at the next TL.

Size: Any *electronic* device also becomes smaller at higher TLs. For electronics introduced at TL8 or later, halve weight and size (if applicable) at the TL after introduction, and halve it again at the next TL.

Power: If using cells, duration assumes *steady* use (e.g. a year means turning a radio on and leaving it on or a year); casual use will be about ten times as long. If using batteries, duration assumes normal use; steady-use duration will be about 1/10 as long — most gadgets listed here use power cells.

Air Mask (TL10+)

The air mask is used on worlds that have an unbreathable but otherwise harmless atmosphere (nitrogen, reducing, carbon dioxide and so on). The mask covers the entire face (human, and most humanoid, eyes get oxygen directly from the air). It always includes a standard communicator for the TL, which uses an A cell. It requires air tanks or a filter (see below). It takes three seconds to put the mask on, one second to take it off. Weight is 1/2 pound and cost is \$25. For another \$12.50, the mask includes a mini-tank with ten minutes' worth of air.

TL8: The original stats are two pounds and \$100 dollars. The mini-tank is \$50. See **Ultra Tech** page 24.

Air Tanks (TL7+)

A two-hour tank weighs ten pounds and costs \$100 (full). A 24-hour tank weighs 73 pounds and costs \$400. Don't reduce weight or cost at higher TLs. Air refills are \$5 per hour if you don't have your own air compressor. Tanks take ten seconds to hook up and two seconds to jettison. Note that an hour of oxy-helium breathing mix weighs only

1.5 pounds; the rest is the tank weight. (Ordinary compressed air would weigh 4.2 pounds.) Different people use air at different rates, so duration is approximate. For game purposes, assume that all adults breathe the same amount of air, and that children under 12 use half as much. All times given here assume an external pressure of 1 atmosphere or less. At 2 atmospheres, an air tank lasts only half as long, and so on. Prices are those charged by an honest dealer when air is plentiful; they will be considerably higher if air is scarce! See **Ultra Tech** page 24.

Autographnel (TL10+)

This uses Guns (Grenade Launcher) skill to fire a grappling hook up to 50 yards. A motor winch on the gun lifts up to 400 pounds at up to five yards per turn. The reel contains 50 yards of biphasic rope with a breaking strain of 2,000 pounds (4,000 at TL12+). One C cell is good for 200 ascents or descents. Cost is \$100 and weight is 1.5 pounds.

TL8: Cost is \$400 and weight is six pounds. Breaking strain is 1,000 pounds. See **Ultra Tech** page 83.

Diagnosis Table (TL11+)

This is a 7' x 3' x 3' padded, computerized table with a full range of biomed scanners. The patient lies on the table and the results of the scan are projected onto an overhead screen. It gives a +5 to Diagnosis (+1 per TL over 9). Not a portable unit, the table must be installed in a sickbay on a ship or vehicle, or in a hospital. Cost is \$3,000, weight is 62.5 pounds and volume is three cubic yards.

TL9: Cost is \$12,000, weight is 250 pounds. See **Ultra Tech** page 94.

Emergency Medkit (TL10+)

This is a belt pouch containing the basic requirements of TL8 first aid: five plastiskin patches (see below), plus the usual bandages, antiseptic cream, etc., which enable it to act as a TL7 kit when the plastiskin is used up. It also contains five Revive capsules, a pneumospray hypo and two doses of Hypercoagulin, with room for ten doses of whatever other drugs the user wants to add at extra cost. It adds +1 to First Aid. Cost is \$75 and weight is 1/4 pound.

TL8: Cost is \$300 and weight is one pound. See **Ultra Tech** page 94. See **Ultra Tech** pages 97-100 for assorted drugs that could be added.

Envirobag (TL10+)

This is an insulated and heated sleeping bag designed for extremes of temperature. Using a C cell, it works the same as a Heat Suit (see below). It can be sealed and hooked up to air tanks. It folds to the size of a paperback book. The bag is \$20 and weighs 1.5 pounds; the temperature control unit costs \$6 and weighs 1/4 pound.

TL8: The bag is \$75 and weighs six pounds; the temperature control unit costs \$50 and weighs one pound. See **Ultra Tech** page 23.

Enviro-Bubble (TL10+)

This inflatable bubble, with self-sealing flap, can be erected and inflated in four seconds [make a Fast-Draw (Enviro-Bubble) roll to halve the time] and provides 15 minutes of air. It also floats, and is flexible enough to move in, but at a Move of 1. It is usually worn on the belt for quick activation. It can be hooked up to air tanks or a temperature control unit. Cost for the bubble and inflator is \$200; weight is 1.25 pounds.

TL8: Cost for the bubble and inflator is \$800; weight is five pounds. See *Ultra Tech* page 23.

Filtration Canteen (TL10+)

This canteen will purify and hold a quart of water. It removes almost all impurities, microbes and poisons but there is always the possibility of a contaminant for which the filter was not designed (GM's option)! It takes 30 minutes to purify a quart of water. Filters must be changed every 100 quarts; a color change signals this. An "exhausted" filter still has a few quarts of capacity, but only the GM knows how many. Cost is \$45, weight is one pound (empty) or three pounds (full). Replacement filters cost \$6 per set.

TL8: Cost is \$125, filters are \$25. See *Ultra Tech* page 23.

Flashlight (TL7+)

The flash throws a 50-foot beam for six continuous months on a C cell. It costs \$20 and weighs one pound. A belt or helmet model that leaves the hands free costs \$10 more. \$100 buys a heavy-duty light that can be used as a baton without being damaged. A mini-flashlight (15-foot beam) is also available, running off an A cell for one month, for \$8, with a weight of 1/4 pound. See *Ultra Tech* page 15. For use as a baton, use the Shortsword skill; it does crushing damage with swing or thrust, and requires minimum strength 7.

Hand Thruster (TL10+)

A hand thruster propels the user with bursts of compressed nitrogen. Each burst accelerates or decelerates a normal-mass human by one yard/second in the direction opposite to that in which the thruster is pointed. A successful roll against Free Fall or Vacc Suit skill is necessary to correctly point the thruster in the desired direction. The unit's cylinder is good for 30 one-second bursts. Cost is \$12.50 and weight is two pounds, including the cylinder; extra cylinders cost \$2.50, weigh one pound and take three seconds to replace.

TL8: Cost is \$50 and weight is four pounds loaded, cylinders cost \$10. See *Ultra Tech* page 114.

Heat Suit (TL10+)

This is an insulated bodysuit with transparent face mask and a temperature control system. It uses one C cell. It protects against freezing by increasing the effective temperature as set by the wearer; 48 hours for +10 degrees, 24 hours for +20 degrees, 12 hours for +30 degrees, and so on. Its high-tech insulation also adds 10 to wearer's effective HT for all rolls to resist freezing, even if the heater is off. The suit has PD 0 and DR 1. Cost is \$37.50 and weight is five pounds. If the increased energy option is used, all times listed should be doubled.

TL8: Cost is \$150. See *Ultra Tech* page 25.

Hypercoagulin (TL10+)

When injected into a patient with a bleeding wound, this causes instant coagulation and a cessation of bleeding within 1d+4 seconds. It restores 1 point of HT, and prevents any further damage from loss of blood. The drug should be injected as close to the wound as possible. An injection prior to sustaining a wound will have no effect unless a wound is received within five minutes after the injection.

Overdoses of this drug can kill; for every additional dose within a 24-hour period, roll against HT, minus the total number of doses taken. A failed roll means the patient's blood becomes so thick his heart stops. Full medical facilities (a full blood replacement and possibly a heart transplant) will be required to save his life. Hypercoagulin comes only in injectable form; it costs \$7.50/dose. Hypercoagulin is a useful assassination tool in societies at TL7 and below. Death is by heart attack, and the only wound is a tiny pin hole. The drug is undetectable ("...a poison unknown to science...") below TL8.

TL8: Costs \$25/dose. See *Ultra Tech* page 97.

Inertial Compass (TL10+)

This hand or belt unit indicates the direction and distance traveled from any preset point on a planetary surface. It can be set for the location at which the user is physically present, or for any other coordinates (requiring a Navigation roll if coordinates of the location aren't known). Distances measured are accurate within 1 yard/1,000 miles. It must be calibrated for the planet (taking one hour with a personal computer and a Navigation or Electronics Operation roll). The compass uses an A cell. Cost is \$62.50 and weight is 1/4 pound.

TL8: Cost is \$250 and weight is one pound. See *Ultra Tech* page 22.

Monocrys (TL8+)

The usual armor worn by civilians seeking discreet protection, monocrys is similar to Kevlar but is woven from a two-phase, single-crystal metallic fiber. Monocrys provides full protection against crushing and cutting attacks. It is less effective against impaling attacks such as needles or laser bolts, which penetrate the weave. Protection against impaling attacks is always PD 1, DR 2. Against crushing and cutting attacks, DR depends on thickness:

Light: PD 2, DR 8. \$400, 3 pounds for a vest;
\$1,000, 7 pounds for a full suit.
Medium: PD 2, DR 16. \$600, 5 pounds for a vest;
\$1,500, 12 pounds for a full suit.
Heavy: PD 2, DR 24. \$800, 7 pounds for a vest;
\$2,000, 16 pounds for a full suit.

However, because monocrys is flexible, any “6” rolled for damage indicates one hit that affects the wearer through the armor. Vests take ten seconds to put on and five to take off; full suits require 20 seconds to put on and 10 to take off. See *Ultra Tech* page 74.

Pneumospray Hypo (TL10+)

This hand-held, pneumatic-hypodermic instrument, about the size of a penlight, injects drugs using a charge of compressed air. The hypo must be touching the patient to inject its drug. Its charge can easily penetrate clothing with DR of 1 or less. It takes two turns to remove an empty vial (or pneumocharge) and replace it with a ready new one. Air cartridges are good for 100 injections. Cost is \$31.25 and weight is 1/4 pound. Replacement air cartridges cost \$10.

TL8: Cost is \$125. See *Ultra Tech* page 94.

Plastiskin (TL10+)

This is an antiseptic plastic patch that holds wounded flesh together, taking the place of normal skin. (It even takes on the color of one's skin, so that it's only evident on close examination.) When the flesh beneath heals sufficiently, the plastiskin patch falls off. Plastiskin is found in any TL8 first aid kit. Without it, TL8 first aid counts as TL7. Plastiskin can be used to cover tattoos, scars and marks, or for disguises. It costs \$2.50 per six-inch square patch.

TL8: The cost for a six-inch square patch is \$10. See *Ultra Tech* page 94.

Pressure Tent (TL10+)

This is a completely airtight tent, strong enough to be inflated to one atmosphere in a vacuum. The user(s) must have an air supply with them! Opening it completely evacuates all the air in the tent; entering or leaving through the one-man lock takes one minute. Cost is \$125 and weight 4 pounds for a one-man tent; \$375 and 8 pounds for a two-man tent; \$1,250 and 40 pounds for an eight-man tent.

TL8: Cost is \$500 and weight 15 pounds for a one-man tent; \$1,500 and 30 pounds for a two-man tent; \$5,000 and 150 pounds for an eight-man tent. See *Ultra Tech* page 23.

Respirator (TL11+)

A respirator makes thin or low-oxygen atmospheres breathable by concentrating the oxygen. It is often combined with goggles to protect the eyes from the effects of thin air. It takes three seconds to put on and one to take off, and works for one month on a B-cell (a warning light blinks when power is 90% gone). A standard communicator of the TL is built in. Weight is 3/4 pounds and cost is \$75. If the increased energy option is used, time is two months, not one month.

TL9: Weight is 3 pounds and cost is \$300. See *Ultra Tech* page 26.

Revive (TL10+)

These are small, easily breakable capsules. When held under the nose of a stunned or unconscious character and snapped open, the vapor inside will usually revive him completely (roll against HT+5 to regain consciousness, come out of stun, etc). No HT is regained, but the patient is awake. Revive capsules are widely available to the general public and can be purchased freely in drug stores in all but the most repressive societies. Cost is \$1.25/dose.

TL8: Cost is \$5/dose. See *Ultra Tech* page 98.

Rope (biphase) (TL8+)

A 3/8" diameter biphase rope supports 1,000 pounds. Ten yards of rope weighs 1/2 pound and costs \$5. A 3/4" diameter rope supports 4,000 pounds; cost is \$30 and weight is two pounds for ten yards. Strength doubles at TL10 and again at TL12. See *Ultra Tech* page 15.

Stun Baton (TL9+)

This weapon is used to subdue people without great physical harm. It uses the same skill as Shortsword (and anyone with either skill effectively has both) but it does stun damage instead of impaling damage. Weight is 3 pounds; cost is \$100. Uses on B cell which provides power for two hours of use.

Thruster Pack (TL10+)

This strap-on seat is for short jaunts in free fall, say passing from ship to ship and so on. It consists of a “seat” unit with a thruster in the back, a pair of arms with reverse thrusters and a control arm that curves in front of the user. Maneuver jets are located at strategic points along the entire pack. It takes 20 seconds and a Vacc Suit roll (which can be tried again every five seconds if missed) to strap into the thruster pack. It can accelerate or decelerate a normal-mass human by up to three yards/second on each turn. The large cylinder allows 100 seconds of full acceleration, or the equivalent. Successful Free Fall+3 rolls allow the user to control his speed and direction. Cost is \$500 and weight is 19 pounds, including one cylinder. Extra cylinders cost \$7.50, weigh ten pounds, and take five seconds to replace.

TL8: Cost is \$2,000 and weight is 45 pounds, including one cylinder. Extra cylinders cost \$30 and weigh ten pounds. See *Ultra Tech* page 114.

Vapor Canteen (TL10+)

This canteen actually draws moisture from the atmosphere, as long as there is any water vapor at all. It extracts and holds one quart of water. Time required varies with the amount of water vapor in the air — with an Earth-standard humidity of 50 percent, it takes four hours to extract a quart of water. The canteen extracts 100 quarts on a B cell. Cost is \$112; empty weight is 1/2 pound; filled it weighs 2.5 pounds. Larger versions are available for use at base camps. \$750 buys a one-cubic-yard version that

weighs 75 pounds, runs a month on an E-cell and makes a quart per five minutes in 50% humidity.

The large-size vapor system is standard for expeditions and military and police outposts; it frees them from the necessity of establishing a post near a water source. Sabotaging the vapor system is a favorite ploy of kiddie adventure stories. The plot is so hackneyed that real adventurers laugh at it, and may not be prepared if it happens.

TL8: The small canteen is \$450, two pounds empty, four pounds full. The large version is \$3,000 and weighs 300 pounds. See *Ultra Tech* page 23.

Zero-G Worksuit (TL11+)

The worksuit more closely resembles a miniature spaceship than a vacc suit. It is a rigid pressurized cylinder with a transparent helmet dome; the whole thing is slightly larger than a man. It has no legs, but is propelled by an integral thruster pack mounted in the base. The suit's thrusters accelerate or decelerate it at up to 3 yards per second² per turn, with enough fuel for 300 seconds of acceleration. A Free Fall+3 roll is required to change direction.

In addition to its normal suit sleeves, it has three ST 20 waldos — remote-controlled-arms — for heavy duty work; they can be used as arms at DX-3 or skill-3. Any two waldos may be used at once. One waldo also mounts an integral laser torch (4d cutting damage per second to doors, bulkheads and the like, as a weapon it is SS 12, Acc 1, RoF 4, Damage 1d cut, 1/2D 3, Max 15). A waldo's grip can be power-locked onto something (with its ST of 20). Usually the one not in use is locked onto a structure (e.g., a ship's hull) to hold the suit steady while the other two are used for work.

A worksuit includes life support for two weeks. A small (eight-inch diameter) airlock in its side is used to transfer small items (such as tools or food/air supplies, etc.) without breaking suit integrity. It may have standard vacc suit options (see above); but it always has a communicator (see GPD page 116), at no extra cost. The suit has PD 5, DR 25 (15 for the helmet). It takes 20 seconds to climb in and ready it for use (five seconds to get inside and seal the suit), or ten seconds to get out. The suit is powered by a D cell, giving a week of steady use; it has sockets for a second cell, for safety. Weight is 150 pounds and cost is \$3,750.

TL9: Cost is \$15,000. See *Ultra Tech* page 26.

Tool Kits (TL8+)

Tool kits exist at all TLs; this section covers those for TL8+. Normal tool kits do not drop in price or weight as TL increases, nor do they gain in effectiveness. As gadgets get more complex, so do the tools required to fix them. Any attempt to repair equipment of a higher TL than the kit has a -2 per TL difference penalty.

Anyone attempting repairs without one of these kits does so at -5 to skill. Each type of kit must be purchased separately, though a user may "make do" with one of the others at a -3 penalty.

All tool kits contain several power cells, but the cells found in salvaged kits are likely (GM's decision) to be partially or completely used already. See *Ultra Tech* page 16.

Portable Shop (TL8+)

An elaborate version of the basic tool kit (see below), it is equivalent to a repair shop on a small starship. It has everything necessary for emergency repairs, plus a range of spare parts that can be tooled to specific requirements. It adds +2 to the user's skill. It will have 2d AA, A, and B cells, 1d C cells, 1d-2 D cells, and 1 E cell. A Mechanic, Engineer, or Armoury shop costs \$4,000, weighs 3,000 pounds and has a volume of five cubic yards. Portable electronics shops cost \$7,000, weigh 1,500 pounds and have a volume of 4 cubic yards.

Basic Tool Kit (TL8+)

The standard tool kit for engineers, mechanics, armorers and electronics technicians, allowing major and minor repairs to be made at no penalty to skill. Any kit includes a few devices requiring small power cells, and is therefore a good source of extra cells in a pinch — roll 1d+2 for the number of AA cells, 1d for the number of A cells, 1d-2 for B cells. Mechanic or Engineer tool kits cost \$800, weigh 300 pounds and have a volume of 1/2 cubic yard as cargo. Armoury or Electronics kits cost \$1,200, weigh 100 pounds and have a volume of 1/4 cubic yard.

Portable Tool Kit (TL8+)

A smaller version of the basic tool kit, it fits into a case or backpack and weighs 20 pounds for Mechanics or Engineer kits, or 10 pounds for Armoury or Electronics kits. Major repairs can be made at -2 to skill, and minor repairs are at no penalty. It contains 1d+2 A cells, 1d A cells and 1d-3 B cells. Cost is \$600 for Mechanic or Engineer kits, \$900 for Armoury or Electronics kits.

Mini-Toolkit (TL8+)

This is a small, belt-sized tool kit. Routine repairs can be made with one of these at only -2 to skill. Major repairs are at -4 when using a mini-toolkit. Roll 1d for the number of AA and A cells in the kit, 1d-3 for B cells. Cost is \$400 and weight is 2 pounds.

Vacc Suits

(TL8+)

A variety of different pressure suits are available. Every suit needs air tanks (see above) to provide oxygen. Without an air tank, any suit contains enough air for five minutes. All suits include a back-mounted life-support pack (LSP), which provides heat, cooling and energy for the suit's systems. It uses a C cell, which is good for one week. The life-support pack has DR 3. After it takes ten hits there is a 50% chance of it malfunctioning on each further hit. When it takes 20 hits, it no longer works; the user's survival depends on the environment.

Every suit has a front pocket with ten emergency patches. Any damage that penetrates the suit must be patched immediately. This requires three seconds and a Vacc Suit roll. If the first attempt fails, each further attempt is at a cumulative -1. Every three seconds means a loss of 10% of the suit's air.

Vacc suits, survival suits and similar equipment are not reduced in weight (cost does go down, however) at higher TLs. See **Ultra Tech** page 25.

Standard Vacc Suit

(TL10+)

This is the standard flexible, insulated pressure suit. It is required in vacuum but may also be worn in poisonous (non-corrosive) or Very Thin atmosphere. It covers the whole body, includes a rigid helmet, and has exterior pockets, Velcro patches, straps, hooks, etc. for equipment, and at least two lifeline hooks. It includes a short-range communicator, which uses an A cell. Styles vary widely; spacers often paint suits in garish colors or designs.

Suit gloves reduce DX and manual skills by -1. The clear helmet allows undistorted vision (but cuts Hearing rolls by -2 in air). Touching helmets in vacuum allows private suit-to-suit communications. A head-up display projected on the helmet tells the wearer how much air and power are left. A tube leading to a one-quart reservoir provides water.

A vacc suit takes one minute to put on or take off; if the suit is worn without the helmet, the helmet only takes five seconds to put on. A successful roll against Vacc Suit halves these times. Default skill cannot be used to decrease suit-up times. A vacc suit has PD 0, DR 1, while the helmet has PD 2, DR 3. Cost is \$250 and weight is ten pounds. TL8: Cost is \$1,000.

Heavy-Duty Vacc Suit

(TL10+)

This is like a normal vacc suit but tougher - the entire suit has PD 2, DR 3. Cost is \$375 and weight is 20 pounds. TL8: Cost is \$1,500.

Armored Vacc Suit

(TL10+)

This is a rigid suit that covers the whole body, and is capable of withstanding up to 100 atmospheres of pressure. The life-support pack is built into the suit, not mounted outside; the suit's DR protects it. The suit requires an air tank (or several) but always includes a short-range communicator, using an A cell. The suit takes two minutes to

put on or take off. All DX or DX-based skills (including Free Fall, but not Driving or Pilot) are at -2. The usual Vacc Suit accessories are available. The suit has PD 4, DR 30. It weighs 80 pounds and costs \$1,000.

TL8: Cost is \$4,000.

Vacc Suit Accessories

All kinds of accessories are available, and may also be added to airtight body armor. Common items include a HUD (Heads Up Display, \$125); a helmet light (\$7.50, six months on a B cell); a water and concentrated food system with rations for one day (\$125 for the system, refills are at usual water and concentrate prices); a waste-relief system (cost is \$125 and worth every penny if the suit is worn for more than a few hours); a helmet visor recorder or better communicators; built-in computer or tricorder; reflective coating (gives PD 6, DR 2 against lasers and fire; PD 3, DR 0 against other beam weapons; provides PF 2 against radiation); extra patches (\$2.50 per patch).

TL8: Accessories priced above are four times more expensive at TL8, twice as much at TL9. **Ultra Tech** includes rules for powered exoskeletons that will be presented in a later **Prime Directive** product.

Magnetized Plates (TL9+) can be put on the soles of any boots at an additional \$25 and 1/8 pound. They let the wearer walk along bulkheads or on ship hulls in microgravity or 0 G (if the hull is made of magnetic material). Move is normal with Vacc Suit skill and at 1/2 without.

TL7: Costs \$100 and weighs 1/2 pound.

Radiation Protection (TL7+) can be added to any suit. Cost is \$50 for PF 2, \$2500/+20 pounds for PF 5 or \$500/+40 pounds (armored suits only) for PF 10.

TL7: Costs are \$200, \$1,000, and \$2,000 respectively.

Wet Suit

(TL10+)

A wet suit is a one-piece, ultralight underwater suit. It covers the user's entire body, with goggles and a face mask for attaching air tanks. It insulates the wearer against cold (+5 to HT rolls against cold) and incorporates ballast sufficient to keep the diver at any depth he wishes. Fins add 25% to swimming speed (or +1 to swimming Move, whichever is greater). The suit has PD 0 and DR 1. HUDs, vision gear, radios, etc. may be added to the suit at extra cost. It takes two minutes to put on or remove the suit. Cost is \$50 and weight is five pounds.

TL8: Cost is \$200. See **Ultra Tech** page 22.

Military Wet Suit

(TL10+)

This incorporates a thin layer of monocrystalline, with PD2, DR 8 (PD 1, DR 4 vs. impaling) over the whole body except the face. The face mask and goggles are transparent armorplast (PD 4, DR 10). Goggles may be fitted with HUDs, vision gear, etc. Cost is \$175 and weight is nine pounds.

TL8: Cost is \$700.

Sample Characters

Marine 1st Lieutenant Yahnke

125 points

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

Information:

Race: Human

Height: 6'2"

Weight: 180

Age: 24

Sex: Male

Graduated: Federation Marine Academy.

Advantages: Cool [1]; Fearlessness 2 [4]; Military Rank 3 [15]; Panimmunity/TL12 +3 [10]; Reputation (Marine) 1 [5]; Security Clearance 3 [15]; Status 1 [0, from Military Rank].

Disadvantages: Code of Honor [Uphold the Prime Directive] [-1]; Duty (Star Fleet) Almost all the time (15 or less) [-15]; Insomniac [-10]; Sense of Duty (Federation) [-10].

Quirks: Doesn't eat seafood [-1]; Inscribes personal symbolism on weapons [-1]; Listens to Andorian music before each mission [-1]; Uncomfortable working with Star Fleet [Naval] Personnel [-1].

Skills:

Administration 11 [1]

Armoury (Personal Phasers)/TL12 11 [1]

Beam Weapons (Phaser)/TL12 14 [4]

Camouflage 12 [1]

Climbing 10 [2]

Computer Operation/TL12 12 [1]

Electronics Operation (Communications)/TL12 12 [2]

First Aid/TL12 12 [1]

Free Fall/TL12 12 [8]

Gunner (Beam Weapons)/TL12 12 [2]

Gunner (Rocket Launcher)/TL12 12 [2]

Hand Weapon (Shortsword) 9 [1]

History (Federation) 10 [1]

Karate 9 [2]

Knife 10 [1]

Law (Federation) 10 [1]

Leadership 13 [4]

Parachuting 10 [1]

Running (Move: 6.75) 10 [1]

Sailor/TL12 11 [1]

Savoir-Faire (Military) 12 [1]

Stealth 9 [1]

Strategy 10 [1]

Survival (Mountains) 11 [1]

Survival (Urban) 12 [2]

Tactics 12 [4]

Throwing 8 [1]

Vacc Suit/TL12 11 [1]

Petty Officer 2nd Class Daneric-Tren

125 points

Attributes: ST 12 [20], DX 12 [20], IQ 11 [10], HT 12 [20]

Information:

Race: Cygnan

Height: 5'10"

Weight: 165

Age: 27

Sex: Male

Graduated: Star Fleet Basic Training.

Advantage: Absolute Direction [5]; Fit [5]; Mathematical Ability [10]; Panimmunity/TL12 +3 [10]; Security Clearance 2 [10]; Versatile [5].

Disadvantages: Albinism (Treatable -60%) [-4]; Code of Honor [Uphold the Prime Directive] [-1]; Compulsive Gambling [-5]; Duty [Star Fleet] [15 or less] [-15]; Fear of Open Spaces (Mild) [-10]; Gregarious [-10]; Group Skill Bonus (Science) +4 [24]; Light Sleeper [-5]; Loner [-5]; Sense of Duty (Federation) [-10].

Quirks: Constantly smiling [-1], Likes to work nights [-1].

Skills:

Astronomy/TL12 12 [.5]

Beam Weapons (Phaser)/TL12 13 [1]

Chess 11 [1]

Climbing 13 [4]

Computer Operation/TL12 11 [1]

Electronics (Security Systems)/TL12 15 [.5]

Electronics (Sensors)/TL12 15 [.5]

Electronics Operation (Security Systems)/TL12 10 [1]

Electronics Operation (Sensors)/TL12 12 [4]

Engineer (Atmospheric Systems)/TL12 15 [.5]

Engineer (Electrical)/TL12 15 [.5]

Engineer (Spacecraft)/TL12 9 [1]

First Aid/TL12 11 [1]

Free Fall/TL12 12 [2]

Gambling 12 [2]

History (Federation) 9 [1]

Judo 10 [1]

Knife 11 [.5]

Law (Federation) 10 [2]

Mathematics 15 [.5]

Mechanic (Atmospheric Systems)/TL12 12 [4]

Mechanic (Spacecraft)/TL12 12 [4]

Physics/TL12 12 [.5]

Running (Move 6.75) (10) [1]

Sailor/TL12 10 [1]

Savoir-Faire (Military) 11 [1]

Stealth 12 [2]

Survival (Urban) 12 [4]

Vacc Suit/TL12 10 [1]

Xenology/TL12 9 [1]

Sample Characters designed by Matthew J. Francois.

Marine Private Dellik**100 points****Attributes:** ST: 10 [0]; DX: 12 [20]; IQ: 12 [20]; HT: 12 [20]**Information:**

Race: Human

Height: 5'8"

Weight: 110

Age: 23

Sex: Female

Graduated: Marine Boot Camp.

Advantages: Cool [1]; Fearlessness 2 [4]; Panimmunity/TL12 +3 [10]; Reputation (Marine) 1 [5]; Security Clearance 1 [5]; Very Fit [15].**Disadvantages:** Code of Honor (Uphold the Prime Directive) [-1]; (Star Fleet) Almost all the time (15 or less) [-15]; Kleptomania [-15]; Sense of Duty (Federation) [-10].**Quirks:** Distrusts authority figures [-1]; Fidgets when not doing something [-1]; Returns stolen items to original owners [-1]; Secretive about past [-1]; Uncomfortable around non-humans [-1].**Skills:**

Armoury (Phaser)/TL12 11 [1]

Beam Weapons (Phaser)/TL12 16 [4]

Camouflage 12 [1]

Climbing 13 [4]

Computer Operation/TL12 12 [1]

Electronics Operations (Communication)/TL12 12 [2]

Fast-Talk 12 [2]

First Aid/TL12 12 [1]

Free Fall 12 [2]

Gunner (Beam Weapons)/TL12 13 [1]

Hand Weapon (Stun Baton) 11 [1]

History (Federation) 9 [.5]

Karate 10 [1]

Knife 13 [2]

Law (Federation) 9 [.5]

Leadership 10 [.5]

Parachuting 12 [1]

Pickpocket 12 [4]

Running (Move: 7.25) 10 [1]

Sailor/TL12 11 [1]

Savoir-Faire (Military) 12 [1]

Sleight of Hand 12 [4]

Stealth 13 [4]

Survival (Urban) 12 [2]

Survival (Woodlands) 11 [1]

Tactics 9 [.5]

Throwing 10 [1]

Vacc Suit 11 [1]

Lt. Commander Grissom**150 points****Attributes:** ST 12 [20], DX 14 [45], IQ 11 [10], HT 10 [0].**Information:** Race: Human; Height: 6'1"; Weight: 175 lbs.; Age: 30; Sex: Male; Graduated: Star Fleet Academy.**Advantages:** Fit [5]; Military Rank 4 [20]; Panimmunity [10]; Reputation (Star Fleet officer) 1 [5]; Security Clearance 3 [15]; Status 1 [0, from Military Rank]**Disadvantages:** Code of Honor (Uphold the Prime Directive) [-1]; Duty (Star Fleet) Almost all the time (15 or less) [-15]; Overconfidence [-10]; Sense of Duty (Federation) [-10].**Quirks:** Always eats chocolate at dinner [-1]; Collects classical music files [-1]; Enjoys solving math puzzles [-1]; Plays old brass trombone to relax [-1]; Tends to use phrases repeatedly [-1].**Skills:**

Administration 11 [2]

Armoury (Phasers)/TL12 9 [.5]

Armoury (Photon Torpedoes)/TL12 9 [.5]

Astronomy/TL12 9 [1]

Beam Weapons (Phaser)/TL12 16 [2]

Climbing 13 [1]

Computer Operation/TL12 12 [2]

Computer Programming/TL12 8 [.5]

Diplomacy 10 [2]

Electronics (Weapons)/TL12 10 [2]

Electronics Operation (Sensors)/TL12 12 [4]

Electronics Operation (Transporter)/TL12 11 [2]

Engineer (Electrical)/TL12 9 [1]

First Aid/TL12 12 [2]

Free Fall/TL12 13 [1]

Gunner (Phasers)/TL12 15 [2]

Gunner (Photon Torpedoes)/TL12 15 [2]

History (Federation) 9 [1]

Judo 13 [2]

Law (Federation) 9 [1]

Leadership 11 [2]

Mathematics 12 [6]

Mechanic (Weapons)/TL12 11 [2]

Musical Instrument (Brass) 10 [2]

Physics/TL12 8 [.5]

Piloting (Shuttlecraft)/TL12 14 [2]

Research 11 [2]

Running (Move: 7) 8 [1]

Sailor/TL12 10 [1]

Savoir-Faire (Military)/TL12 11 [1]

Stealth 14 [2]

Strategy 10 [2]

Survival (Urban)/TL12 10 [1]

Tactics 10 [2]

Vacc Suit/TL12 11 [2]

Xenology 9 [1]

Marine Corporal Kilrathie**125 points****Attributes:** ST 13 [30]; DX 10 [0]; IQ 12 [20]; HT 13 [30].**Information:**

Race: Human

Height: 6'0"

Weight: 177

Age: 24

Sex: Male

Graduated: Marine Boot Camp.

Advantages: Cool [1]; Fearlessness 2 [4]; Panimmunity/TL12 +3 [10]; Reputation (Marines) 1 [5]; Security Clearance [5]; Very Fit [15].**Disadvantages:** Code of Honor (Uphold the Prime Directive) [-1], (Star Fleet) Almost all the time (15 or less) [-15]; Impulsiveness [-10]; Sense of Duty (Federation) [-10].**Quirks:** Enjoys eating military combat rations [-1]; Takes great pride in his physical condition [-1]; Terse speech [-1]; Fanatical about weapon cleanliness and maintenance [-1].**Skills:**

Armoury (Phasers)/TL12 11 [1]

Beam Weapons (Phaser)/TL12 14 [4]

Boxing 9 [1]

Camouflage 11 [.5]

Climbing 10 [2]

Computer Operation/TL12 12 [1]

Cooking 11 [.5]

Electronics Operation (Communications)/TL12 12 [2]

Electronics Operation (Weapons)/TL12 11 [1]

First Aid/TL12 12 [1]

Free Fall/TL12 12 [8]

Garrote 12 [4]

Gunner (Phasers)/TL12 11 [1]

Hand Weapons (Stun Baton) 9 [1]

History (Federation) 9 [.5]

Intimidation 11 [1]

Karate 8 [1]

Knife 10 [1]

Law (Federation) 9 [.5]

Leadership 10 [.5]

Parachuting 10 [1]

Running (Move: 7.125) 11 [1]

Sailor/TL12 11 [1]

Savoir-Faire (Military) 12 [1]

Stealth 10 [2]

Survival (Arctic) 11 [1]

Survival (Desert) 11 [1]

Tactics 9 [.5]

Throwing 9 [2]

Vacc Suit/TL12 11 [1]

Ensign Stulak**125 points****Attributes:** ST: 10 [-10, Racial]; DX: 11 [10]; IQ: 12 [0, Racial]; HT: 9 [-10].**Information:** Race: Vulcan; Height: 6'3"; Weight: 125 lbs.; Age: 37; Sex: Male. Graduated: Star Fleet Academy.**Advantages:** Acute Hearing +1 [2]; Autotrance [5]; Eidetic Memory 1 [30]; Extended Lifespan 1 [5]; Fit [5]; Lightning Calculator [5]; Military Rank 3 [15]; Nictating Membrane 1 [10]; Panimmunity/TL12 +3 [10]; Psionic Power 1 [5]; Reduced Sleep [10]; Regeneration (Limitation: Only in Autotrance, -30%) [18]; Reputation +1 (Star Fleet Officer) [5]; Security Clearance 3 [15]; Status 1 [0, from Military Rank]; Unfazeable [15].**Disadvantages:** Code of Honor (Logical Behavior) [-10]; Code of Honor (Uphold the Prime Directive) [-1]; Duty (Star Fleet) Almost all the time (15 or Less) [-15]; Honesty [-10]; Intolerance (Emotional or Irrational Behavior) [-10]; No Sense of Humor [-10]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Federation) [-10]; Skinny [-5]; Truthfulness [-5]; Workaholic [-5].**Quirks:** Collects rocks from planets he visits [-1]; Insatiable curiosity towards unknown plants [-1]; Never plays black in chess [-1]; Plays only a hand-carved flute [-1]; Wakes up early every day [-1].**Skills:**

Administration 12 [1]

Astronomy/TL12 11 [1]

Beam Weapons
(Phaser)/TL12 13
[1]Biochemistry/TL12 12
[4]

Botany/TL12 15 [5]

Chemistry/TL12 12 [2]

Chess 13 [1]

Computer Operation/
TL12 15 [3]Computer Program-
ming/TL12 10 [.5]Diplomacy 11 [1]
Electronics [Sensors]/
TL12 11 [1]Electronics Operation
(Sensors)/TL12 15
[4]Electronics Operation
(Transporter)/TL12
12 [1]Engineer (Robotics)/
TL12 10 [.5]

First Aid/TL12 12 [.5]

Free Fall/TL12 12 [4]

Geology/TL12 10 [.5]

History (Federation) 10
[.5]

Judo 10 [2]

Law (Federation) 10 [.5]

Mathematics 12 [2]
Mechanic (Robotics)/
TL12 12 [1]

Mind Meld 11 [2]

Musical Instrument
(Woodwind) 11 [1]

Nerve Pinch 11 [2]

Physics/TL12 12 [2]

Piloting (Shuttlecraft)/
TL12 10 [1]Psionic Meditation 11
[1]

Research 13 [2]

Sailor/TL12 11 [.5]

Savoir-Faire (Military)/
TL12 12 [.5]

Strategy 10 [.5]

Survival (Mountains) 11
[.5]

Tactics 10 [.5]

Vacc Suit/TL12 12 [1]

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