

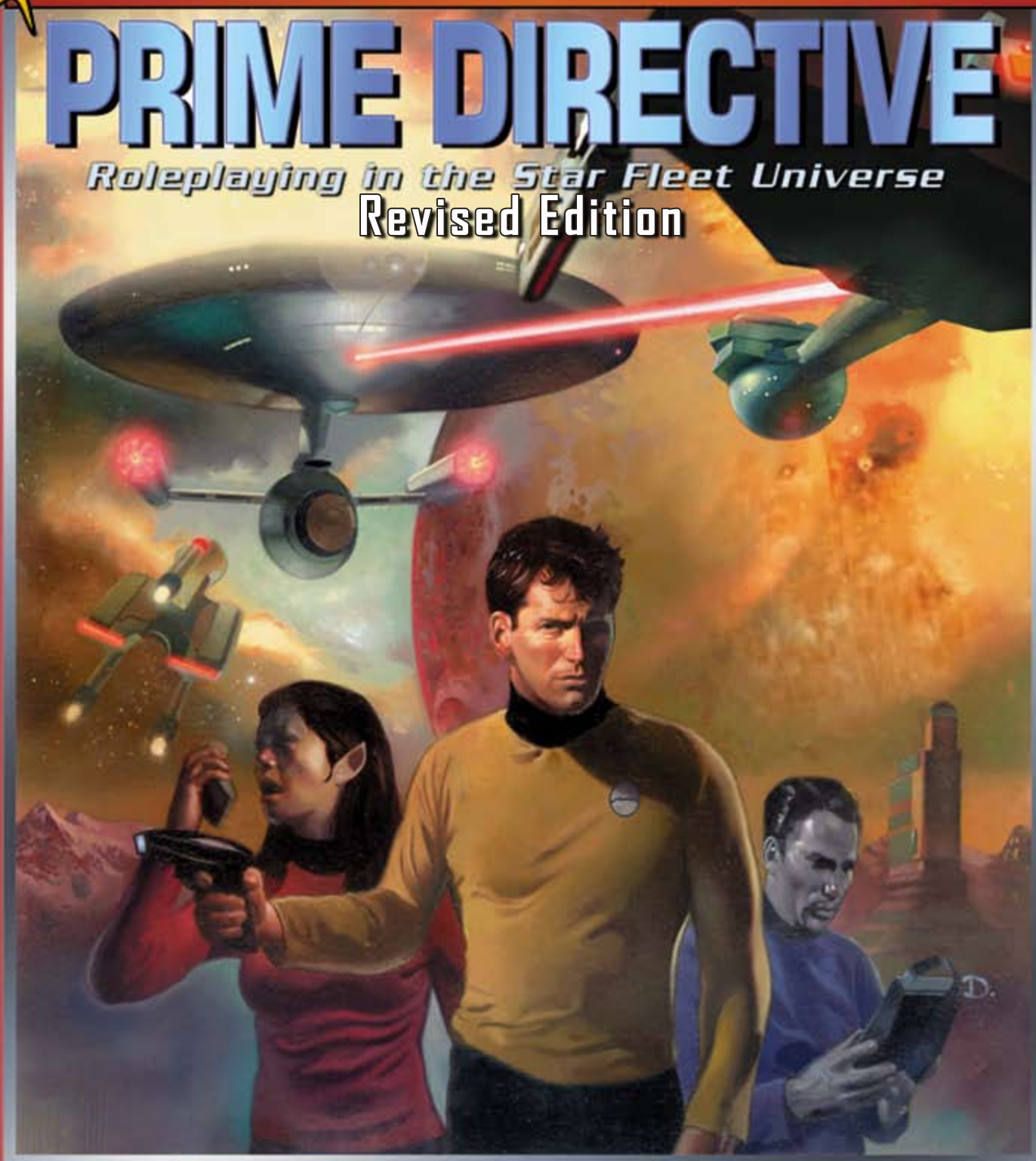
GURPS

Fourth Edition



PRIME DIRECTIVE

Roleplaying in the Star Fleet Universe
Revised Edition



CORE RULEBOOK
Volume 1: Creating a Character





Roleplaying in the Star Fleet Universe

Revised Edition – For GURPS 4th Edition

Volume 1: Creating a Character

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Other **GURPS** Books

The following **GURPS** rulebooks and manuals published by Steve Jackson Games will be found useful by players of **GURPS Prime Directive (GPD)**. They can provide additional skills, rules, actions, and tactics. Some will provide non-player characters and equipment that, while not specifically related to the *Star Fleet Universe*, could be adapted by GMs (perhaps to populate a new planet for exploration). The **GURPS** system is vast and continually expanding, and you can often find an existing **GURPS** book that covers the setting you want to use for your campaign.

GURPS BASIC SET

The basic framework for the entire **GURPS** family of roleplaying games. The **GPD 4e Rev Core Rulebook** includes only some of the **GURPS** rules (those that specifically apply to the characters in this book). If you want to do more things, then the **GURPS Basic Set** is the place to look. Essential for GMs, it is the single most-recommended book for **GPD** players. These rules cover everything in more detail and depth and provide additional insight into the game structure. Many of the other **GURPS** books that would be useful to **GPD** players won't work very well without the **GURPS Basic Set** rules. Also available is a campaign manual and a **GURPS GM's Screen**.

OTHER GURPS MANUALS from SJ Games

GURPS Fantasy and **GURPS Magic** include everything a Game Master could want to send his Star Fleet adventure team into really strange new worlds with really bizarre new civilizations. Remember that if alien technology is sufficiently advanced or different, *it might as well be magic*, so you'd be all set with these interesting manuals.

More **G4e** books that will surely be useful to Game Masters are **GURPS Space**, **GURPS Ultra-Tech**, and **GURPS Spaceships**, as these will allow you to build starships and fight space battles. Also of considerable interest might be the **GURPS Traveller** (in both Classic and 4e), the **GURPS Vorkosigan Saga Sourcebook and Roleplaying Game**, and **GURPS Transhuman Space Classic**. Check the **GURPS** website: <http://www.sjgames.com/gurps/> for continually updated information on new releases.

GURPS THIRD EDITION

The third edition of **GURPS** included over 100 books on a wide variety of subjects, from dinosaurs to steam punk, from robots to dungeons, from the wild west to World War II. Key elements included several science-fiction realms. Many of these manuals can still be found in game stores and online stores, and from Steve Jackson Games. Using conversion data (available on-line) and some effort, Game Masters can harvest these manuals for equipment, backgrounds, settings, planets, starships, and other things to populate and illustrate their campaigns. Order your manuals either through your local game store or through Warehouse 23: <http://www.warehouse23.com/>

More **Prime Directive**

The following **GURPS** manuals have been published by ADB, Inc., specifically as part of the **Prime Directive** series and the **Star Fleet Universe**.

GURPS KLINGONS

Everything you ever wanted to know about the Empire of Steel. Government, how the emperor is selected, the military nobility, military academies, the difference between warriors and civilians, the warrior colonies, military ranks and promotion, military awards and decorations, the Knights Paladins (the emperor's personal inspectors and auditors), Klingon religions, the intelligence services that spend most of their time spying on each other, data on dozens of Klingon ships, and much more.

SKU 8403, \$24.95, Released 2006.

GURPS ROMULANS

Everything you ever wanted to know about those distant cousins of the Vulcans. The royal family, the role of the praetor, the great houses and how they wheel and deal in the back hallways of the palace, the role of the Intendance Department, intelligence services and praetorian teams, colony planets, the previously unknown suppressed races along the galactic rim, the development of the cloaking device, starships, and much more.

SKU 8404, \$24.95, Released 2005.

GURPS FEDERATION

Everything you ever wanted to know about the United Federation of Planets. Government, political parties, the intelligence agencies, Star Fleet Academy, surveys of a dozen member planets, Star Fleet, the Marshal's service, corporations and the dominant role of business, the Prime Directive, the Non-Interference Doctrine, and much more.

SKU 8402, \$24.95, Released 2011.

KLINGON G1 GUNBOAT DECK PLANS

Detailed plans in Traveller-scale (with both hexes and squares) for the G1 gunboat (including its larger command variant), showing engines, crew positions, power systems, weapons, sensors, repair systems, and color "cardstock characters" for all 27 members of the crew.

SKU 8201, \$16.95, Released 2004.

Glossary

GURPS is a roleplaying game (RPG), a game in which a referee (the Game Master) guides several players through an “adventure” in which they play the parts of fictional characters. Like any hobby, gaming has its own unique language. To help you understand the concepts and terms used in this game (and other RPGs), we’ll start with a few definitions:

Adventure or Scenario: The basic unit of play in an RPG. An RPG is never over until the players want to end it, but a single adventure will have a beginning and an end. It may last through several sessions of play or be done in a single evening.

Attribute: Part of a character’s mental, emotional, or physical makeup (e.g., strength, intelligence).

Campaign: A continuing series of adventures by a group, it will usually have a continuing cast of player characters and the same Game Master (or team of GMs). A campaign may move from one game world to another, with a logical reason. The overall goal is for characters to learn from each adventure so that they can handle tougher challenges in future adventures.

Character: Any being (person, animal, whatever) played by the GM or a player in an RPG.

Encounter: One part of an adventure; a meeting between the player characters and one or more NPCs.

Game Master (GM): The referee, who selects or writes the adventure, talks the players through it, and judges the results. He is, simultaneously, the enemy, commanding officer, and umpire.

Game World: A background for play; the setting for an adventure, it can be a GM’s own fantasy creation or a published setting created specifically for gaming.

Non-Player Character (NPC): Any character played by the GM. The GM may control many characters, major and minor. In some campaigns, the party might borrow an NPC who is a technical expert needed for a mission; the GM supervises such use to prevent the party from misusing or sacrificing the NPC. Sometimes a guest player thinking of joining the group might use a borrowed NPC so that he doesn’t have to create a character before starting.

Party: A group of PCs taking part in an adventure.

Player Character (PC): Any character played by one of the players. Typically, each player controls a single character, but some groups prefer to have each player control two or more, or to have two or more characters and pick one for each adventure.

Roleplaying Game (RPG): A game in which the players take on the personalities of imaginary individuals, or characters, in a fictional or historical game world, and try to act as those characters would.

Skill: Something a character knows how to do.

Species (sometimes called “Race”): The species to which you belong. Nonhuman characters (elves, dwarves, Klingons, and Martians, for example) are common in RPGs.

Stats or Statistics: Numbers rating a character’s abilities, used to determine what each one can and cannot do.

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