

Prototype Trait Revisited

The starship includes experimental technology or new advances in starship design, making it the first of its kind.

This trait is *unique* in that it may be taken as either an edge or a flaw¹ depending on the end result. This trait is classified as an edge when any shift enhances or grant a bonus over the base system's functionality. This trait is classified as a flaw when any shift reduces the functionality of a system.

Effect: Take one value of an installed system and "shift" that value up or down a number of rows indicated on Table 1.25: Prototype Effects. The new value of the shifted row is inherited by the existing system, reflecting a quantum leap in design or disastrous short coming. **Only** those values listed on Table 1.25 can be shifted in such a manner.

No system may receive a number of row shifts that cause a system to go off the chart -- such a shift must halt at the end of the chart.²

Special: This trait has a variable cost. When taken as an edge the amount of space spent is equal to **twice** the number of row shifts taken. As a flaw, the amount of space received is equal **half** the number of row shifts taken, rounded down (minimum of 1). For example, if a sensor system has its reliability reduced by three row shifts the the vessel receives **+1 space**. If that same sensor system had it sensor bonus increased by one row shift, then **2** points of space are spent. Vessel classification space cost modifiers **never** adjust the cost of this trait.

Upgrade: **No** system may have a single value shifted beyond the allowed range listed on Table 1.25, although different system values may be shifted (such as sensor systems bonus increase and its reliability decreased).

TABLE 1.25: PROTOTYPE EFFECTS

System	Allowed Values (+ Edge/- Flaw Ranges)
Operations	Reliability: +1, +0-, -1, -2, -3, -4
Life Support	Reliability: +1, +0-, -1, -2, -3, -4
Sensors ³	Bonus: +1, +0-, -1, -2 Reliability: +2, +1, +0-, -1, -2, -3, -4
Cloak ⁴	Rating: +1, +0-, -1, -2
Sublight Engine ⁵	Max c: +2, +1, +0-, -1, -2, -3, -4, -5, -6 Reliability: +4, +3, +2, +1, +0-, -1, -2, -3, -4, -5, -6
Warp Engine ^{6,7}	Speed: +2, +1, +0-, -1, -2, -3, -4, -5, -6 Reliability: +4, +3, +2, +1, +0-, -1, -2, -3, -4, -5, -6

Beam Weapon (each)	Offense Value: +1, +0-, -1
Missile Weapon (each)	Offense Value: +1, +0-, -1

Defensive System ⁸	Protection: +1, +0-, -1, -2, -3, -4
	Maximum Threshold: +1, +0-, -1
	Reliability: +2, +1, +0-, -1, -2, -3, -4

NOTES:

1. You can have system with a "null" shift (+0-). It is just the cost of the system. You can use another trait in conjunction with the prototype trait.

2. Reliability cannot go below A, but may go above F. Single letter ratings are treaty as normal (ie A to B, D to E, etc). Double letter ratings are treaty the same way single letter ratings but go to the next double letter (AA to BB, CC to DD, etc).

A	0
AA	+1
B	+2
BB	+3
C	+4
CC	+5
D	+6
DD	+7
E	+8
EE	+9
F	+10

FF	+11
G	+12
GG	+13
H	+14
HH	+15

3. The bonus applies **only** to the ranges that have a listed value. Example a Class 3 sensor system has (+3/+2/+1/0/0) the adjusted value for a +1 bonus would be (+4/+3/+2/+1/0). Taken as a -1 bonus the value would be (+2/+1/0/0/0).

4. The chart of ratings and their scale are from worst to best is on Table 1.9. Example: If you decide to have a Class 3 cloak (Rating: 20) with the protoype edge (+1 rating) you would pick the next highest value on Table 1.9 (Class 4 cloak Rating: 22).

5. Special note on **Sublight Engine Max. c**: When taken as a flaw **no** sublight engine can go below 0.1c. If taken as an edge sublight engines cannot go above 0.99c.

Rating	+2	+1	-1	-2	-3	-4	-5	-6
0.1	0.2	0.15	NA	NA	NA	NA	NA	NA
0.15	0.25	0.2	0.1	NA	NA	NA	NA	NA
0.2	0.3	0.25	0.15	0.1	NA	NA	NA	NA

0.25	0.4	0.3	0.2	0.15	0.1	NA	NA	NA
0.3	0.5	0.4	0.25	0.2	0.15	0.1	NA	NA
0.4	0.6	0.5	0.3	0.25	0.2	0.15	0.1	NA
0.5	0.7	0.6	0.4	0.3	0.25	0.2	0.15	0.1
0.6	0.75	0.7	0.5	0.4	0.3	0.25	0.2	0.15
0.7	0.8	0.75	0.6	0.5	0.4	0.3	0.25	0.2
0.75	0.85	0.8	0.7	0.6	0.5	0.4	0.3	0.25
0.8	0.9	0.85	0.75	0.7	0.6	0.5	0.4	0.3
0.85	0.92	0.9	0.8	0.65	0.7	0.6	0.5	0.4
0.9	0.95	0.92	0.85	0.8	0.75	0.7	0.6	0.5
0.92	0.99	0.95	0.9	0.85	0.8	0.75	0.7	0.6
0.95	NA	0.99	0.92	0.9	0.85	0.8	0.75	0.7
0.99	NA	NA	0.95	0.92	0.9	0.85	0.8	0.75

6. Special note on Warp Engine Speed (Modified Cochrane Scale): Since you cannot have a speed of warp 10 or above. Speeds need to be adjusted as follows.

Speed	+2	+1	-1	-2	-3	-4	-5	-6
1	3	2	NA	NA	NA	NA	NA	NA
2	4	3	1	NA	NA	NA	NA	NA
3	5	4	2	1	NA	NA	NA	NA
3.5	5.5	4.5	2.5	1.5	NA	NA	NA	NA
4	6	5	3	2	1	NA	NA	NA
5	7	6	4	3	2	1	NA	NA
6	8	7	5	4	3	2	1	NA
6.5	8.5	7.5	5.5	4.5	3.5	2.5	1.5	NA
7	9	8	6	5	4	3	2	1
7.1	9.1	8.1	6.1	5.1	4.1	3.1	2.1	1.1
7.2	9.2	8.2	6.2	5.2	4.2	3.2	2.2	1.2
7.3	9.3	8.3	6.3	5.3	4.3	3.3	2.3	1.3
7.4	9.4	8.4	6.4	5.4	4.4	3.4	2.4	1.4
7.5	9.5	8.5	6.5	5.5	4.5	3.5	2.5	1.5
7.6	9.6	8.6	6.6	5.6	4.6	3.6	2.6	1.6
7.7	9.7	8.7	6.7	5.7	4.7	3.7	2.7	1.7
7.8	9.8	8.8	6.8	5.8	4.8	3.8	2.8	1.8
7.9	9.9	8.9	6.9	5.9	4.9	3.9	2.9	1.9

Speed	+2	+1	-1	-2	-3	-4	-5	-6
8	9.91	9	7	6	5	4	3	2
8.1	9.92	9.1	7.1	6.1	5.1	4.1	3.1	2.1
8.2	9.93	9.2	7.2	6.2	5.2	4.2	3.2	2.2
8.3	9.94	9.3	7.3	6.3	5.3	4.3	3.3	2.3
8.4	9.95	9.4	7.4	6.4	5.4	4.4	3.4	2.4
8.5	9.96	9.5	7.5	6.5	5.5	4.5	3.5	2.5
8.6	9.97	9.6	7.6	6.6	5.6	4.6	3.6	2.6
8.7	9.98	9.7	7.7	6.7	5.7	4.7	3.7	2.7
8.8	9.99	9.8	7.8	6.8	5.8	4.8	3.8	2.8
8.9	9.991	9.9	7.9	6.9	5.9	4.9	3.9	2.9

9	9.992	9.91	8	7	6	5	4	3
9.1	9.993	9.92	8.1	7.1	6.1	5.1	4.1	3.1
9.2	9.994	9.93	8.2	7.2	6.2	5.2	4.2	3.2
9.3	9.995	9.94	8.3	7.3	6.3	5.3	4.3	3.3
9.4	9.996	9.95	8.4	7.4	6.4	5.4	4.4	3.4
9.5	9.997	9.96	8.5	7.5	6.5	5.5	4.5	3.5
9.6	9.998	9.97	8.6	7.6	6.6	5.6	4.6	3.6
9.7	9.999	9.98	8.7	7.7	6.7	5.7	4.7	3.7
9.8	NA	9.99	8.8	7.8	6.8	5.8	4.8	3.8

7. General Note on Warp Engine Speed: When the speed rating of the Warp Engine is shifted it shifts all three values together (cruising/sustainable/maximum emergency).

8. Protection and Threshold: The "shift" should be a flat Bonus or Penalty whichever is the case.
