

Prototype (Clarification)

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	Rating: +1, +0-, -1, -2
Sublight Engine ⁴	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 ⁵	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)	Penetration: +1, +0-, -1
Missile Weapon (each)	Penetration: +1, +0-, -1

Defensive System	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 (that is +0- shift). It is just the cost of the system. You cannot use another trait in conjunction with the prototype trait that grants either an edge or a flaw unless, the system that is prototyped takes the prototype trait at a "null" shift (+0-).
2. Reliability cannot go below A, but may go above F. Double letter ratings are to be treated as a single letter rating for this trait. (ie CC becomes C).
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/+2/0/0). Taken as a -1 bonus if the prototype trait is taken as a flaw the adjusted value would be (+2/+1/0/0/0).
4. Special note on 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 *see below*.
5. Special note on Warp Drives (Modified Cochrane Scale): Since you cannot have a speed of warp 10 or above. Speeds need to be adjusted as follows. *see below*.

Sublight Engine (Max c)

Rating	+2	+1	-1	-2	-3	-4	-5	-6
0.1	0.3	0.2	NA	NA	NA	NA	NA	NA
0.15	0.35	0.25	NA	NA	NA	NA	NA	NA
0.2	0.4	0.3	0.1	NA	NA	NA	NA	NA
0.25	0.45	0.35	0.15	NA	NA	NA	NA	NA
0.3	0.5	0.4	0.2	0.1	NA	NA	NA	NA
0.35	0.55	0.45	0.25	0.15	NA	NA	NA	NA
0.4	0.6	0.5	0.3	0.2	0.1	NA	NA	NA
0.45	0.65	0.55	0.35	0.25	0.15	NA	NA	NA
0.5	0.7	0.6	0.4	0.3	0.2	0.1	NA	NA
0.55	0.75	0.65	0.45	0.35	0.25	0.15	NA	NA
0.6	0.8	0.7	0.5	0.4	0.3	0.2	0.1	NA
0.65	0.85	0.75	0.55	0.45	0.35	0.25	0.15	NA
0.7	0.9	0.8	0.6	0.5	0.4	0.3	0.2	0.1
0.75	0.95	0.85	0.65	0.55	0.45	0.35	0.25	0.15
0.8	NA	0.9	0.7	0.6	0.5	0.4	0.3	0.2
0.85	NA	0.95	0.75	0.65	0.55	0.45	0.35	0.25
0.9	0.92	0.91	0.8	0.7	0.6	0.5	0.4	0.3
0.91	0.93	0.92	0.81	0.71	0.61	0.51	0.41	0.31
0.92	0.94	0.93	0.82	0.72	0.62	0.52	0.42	0.32
0.93	0.95	0.94	0.83	0.73	0.63	0.53	0.43	0.33
0.94	0.96	0.95	0.84	0.74	0.64	0.54	0.44	0.34
0.95	0.97	0.96	0.85	0.75	0.65	0.55	0.45	0.35
0.96	0.98	0.97	0.86	0.76	0.66	0.56	0.46	0.36
0.97	0.99	0.98	0.87	0.77	0.67	0.57	0.47	0.37
0.98	NA	0.99	0.88	0.78	0.68	0.58	0.48	0.38

0.99	NA	NA	0.89	0.79	0.69	0.59	0.49	0.39
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Warp Engine (MCU)

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

9.1	9.3	9.2	8.1	7.1	6.1	5.1	4.1	3.1
9.2	9.4	9.3	8.2	7.2	6.2	5.2	4.2	3.2
9.3	9.5	9.4	8.3	7.3	6.3	5.3	4.3	3.3
9.4	9.6	9.5	8.4	7.4	6.4	5.4	4.4	3.4
9.5	9.7	9.6	8.5	7.5	6.5	5.5	4.5	3.5
9.6	9.8	9.7	8.6	7.6	6.6	5.6	4.6	3.6
9.7	9.9	9.8	8.7	7.7	6.7	5.7	4.7	3.7
9.8	9.91	9.9	8.8	7.8	6.8	5.8	4.8	3.8
9.9	9.92	9.91	9^	8	7	6	5	4
9.91	9.93	9.92	9	8	7	6	5	4

9.92	9.94	9.93	9	8	7	6	5	4
9.93	9.95	9.94	9	8	7	6	5	4
9.94	9.96	9.95	9	8	7	6	5	4
9.95	9.97	9.96	9	8	7	6	5	4
9.96	9.98	9.97	9	8	7	6	5	4
9.97	9.99	9.98	9	8	7	6	5	4
9.98	9.991	9.99	9	8	7	6	5	4
9.99	9.992	9.991	9	8	7	6	5	4
9.991	9.993	9.992	9	8	7	6	5	4
9.992	9.994	9.993	9	8	7	6	5	4
9.993	9.995	9.994	9	8	7	6	5	4
9.994	9.996	9.995	9	8	7	6	5	4
9.995	9.997	9.996	9	8	7	6	5	4
9.996	9.998	9.997	9	8	7	6	5	4
9.997	9.999	9.998	9	8	7	6	5	4
9.998	9.9991	9.999	9	8	7	6	5	4
9.999	9.9992	9.9991	9	8	7	6	6	4
9.9991	9.9993	9.9992	9	8	7	6	6	4
9.9992	9.9994	9.9993	9	8	7	6	5	4
9.9993	9.9995	9.9994	9	8	7	6	5	4
9.9994	9.9996	9.9995	9	8	7	6	5	4
9.9995	9.9997	9.9996	9	8	7	6	5	4
9.9996	9.9998	9.9997	9	8	7	6	5	4
9.9997	*	9.9998	9	8	7	6	5	4
9.9998	*	*	9	8	7	6	5	4

*** Transwarp Velocities. ^ These have been rounded up for simplicity.**

