

GURPS 4 BABYLON 5

Introduction

This document is a GURPS 4th Edition conversion of Mongoose Publishing's Babylon 5 RPG. As such, it contains little fluff (which is found aplenty in the various sourcebooks) and concentrates on the information requiring conversion. Personally, I use the rules found in "GURPS Interstellar Wars" to run this thing - of particular use are the occupational templates.

Races

Centauri, Female [20]

Basic Attributes: -

Secondary Characteristics: -

Advantages: Talent (Smooth Operator) 1 [15], Resistant to Poison (+3 HT) [5]

Disadvantages: -

Centauri, Male [35]

Basic Attributes: -

Secondary Characteristics: -

Advantages: Talent (Smooth Operator) 1 [15], Resistant to Poison (+3 HT) [5], Extra Arms 15 (extra flexible +50%, long+1 +100%, no physical attack -50%, weak (1/4 ST) -50%

Disadvantages: -

Human [-5]

Basic Attributes: -

Secondary Characteristics: -

Advantages: -

Disadvantages: TL-1 [-5]

Minbari [50]

Basic Attributes: ST+2 [20], IQ+1 [20]

Secondary Characteristics: Basic Speed +0.25 [5]

Advantages: -

Disadvantages: TL+1 [5]

Narn [25]

Basic Attributes: HT+1 [10]

Secondary Characteristics: HP+1 [2], FP+1 [3]

Advantages: Night Vision 5 [5], DR 1 [5]

Disadvantages: -

Weapons, Firearms

Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl
PPG, Auricon EF-7	3d burn	6	250/ 750	2	1	12 (3)	6	-2	1
PPG, W&G Model 10	2d+1(0.5) burn	6	200/ 600	2	1	6 (3)	6	-2	1
PPG Rifle, Auricon EF-PR	3d burn	6	400/ 1200	4	3	24 (3)	7	-4	2
Minbari Holdout Laser	4d burn	5	100/ 300	1	1	5 (3)	4	-1	1
Kurago PPG	3d burn	6	250/ 750	2	1	20 (3)	6	-2	1
Laertean Assault PPG	4d	5	200/ 600	2	1	24 (3)	8	-3	1
Centaurum Guardsman Rifle	3d(0.5)	7	400/ 1200	3	5	45	10	-4	2

Personal Armour

Armour	Location	DR	Weight
Flak Jacket	torso	7	20
Ballistic Helmet	head	12	3
Minbari Battle Armour	full body	10	12
Narn Battle Suit	6 (torso), 4 (limbs)		24
Centaurum Armour	8 (torso), 4 (limbs), 10 (skull)		20
Padded Armour	full body	2	18
Centauri Morosh Battle Armour	12 (torso), 6 (limbs), 15 (skull)		30

Psionics

Basic Telepathy

Psions in the Babylon 5 universe have access to different powers based on their race. The universal measure for psionic power is the PSI Level, which is genetic and does not change after birth. In GURPS Game Terms, this translates into Telepathy Talent.

Being a telepath is an unusual background worth 15 points.

P2	Talent 1 [5]
P3-4	Talent 2 [10]
P5-6	Talent 3 [15]
P7-8	Talent 4 [20]
P9-10	Talent 5 [25]
P11-12	Talent 6 [30]

The following telepathic abilities are available in Babylon 5:

Animal Empathy, Empathy, Mind Control, Mind Probe, Mind Reading, Mind Shield, Telesend, Terror, also Afflictions that cause stunning or incapacitation are possible.

Racial Psionics

Centauri Females can add the following abilities to their allowed psionic powers: Danger Sense, Oracle, Precognition, Racial Memory

Equipment

Since Babylon 5 differs in some aspects from Gurps TLs and to keep things simple, 3 TLs are typically used: Human, Galactic Standard, and Minbari

Weapons, Firearms

PPG, Auricon EF-7: Standard Firearm of Earthforce Personnel.

PPG, W&G Model 10: A special human PPG variant that is less likely to penetrate the hulls of starships.

Kurago PPG: A civilian Centauri weapon.

Laertean Assault PPG: A military rifle of the Centauris.

Personal Armour

Morosh Battle Armour: This Centauri armour is sealed against gas.