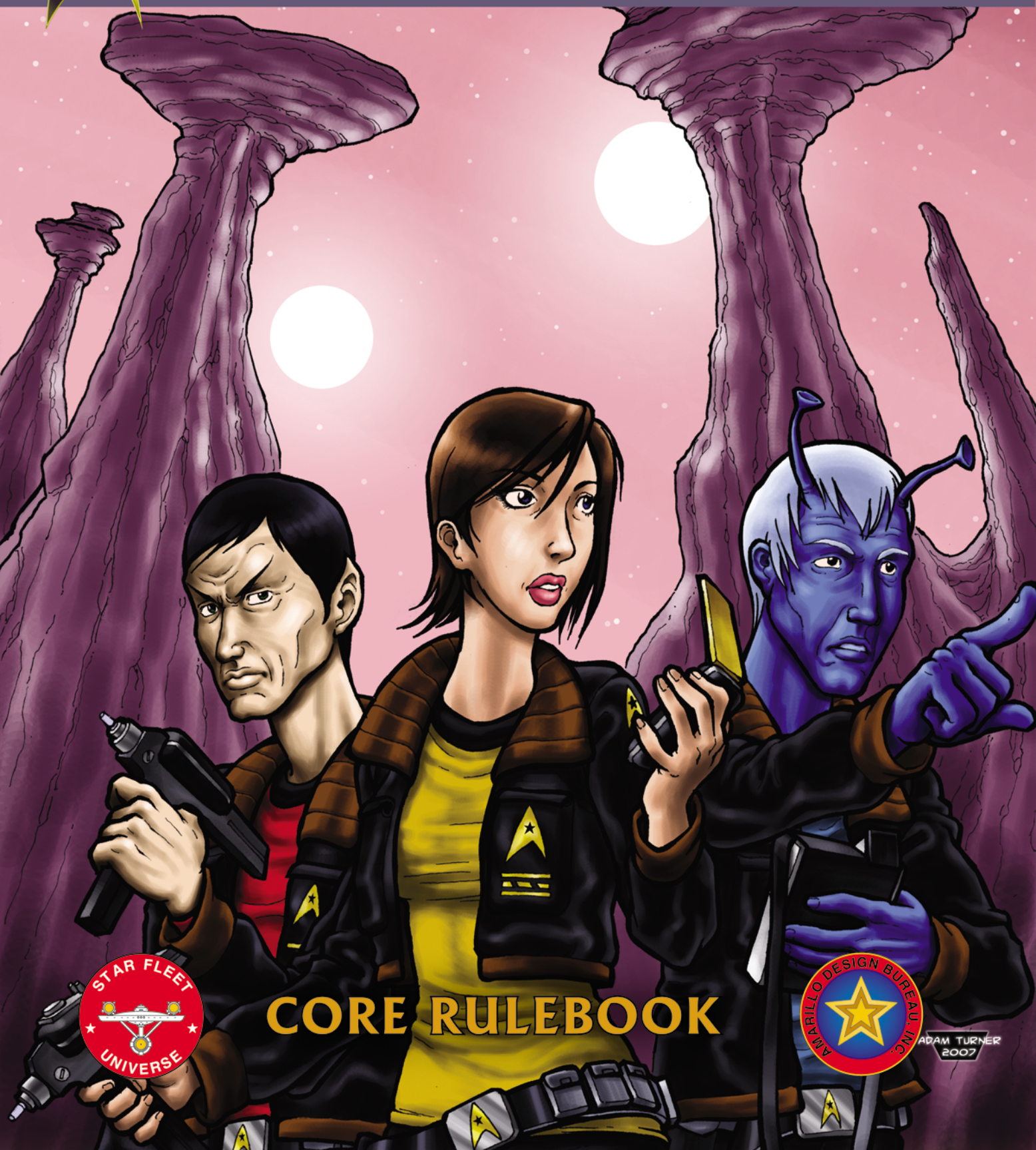
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STOCK #8721 *Compiled by Jonathan Thompson and The Prime Staff* Made in USA

PRIME DIRECTIVE PD20 MODERN

Roleplaying in the Star Fleet Universe

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www.StarFleetGames.com/pdindex.shtml



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Prime Directive PD20 Modern is copyright © 2008 by Amarillo Design Bureau, Inc.; all rights reserved.
Printed in USA.
Prime Directive PD20 Modern is a product of the ***Star Fleet Universe***. Publication Date 6 October 2008.
Revised 8 Dec 2008 to fix minor typos and add the Klingon aging chart on page 45.
Revised 2 Jan 2010 to fix minor typos and the Disruptor Table on page 122.

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Other *d20* Books

The following ***d20*** rulebooks and manuals published by various companies will be found useful by players of ***Prime Directive PD20 Modern***. They can provide additional skills, rules, actions, and tactics. Some will provide GM 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 ***Prime Directive Universe*** is vast and continually expanding, and you can often find an existing ***d20*** book that covers the setting you want to use for your campaign.

d20 MODERN ROLEPLAYING GAME CORE RULEBOOK

This book by WOTC is the basis for ***PD20M*** and is required for its use. ***d20 Modern Roleplaying Game Core Rulebook*** includes many key rules such as firearms, grenades, wealth, and many skills and feats.

ULTRAMODERN FIREPOWER

This sourcebook, by Green Ronin, is the definitive manual on firearms and their effects in the *d20 System;* most everything in the book can be used or adapted easily to the ***Prime Directive Universe.***

d20 FUTURE

The definitive *d20* "science fiction" sourcebook, ***d20 Future*** covers a number of science fiction concepts, and includes a wealth of classes, characters, and feats that can be ported to the ***Prime Directive Universe*** with ease.

d20 MONSTER MANUAL

Much of the original source material concerns itself with creatures and aliens, encountered on strange worlds on the frontier. Most of these can be adapted from the *d20 Monster Manual* with minimal work; DR against energy attacks works against phasers and disruptors, ignore most spell-like abilities, and adjust the description to fit the planet they're on. Psionic abilities are particularly appropriate.

OTHER *d20* MANUALS

Many ***d20*** books have been published by various companies which *Prime Directive* GMs could use to provide monsters, aliens, worlds, and weapons.

Green Ronin makes no end of such books, including: *Spaceship Zero, Slave Ship of Despair, Damnation Decade, d20 Modern: Martial Arts Mayhem, d20 Modern: Future Players Companion, Red Star Campaign Setting*.

The *Lux Aeternum Expanded Setting Guide* by Black Wyrm provides lots of planets with aliens which are easily adapted from the similar *True 20* system.

FM 7-22: Space Boarding Operations by Skirmisher Publishing is a very realistic "field manual" for a future Marine Corps and is not tied to any specific game system.

And Even More!

It is fair to say that more RPG books have been written for the *d20 System* than any other RPG system in the history of gaming. A quick check of on-line or local stores will show you dozens (if not hundreds) of books. While most are done for fantasy/dungeon settings, many can be easily adapted to a science-fiction universe.

More *PRIME DIRECTIVE*

The following ***Prime Directive*** manuals are (or soon will be) published by ADB, Inc., as the ***Prime Directive Roleplaying Universe*** and the ***Star Fleet Universe***.

KLINGONS PD20

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 8703, $24.95.

ROMULANS PD20

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.

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Detailed plans 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 combat crew.

SKU 8201, $16.95.

FUTURE RELEASES

During 2009 through 2012, we plan to release:

FINAL FRONTIER PD20M, more races, planets, skills, feats, classes, prestige classes, and monsters for use in the new ***Prime Directive PD20M*** system.

STAR FLEET PD20, details of ships and weapons.

THOLIANS PD20 including their Seltorian slaves.

GORNS PD20 including their Paravian cousins.

FELINE EMPIRES PD20, the Kzintis and Lyrans.

ORION PIRATES PD20, the scourge of the galaxy.

INTERSTELLAR CONCORDIUM PD20, new species.

Plans are in development for a "magazine" to present new life and new civilizations no one has seen before.

Glossary

d20 is a roleplaying game engine created by Wizards of the Coast for the third edition of *Dungeons & Dragons*. A roleplaying game is one in which a referee (the gamemaster) guides several players through an "adventure" in which they play the parts of fictional characters. To help you understand the concepts and terms used in this game (and other RPGs), we'll start with a few definitions:

Ability Score: Part of a character's mental, emotional, or physical makeup (e.g., strength, intelligence).

Adventure: The basic "unit" of play in an RPG, sometimes called a "scenario." 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.

Campaign: A continuing series of adventures by a group. A campaign will usually have a continuing cast of player characters and the same gamemaster (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 "scene" of an adventure; a meeting between the player characters and one or more others.

Gamemaster (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.

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

Game World: A background for play; the setting for an adventure. A GM's own fantasy creation or a published setting created specifically for gaming are both examples.

Party: A group of PCs taking part in the 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.

Race: While most beings in the game use "species" or "empire", this term can mean either of those.

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.

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

Website: www.StarFleetGames.com/pdindex.shtml

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Rescue On Roon

0200 hrs, The Swaggering Dragon, North Roon City, Planet Roon

"Let me get you another round," the waitress said, whisking away the empty glasses. Christopher Plemmons nodded vaguely and returned his attention to the girl across the table. She was sweet and pretty and seemed genuinely interested in his plight.

"I can't blame Father too much for bringing me here," Christopher said, "at least not since I met you."

"I feel the same way," Kaelyn replied. "I was happy in the country where I could walk and ride my renoth across the fields, but Daddy got a big promotion and dragged me here to Roon City where I don't know anyone. The locals are such snobs. They won't hardly talk to me since I am just a 'country girl' and don't know anything about the city. I haven't had a single friend until I met you."

"Lost souls clinging together," Christopher replied, taking the refilled glasses from the waitress. His father's credit chit would stand a few more rounds, and for dragging Christopher to this backwater planet that wasn't even a member of the Federation yet, Father owed him more than just drinks. Christopher had been bored, lonely, and angry for the three months he had been here, but since meeting Kaelyn two nights ago, things had definitely improved. Not that his father had noticed.

His conversation with Kaelyn wandered from light to deep, from which restaurant they might try tomorrow to what they really wanted to do with their lives. Christopher mentioned that he would be going to a university in another year, and Kaelyn mentioned that she had applied for the off-world exchange student program that was part of the Federation's provisional trade mission. Maybe there was hope that something serious could come of their chance meeting?

"Have you seen the winter lights yet?" Kaelyn asked.

"No, what are they?" Christopher replied, intrigued.

"I can't believe you don't know!" Kaelyn exclaimed. "They're like fire in the sky, like shimmers of color. It's got something to do with electrons and high altitude water vapor and … well, it doesn't matter. They're … just pretty, and I want to show them to you."

"So … do we find a monitor? … or go outside?"

"No, silly, you cannot see them in the city. All of the lights here make them too hard to see. We'd have to drive a few kilometers out into the country. I know a place with trees and grass, quiet and romantic …" she let her voice trail off.

"OK, how do we get there? Is there a local shuttle?"

"No, silly …" Kaelyn laughed, throwing back her hair in a way that mesmerized him. "I have a ground car. Let's go."

"Now?" Christopher sputtered as he took another drink.

"Now is always the best time!" Kaelyn said. "I don't have to work tomorrow, and you said your father would still be tied up in the trade talks. We can watch the winter lights, and then later, watch the dawn." Her sparkling eyes promised more than just a view of the night sky, and Christopher scrambled to grab his jacket and catch up to her.

1400 hrs, Captain's Office, Light Cruiser *USS Tasmania*, en route to Roon

"Come in, Grissom, and sit down."

"Yes, Sir," Lieutenant Commander Grissom replied, taking the chair the Captain had indicated.

"You know that we have just changed course?" the Captain asked.

"I noticed," Grissom replied, waiting for the Captain to explain the rest. It did not pay to hurry one's commanding officer.

"You've read the file on Roon, I trust," the Captain asked.

"Class-M planet inside Fed space. We've been watching it for some time. Their technology reached warp capability last year, so the Federation sent an envoy to welcome them to the galactic community. By all accounts, the population took it rather well. Some indication that Orion traders have been doing clandestine business there for a decade or more. I do believe there is a Federation trade delegation on the planet right now and that we are scheduled to 'stop by' sometime next month and give the local big shots a joyride around their solar system. *That* Roon?"

"The very one," the Captain replied. "Seems that someone kidnapped the son of the delegation leader, and is pressuring him to walk out of the talks."

"I smell Orions," Grissom responded. The Captain frowned at the interruption and resumed his briefing.

"Rather than following instructions and keeping it quiet, Envoy Plemmons told the Federation Ambassador and together they called me. The ambassador called the local government and asked them to send their special police unit to get the kid back."

"Sensible enough," Grissom replied. "Any civilized planet has a hostage rescue capability of some kind. What's in this for us?"

"Apparently, a hostage rescue job," the Captain replied. "The local police don't want to go in there and take a chance on getting the hostage killed. Seems that in some recent matter, one with no interplanetary implications, the Roon hostage rescue team blew it and some hostages were executed. All the police will do is negotiate, and the Envoy told them he would do that himself."

"Please let me know how the negotiations turn out," Grissom replied as the sinking feeling settled into the pit of his stomach.

"Not an option, apparently," the Captain sighed. "The kidnappers set a deadline, and the ambassador has asked us to do the rescue, tonight."

"The Roon government isn't going to like that," Grissom said. "I can see the local trivideo coverage of the 'Federation Invasion' of their sacred soil. The opposition party will have a field day."

"You only hope," the Captain responded. "No, the Roon government is more than willing for us to intervene. They

actually *want* us to go in and rescue the kid. They just don't want to get blamed if the rescue goes wrong, or if no rescue is tried at all."

"As Hindenburg said, 'send the police to arrest them'. Come on, Captain, we're military. This is a police matter. Nobody on this ship is trained for a hostage rescue job. The Federation has police for this. They have their own patrol ships, and they are trained for jobs like this one. Hell, the local police flagship probably has a Prime Team on board *just* for things like this."

"Strangely enough," the Captain explained "the two Federation police ships in this sector have both been called away due to increased Orion pirate activity in the Delaram system. Convenient, isn't it?"

"OK, we all swore the oath to defend the Federation Charter," Grissom sighed. "I presume that you'll send Lieutenant Yahnke and his Marines? What support can my weapons department provide for them?"

"Actually, Commander, you will be leading the mission. You can pick your team, and you probably want Lieutenant Yahnke and one or two of his troops. Talk to him about who else you want to take, but keep the team small, no more than five or six in total. If things go wrong, I will want to get you out of there in a single transporter lift."

"Why me?" Grissom asked.

The Captain steepled his fingers. "Mister Grissom, this mission needs a senior officer who can think on his feet and improvise when things go wrong, who can deal with things I cannot anticipate in my orders. While Lieutenant Yahnke is quite capable, he'll expect, and we'll supply, direction for him. You're a command-qualified officer of the unrestricted line. Star Fleet doesn't hand out gold tunics for nothing. And of my command grade officers, you're in the best physical condition *and* you shot Expert with a phaser pistol two months ago." The Captain managed a faint smile. "No good deed goes unpunished, Commander."

The intercom chimed.

"Captain, sorry to intrude," came a voice over the comm, "but you asked to be told when Lieutenant Yahnke got to the bridge."

"Excellent," the Captain replied. "Send him in." The door whooshed open, and the burly Marine lieutenant stepped into the room and snapped to attention.

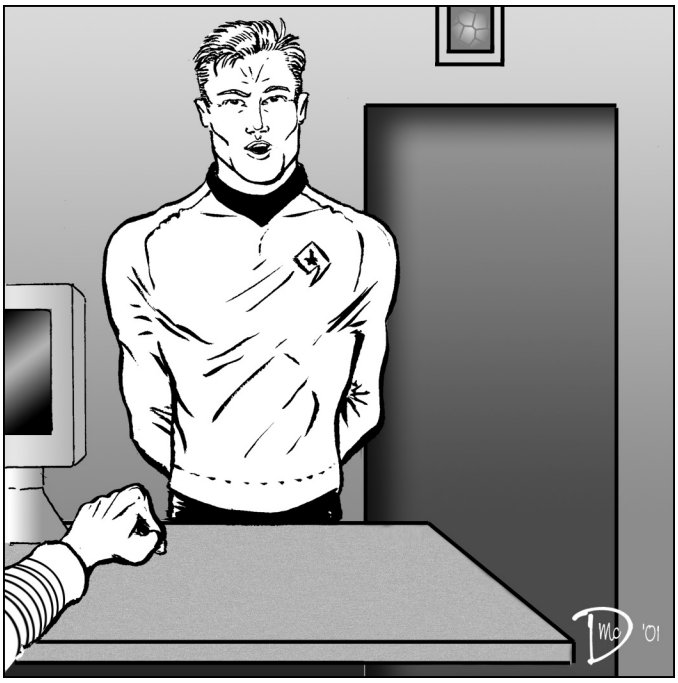
"First Lieutenant Yahnke reporting as ordered, Sir!"

"Belay that, Lieutenant, and sit down." The Captain quickly briefed the Marine on the situation.

"Need intel," Yahnke frowned. "Where is the hostage? What kind of guards are holding him? How many?"

"Everything is in this file," the Captain explained, handing both officers datapads. "The younger Mr. Plemmons was seen leaving a nightclub with a young lady he had met recently. Police found out that the waitress had helped set up the kidnapping. She gave them a lead on a local businessman; police confirmed it. The young lady's car was found parked near one of his warehouses."

"And what a warehouse it is," Grissom whistled. "None of the locals noticed that it's sitting on an outcropping of trithallium ore?" That material would block transporters and most sensors, making any underground facilities impossible to probe from outside.



"Warehouse wasn't built until … hmm, two local years ago, three standard," Yahnke jotted down a note. "Roon doesn't *have* our advanced sensors, the ones that *cannot* probe through trithallium, not that theirs can either, so the locals don't realize the significance. The company paid through the nose for the property, and relocated the former tenants into new houses 20 kilometers away."

"I smell Orions," Grissom said. The others nodded.

"They've probably got him underground," Yahnke sent data to the other pads. "I've annotated the blueprints they filed with the planning office; probably been changes since the walls went up. Excavation permit says warehouse number eight is … here." He paused to think it through.

"Here's what we do. Transport to a storeroom of this warehouse, stun a few guards, crack the locks into that elevator, search the underground complex, deal with more guards, find the hostage, pick up any evidence, and get back up the elevator shaft to a point that transporters can pick us up … Sounds doable."

"Sounds sneaky," Grissom said. "I would have expected blazing phasers and the red glare of rockets."

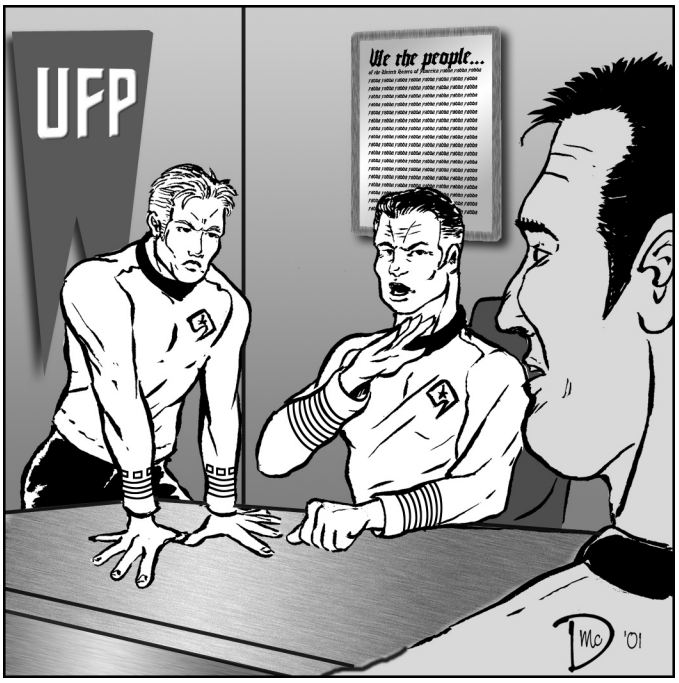
"A main force rescue would be too noisy," Yahnke explained. "They'll kill the kid if they hear us coming. This takes stealth. We have to sneak in, not blast our way in."

"Then I want Daneric-Tren," Grissom said. "He's an engineering technician who spent two years working on a self-contained colony world. He can figure out their elevators and ventilation shafts. And I want Stulak."

"He's the junior science officer … *and a botanist!"* the Captain objected.

"He's *Vulcan,* which will make interrogations a lot faster if we need the passcodes for a locked door or have to find out anything else is a hurry."

"And Corporal Kilrathie," Yahnke said. "Nobody is better at silent take-downs, if we have to go that route. And I want Private Dellik out of the brig immediately."



"No chance!" the Captain snapped. "She's a thief, and I won't have her running loose on my ship. I'm holding her until we can investigate who accepted her enlistment. She can sweet-talk any man out of his money while stealing his phaser at the same time."

"You said it, Captain," the Marine replied, "I rest my case. I'll need your authorization to get her out of the brig. If she helps us and gives a full statement, we ought to consider a general discharge and leave her on some planet. Call it an incentive."

"And, Captain," Grissom reminded, "she did put back everything she stole before we caught her. It's just a game to her. We can't have that on a starship, of course, but she's not a criminal, just a really good thief."

"Preposterous!" he spluttered. "Ok, but I'm holding you two personally responsible for her conduct."

"Deal," Yahnke responded. "I need some flashbangs."

"We don't have any on board," Grissom advised.

"Make them," Yahnke ordered, "…Sir."

"No time, they're too complex," the Captain advised.

Yahnke growled. "I'll need cargo bay three until planetfall with no interruptions. Commander, if you'll gather up the Navy half of our team, and ask engineering to send a crew of repair technicians to the cargo bay with damage control kits, I will get my people and see you there."

"What?" Grissom asked. "Why?"

"Simulations. The engineers will bash together a mock-up of the target, and we'll run rehearsals all the way to planetfall."

"That's six hours," Grissom objected. "Everybody picked for the mission is on the day shift. We need to feed them and bed them down."

"Nice theory," the Marine explained, "Don't have time. If we hit the ground after local dark, we'll be back in an hour, and that won't be too much past everybody's bedtime. Buck up, Mister Grissom, you're going to get tired. Did you think that every mission was going to be scheduled for just after breakfast? You're in the Marines now."

2300 hrs, Basement of Warehouse #8, Celotex Import Export, Planet Roon

"Is the brat still whining?" Melika asked.

"Yes," her sister Annitha responded. "If that's an example of Federation manhood, I'll stick to the locals."

"Not me," Besslith answered. "Lieutenant Kahl is going to take me with him on his next run, and I'll knock the dust of this planet off my feet for the last time."

"You and your Orion lover," Melika sneered. "You can't really think he's serious. He's probably got a girlfriend on every planet. Father told you not to get involved with him. They're just business associates. They buy, they sell, and they leave."

"Did I say anything about marrying him?" Besslith answered. "I want space, not a husband, and he'll get me to the nearest Orion base where I can get a working passage on a ship and start learning how starships work. By the time I'm 40, I *will* be the captain of my own raider."

"The Orions aren't going to like this kidnapping business," Annitha said. "Draws attention. Why do you think they didn't try to stop the Federation from giving Roon a trade deal? They can smuggle in more stuff if legal products are arriving as well. The only one who profits from blocking the trade deal is our father, who wants to keep the off-world trade illegal, and under his exclusive control. Once the Orions figure out what he did, he's going to lose his franchise, if not a lot more."

"The Orions won't care one way or the other," a male voice interrupted. Their brother, Michalik, had walked into the underground office as his sisters argued. "Sure, with open trade they can smuggle in more, but they won't make as much profit on each shipment. Same coin, either way."

"How are the negotiations going?" Melika asked him.

"Very well. Father is working through a series of intermediaries, but the Federation representative is being very agreeable. Seems he didn't really want a trade deal anyway; it was just a Federation ploy to get more concessions out of our enlightened government over a period of years. He's going to give the President a laundry list of conditions for any trade deal, everything from changing the minimum wage to restricting the age of workers. The idea seems to be some kind of 'level playing field' that the Feds want to establish so that prices will be fair. Our government is concerned about high-tech imports making entire business sectors obsolete, while the Federation trade rep seems terrified of the idea that we might charge two centos less a ton for grain than some other planet is charging."

"Sounds promising," Melika said. "Maybe we didn't have to kidnap the brat after all."

"Maybe not," Michalik admitted. "The trade rep has asked for another day, but Father is sticking to his deadline of noon tomorrow. He wants the Federation rep to make impossible demands of the government and then withdraw for consultations and go back to wherever he came from."

"He'll do it," Melika said. "The brat is the kind of kid who got everything he ever wanted, which means that his daddy is going to be very willing to do anything to get him back. Obviously a very closely knit family."

"Speaking of family," Michalik changed the subject, "where is Kaelyn?"

"Down the hall having a party," Besslith replied.

"She's not with the prisoner, is she?" Michalik asked. "It was all just an act?"

"Hell no," Annitha sneered, "she brought Dahler down here to keep her company."

"To keep you company, too, Annitha," Besslith teased. "Want to explain where you were an hour ago?"

"WHAT?" Michalik roared, "you brought that dim-witted stable boy down here? Can't you girls keep focus for one single night? We need to be alert. I left Chucst guarding the gate upstairs, but we can't rely on him alone. One of you needs to get a pistol and a radio and get back to the elevator and stand guard."

"Why?" Annitha asked. "The police are hardly going to send in their hostage unit when nobody has told them there is a hostage to rescue. And the trade rep is hardly going to risk his precious boy, or the trade deal he doesn't want, by sending Federation troops in here. The door is locked, the brat is tied up, there's bouza in the cooler, and all we have to do is wait for father to call. Then we throw the brat in the groundcar and leave him tied to a tree somewhere."

"Cool your drives, brother," Besslith advised. "We just have to wait a few more hours. But I'll go play guard if it pleases you."

2300 hrs, Cargo Bay #3, Light Cruiser *USS Tasmania*, in orbit above Roon

"Excuse me, Commander," First Sergeant Bourne said, "allow me to adjust this strap for you. It will ride much easier this way."

"Thank you, Top," Grissom replied. While First Sergeant Bourne was not going on the mission, he was the senior Marine sergeant on board, and he insisted on inspecting everyone's gear to make sure it was properly fastened and riding securely … and silently … on their back, shoulders, and waist. Grissom hadn't had a sergeant fussing over his gear since survival school a decade before, and found himself alternately annoyed and grateful at being shown that he had worn the gear wrong the last few times he had gone on a tactical landing (and had put it back wrong after Bourne had corrected it earlier). Bourne moved on, repeating his apology to Dellik that she was not being issued a phaser.

The rehearsals had started off poorly, a real comedy of errors, as everybody did everything wrong, got into each other's way, dropped equipment without realizing it, or took up a position facing the wrong way. First Sergeant Bourne, without being told to, had rounded up a few Marines to stand in as security guards and a puffy-faced ensign to pretend to be the hostage.

Once they had the hang of the equipment and the mission, the Marines began throwing curve balls. The hostage wasn't here. The hostage was already dead. The hostage was unconscious. There were two hostages. The guards were alert. The guards were asleep. Once a maintenance technician wandered into the exercise without anyone knowing it, and Grissom was proud that his team had stunned the man and bundled him out to the evacuation point without missing a beat. They weren't a real hostage rescue team, but they were a lot better than they had been a few hours ago.

"Grissom, are you ready?" the Captain asked as he walked into the compartment.

"Yes, Sir," Grissom replied.

"Good." The Captain motioned for the team to break ranks and gather around. "We're in a parking orbit over the facility, and I've got the sensor crew scanning it. No reaction, no alarms. They report that almost no one is there. It's hard to get readings against the trithallium background, but they can only find a few guards on the gates and in two of the buildings, plus what looks like a night cleaning crew in the offices."

"I'll want to review the scans myself," Lieutenant Yahnke interjected. "Is our planned beamdown point clear?"

"Nothing there that we can see," the Captain replied. "We've scanned every spectrum we can think of, but there could be physical alarms, motion detectors, heat sensors, and the like."

"Not likely in that area," Dellik said. "They'll have the outer walls wired, and the area around the elevator, but you can't afford to put sensors in *every* room of a warehouse complex that big. If the burglars get past the outer walls and rooms and into the interior, it's too late to catch them. That's why I picked that room to land in."

"I don't know," Grissom said, rubbing his neck, "if the Orions are involved in this, they know what we can do and they'll have alarms on every square meter of the whole building."

"If they do, we abort," the Captain said. "We won't accomplish anything by getting caught, or by getting a bunch of people killed. We'll send down a sensor probe first to see if it triggers a reaction."

"Mind if I look at the scans, Captain?" Dellik asked. "I might see something."

"I have set up Auxiliary Control for your use," the Captain advised. "You can access and control the ship's sensors from there."

"Fine. Dellik, come with me," Grissom said. "The rest of you stand by in Transporter Room Two."

"Begging your pardon, Commander," Lieutenant Yahnke said, "but we all need to go to Aux Con. Everybody needs to know the lay of the land, and anybody might see a solution to a problem."



2310 hrs, Auxiliary Control, Light Cruiser *USS Tasmania*, in orbit above Roon

"I suspected that much," Dellik said, peering into the sensor scope at dancing lines of electromagnetic energy. "They're using a Brinks-Braxton 435. That's a fairly common alarm system, commercial grade, sold all over the Federation. But when we install one, we use substrate chips and crystal transdiodes; the Orions downgraded this one to use the local technology, basically transconductors and fiber optics and other stuff. Must not have wanted to give them higher tech."

"I don't even want to ask how you know that," the Captain muttered.

"Study, study, study," Dellik grinned.

"All of which means…?" Commander Grissom asked.

"That we can use a tachyon burst to fuse this control node here," Dellik explained, "and the whole system 'fails negative' and won't report anything it detects."

"Fails negative?" Yahnke asked.

"It fails and they don't know it failed," Grissom explained. "The system will report that everything is working if they run a diagnostic."

"Won't work," the sensor technician said. "The bypass loop will detect the short."

"They didn't install one," Dellik said. The sensor technician gave her a surprised look. "Check the scan. See? There's where it should be, and it's not there."

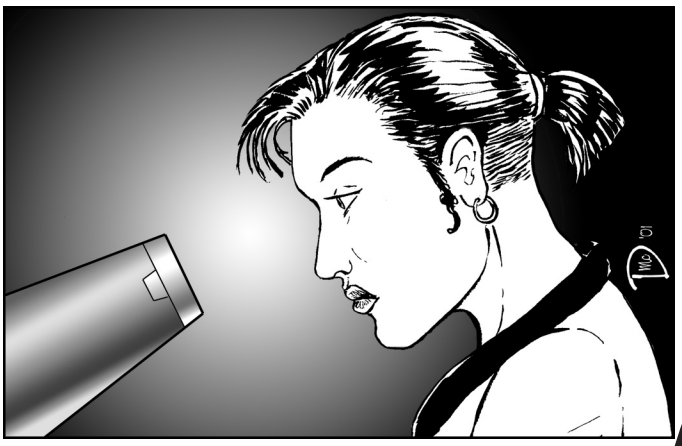
"Lowest bidder," the technician smiled, shaking his head. "There is a lowest bidder on every planet."

"That's not your problem," Dellik said, pointing out something else. "They have old-fashioned cameras watching the front of the elevator, the inside of the elevator, the inside of the maintenance shaft, and, I can't tell but I'll bet, watching the door of the lower elevator lobby. Presuming someone is watching the security monitors, they'll see us as we move in."

"Solution?" Grissom asked.

"I've detected their signal relays and have already started copying the transmissions from the cameras. Give me fifteen minutes and we'll have enough of their signal that I can broadcast a recorded picture back into their system, and they'll never know."

"Won't they recognize it's a loop?" Grissom asked. "I mean, an empty room is one thing, but this camera is showing the guard pacing back and forth in the upper elevator lobby. They'll figure out they're watching a loop."



"Only if we're amateurs," the sensor technician chuckled, winking at Dellik. "We'll just run the data stream we record through the computer and have it generate minor variations in a random pattern. He'll stop here, then there, turn around and go back, and so forth. Should fool them for half an hour, maybe more."

"What if they call him for something?"

"That's a chance we will have to take."

"I can't tap into the monitors in the lower level," the sensor technician said.

"We'll use a tricorder to blank them," Grissom said, "and we'll just have to move fast."

"These guards concern me," Corporal Kilrathie said. "If they get wind of us, they can bring two dozen armed men on top of us in a minute."

"Just have the Captain stun them with the ship's phasers," Dellik shrugged. "What's the problem?"

"You watch too much trivideo," Grissom laughed. "Ship phasers cannot be used to stun humanoids at 200 kilometers. The power settings don't go that low, and a beam that weak couldn't punch through the atmosphere anyway."

"Tractor beam?" Dellik tried again.

"Controls are not that accurate," Grissom noted. "We can use tractor fields in the ship's crawl spaces because the distance is short and you do not need much power. But from orbit, we would uproot entire buildings. And we don't want to kill a lot of people if we don't have to."

"So, what's the plan?"

"We could just lock onto the guards and transport them a few miles away," Daneric-Tren suggested.

"We don't want to do that if they haven't noticed us," Yahnke warned, "and once they do notice, it would be difficult. Locking onto a running man isn't that easy. But we might keep that idea on standby for any of them reacting slowly enough or staying at their posts."

"Transporter spoilers?" Kilrathie asked. Star Fleet personnel carried small scramblers that made it hard, but not impossible, for an enemy to transport them. This worked better inside a Federation ship where the scramblers were tied to the ship's integrity field.

"None in evidence," the sensor technician replied.

"Can we trip an alarm on purpose?" Daneric asked. "In one of the other buildings, to get half of them running to the wrong threat?" The sensor technician nodded and began picking sensors to set off with Dellik.

"Here's a thought," Grissom said. "We can pick up a cubic meter of water from some lake with a transporter and drop it on them … transport it a few meters over their heads, spread out over a three meter square. Should knock a man down, maybe out, without hurting him too much, and water doesn't leave a Federation signature."

"I'll have that set up," the Captain said. "We'll even filter the fish out of the water. By the time you've walked down to Transporter Room Two, we'll have the node fused and the video channels spoofed. Good luck, all of you."

2328 hrs, Storage Bay Four, Celotex Warehouse #8, east of Roon City, Roon

"Down and safe, no reaction," Grissom said quietly into his communicator. His team had transported down already in a crouch, and after materializing had frozen solid for 30 seconds waiting to see if alarms went off or guards burst in. The small sensor probe that had gone before them through the transporter was sitting on top of a crate. Daneric moved to flip the switch that would send it back to the ship.

"Nothing moving, no electronic response," came the voice from one of the ship's sensor technicians.

"Let's move," Grissom ordered. The team moved to the door, Grissom in the lead with Stulak scanning with his tricorder. Daneric-Tren and Dellik followed while Kilrathie and Yahnke scanned the flanks and rear. They were in a room of about 30 by 50 meters, and anything, from a sleeping guard to a sleeping dog, could be in the room with them and missed against the trithallium background.

Stulak scanned through the door with his tricorder. "The guard is present. He walks a path about five meters long, first facing toward us, then away."

"How far?" Kilrathie asked.

"At his closest approach, 5.62 meters," Stulak answered.

"Can you take him?" Yahnke asked. If Kilrathie could not take out the guard silently, they'd have to use a phaser on stun, and discharging an energy weapon might trigger other alarms they hadn't been able to fool. Even the fire alarm would bring more reaction than the team could handle.

Kilrathie nodded. Grissom made to open the door, but Stulak clamped his hand on the commander's wrist, motioning with his eyes to the right, where Daneric-Tren was busily applying lubricant to the door hinges. When Daneric nodded his OK, Grissom looked back to Stulak, who signaled when the guard had turned away from the team and the door they hid behind. Kilrathie exploded out of the barely open door and was on the guard in a split second, wrapping a strangle cord around his neck. The guard struggled for a few seconds, his screams silenced by the cord, until he slumped to the ground.

Yahnke ran forward, past Kilrathie, to scan around the corner. Grissom dove forward, leveling his phaser down the cross corridor. Nothing.

"No alarms," Stulak said, observing his tricorder.

"No reaction," came the voice of the sensor technician in Grissom's ear.

"Standard keypad security lock on the elevator," Dellik observed. "I can be through this in a flash." She started to unsling her tricorder, but Grissom signaled her to stop.

"Passive only, Private," he warned. "I don't want to trigger anything if we don't have to. It was enough risk having Stulak use an active scan through the door." Grissom motioned to Stulak, who let his tricorder swing back to his side and approached the felled guard. Dellik and Daneric watched spellbound as Stulak initiated a mind meld, but the others kept their watch in different directions for anyone approaching. A moment later, Stulak sat up.



"The hostage is indeed below," he reported, "along with several members of the guard's family. They are all the children of the owner of this establishment, a man who has had dealings with the Orions. I have the code for the door, but there is a hidden trap. The guard must press his thumb against a certain spot on the metal plate or an alarm will sound."

"Let's do it," Dellik said, but Grissom's glance reminded her that she was getting ahead of the plan. In their many rehearsals, they had opened the hatches into the ventilating shaft and sent Daneric-Tren down on a rope to observe the lower elevator lobby for any guards. They didn't want to open the elevator until Daneric had reached the bottom and checked out the scene.

With Grissom to help him, Daneric-Tren quickly pulled the bolts securing the panel. Daneric noted that most of the bolts were missing, as they were in most industrial facilities around the galaxy. Everybody got tired of having to remove and replace that many bolts on a non-pressurized hatch they accessed every few days, and only military discipline kept all of the bolts installed in every hatch on the *Tasmania*. Daneric-Tren used quickset glue to attach a hook to the shaft's inside wall over the hatch, hitched his rope to the hook and to the rappelling harness he already wore, and dropped as silently as he could down the shaft. The drawings on file with the government said the shaft was 15 meters deep, but sensors couldn't probe it due to the trithallium radiation. Grissom and Dellik put the plate back with two bolts to hold it.

"Bottom," came the murmur into Grissom's earpiece. "Scanning … humanoid lifesign, about ten meters away from me, not moving. Doesn't seem to have an elevated heart rate. Probably sitting in a chair. Nothing between the guard and the elevator door."

They had studied six variations of this situation in their rehearsals. By the time Daneric could get the lower hatch open, everyone in the basement would be lined up with



weapons drawn. By the time Daneric could phaser a hole in the hatch cover to stun the guard, the guard would have moved out of the way *and* sounded the alarm. Grissom thought quickly, as they had set up two choices for this problem. One was to simply go down the elevator and hope to stun the guard before the alarm could sound; the other was to ride down on the elevator roof and try to lure the guard into it and stun him from above. But Grissom had never liked that idea, as the guard was too likely to radio in an alarm before entering the car.

Signaling his selected plan, Grissom motioned to Stulak to start entering the code for the lock while he moved the guard into position where his unconscious thumb could be pressed to the metal plate. The code was good and Stulak had the doors open in just a few seconds; there was no alarm. The team silently filed into the car and took up the positions they had practiced. Grissom and Yahnke were at either side of the door, their phasers ready to sweep the lower lobby in both directions. Kilrathie was on the floor, his knees bent because there was not room for him to lie full length, his phaser at the ready and his elbows braced on the floor. Stulak and Dellik were at the back corners of the car, trying to keep out of the way.

2345 hrs, Basement Elevator Lobby, Celotex Warehouse #8, east of Roon City, Roon

Besslith looked up from the novel-pad she had been reading as she heard the elevator. *What was Chucst doing, coming down unannounced?* Michalik would be quite angry when he heard this, which was a perfect reason for her to report in.

"Michalik," she began as she pressed the transmit button on the small radio, "Chucst is on his way down without explanation."

She waited for a reply but there was none. She knew that Michalik must be furious and had expected an explosive reply, but none came. In her next second, she assumed that Michalik was on his way and that she would be hearing a door open, but no sound came from down the corridor. And in the next second, she realized that strangers were in the opening elevator. As she bent down to retrieve the pistol that was on the floor at her feet, Kilrathie's phaser burst struck and her motion continued until she was sprawled on the floor. Yahnke and Grissom, in a much-practiced move, exited the elevator and took station facing in each direction. Dellik leapt forward to pick up her pistol, but Stulak deftly took it from her hand and pocketed it. She shrugged and moved to follow Grissom, while Stulak moved to mind-meld with the fallen guard. This was, again, a rehearsed part of the plan, and his mission was to get a complete list of who was in the subterranean complex and, if possible, just how big it was.

2346 hrs, Basement Lounge, Celotex Warehouse #8, east of Roon City, Roon

"Did you hear that?" Michalik asked, putting down the radio. Besslith had spoken his name but then the transmission stopped, which could have been simple radio failure, or more likely she had not paid attention to which button she was pressing or had thought better of calling him. But then he heard a clatter from down the hallway. The hair on the backs of his hands had sprung erect; his senses were fully alert. He headed for the door.

"Go with him, Annitha," Melika ordered, turning to check the security scanners. Nothing was seen on the upper ones except Chucst pacing back and forth, but the one on the lower elevator lobby had gone black. "Someone is down here. I'll see to the hostage." She slammed her palm on an alarm button, grabbed a pistol, and headed for the door to the adjoining bedroom as Michalik and Annitha headed out the door.

2347 hrs, Basement Corridor, Celotex Warehouse #8, east of Roon City, Roon

Michalik burst out of the lounge into the corridor, and into the sights of Yahnke's phaser. He went down with the stun charge so fast that Annitha, close on his heels, assumed he had tripped. She fired her pistol, sending its ceramic projectile screaming over Yahnke's head as his second shot dropped her as well. Michalik, only partially stunned, tried to lift his pistol into firing position and sent another bullet screaming past the Marine lieutenant, but collapsed when Yahnke's third stun shot hit him.

This part of the mission had been rehearsed, but now there were too many options, too many variables, and even if they had rehearsed them, nobody could sort through the options fast enough to grasp the right one. From this point, the team went into a drilled routine. Yahnke worked with Stulak, opening each door in turn, one covering the corridor while the other scanned the just-revealed room. Working the other way from the elevator lobby, Grissom and Kilrathie also worked as a team. Dellik did her assigned job, tying up the guard at the elevator while waiting for

something that would need her talents. Without a phaser, she was a liability in a firefight. She could hear Daneric-Tren, no longer trying to be quiet, scrambling his way back up the ventilation shaft. This was wrong. In rehearsals, he had cut his way through the hatch cover and joined the team on the search.

"Dan, where ya' going?" she asked over her communicator. He grunted something about a problem to solve and ignored her second question.

Grissom and Kilrathie had opened one door to find a storeroom, ten meters to the back wall, stacked with boxes. A quick scan with a tricorder showed nothing sentient.

Yahnke and Stulak pulled open a door to find another storage room, this one quite large and filled with stacks of large bags. The room had a pungent aroma, and Stulak holstered his phaser and began adjusting his tricorder.

"Anything alive?" Yahnke asked.

"Negative," Stulak replied, "but these bags appear to contain a substance …"

"Later," Yahnke ordered. "Next door. Once the area is secure, you can come back and scan that stuff."

"Of course, forgive me," Stulak replied, shifting his tricorder back to his side and drawing his phaser.

They moved to the next door and took up positions, Yahnke covering the door and Stulak the corridor and the two slumped bodies near the far door. Yahnke pulled the door open and felt a pistol bullet smash into his body armor and a second one roar over his shoulder. Stunned, he forced himself to fire his phaser into the room, hoping it would startle his opponent, but it was Stulak's shot that took down Kaelyn. Yahnke noted that she was naked, but this only made it easier to see she was not concealing another weapon. Forcing his eyes to focus through the pain of the pistol shot (which, he now knew, had not penetrated his armor), Yahnke noted a cowering naked figure behind the bed.

"We've got the hostage," Yahnke reported, "returning to the elevator." Grissom acknowledged the transmission, and both teams met at the elevator a few seconds later. The hostage was shaking with fear and unable to speak, but Grissom was back to a part of the plan they had rehearsed.

"Get a positive ID," he snapped at Dellik, who had readied her tricorder when she heard the call that the hostage had been found.

"It ain't him," she snapped before even bringing the tricorder to bear. When Grissom glared at her she said "I studied his photo. Right height, age, and hair, but not young Mister Plemmons." Grissom started to argue, but she pointed to the tricorder readings. "He's native to Roon, not to Mars. He's *not* Plemmons." Grissom swore as Stulak did a superficial mind scan.

"Confirm," Stulak said, "this man is not our hostage. His purpose here is not criminal, but recreational." Without even a shrug, Stulak gripped the youth's shoulder and sent him to the floor in a swoon.

"Back to work," Grissom ordered, heading back the way he had come with Kilrathie. Yahnke, clearly laboring to breathe, waved his phaser for Stulak to follow him.

"We're going to skip the next rooms and go to the door those two came out of," Yahnke said.

"This is not according to the plan for this part of the operation," Stulak pointed out.

"We're improvising. It's taking too long and that must be some kind of control room. That should give us intel."

Stulak followed without arguing as Yahnke moved to the door, scanning what he could see. With Stulak covering, he slid into the room, noting the tables loaded with food, and a control console with screens showing the various cameras, assorted furniture, and an open door to another room. A quick scan showed nothing in this room, which meant that the door to the next room was the key target. Yahnke began moving to the side, watching the door and the room beyond. As he had been drilled since boot camp, everywhere Yahnke's eyes looked, his phaser was already pointed, and everywhere his phaser pointed, his eyes were already focused. When his eyes locked on those of Melika, they both fired at the same instant.

His phaser stun blast was partially blocked by the cabinet she was crouched behind, but enough of it struck her in the face to put her down. Yahnke was not so lucky. The bullet hit between his skull and the protective helmet, driving a red-hot ceramic projectile along his scalp to explode out the back of the helmet. The pain was incredible, although strangely the thought came to him that the ceramic bullet had probably cauterized the wound that it made. Which was lucky, he noted about the time he hit the floor and passed out, since scalp wounds on humans tended to bleed a lot.



2353 hrs, Basement Room, Celotex Warehouse #8, east of Roon City, Roon

Grissom scanned the storage room while Kilrathie covered his back. "Something alive is in here," he advised the corporal, "something humanoid." The room was a large one, filled with storage lockers, file cabinets with racks of datapads, and the drawers that held datachips.

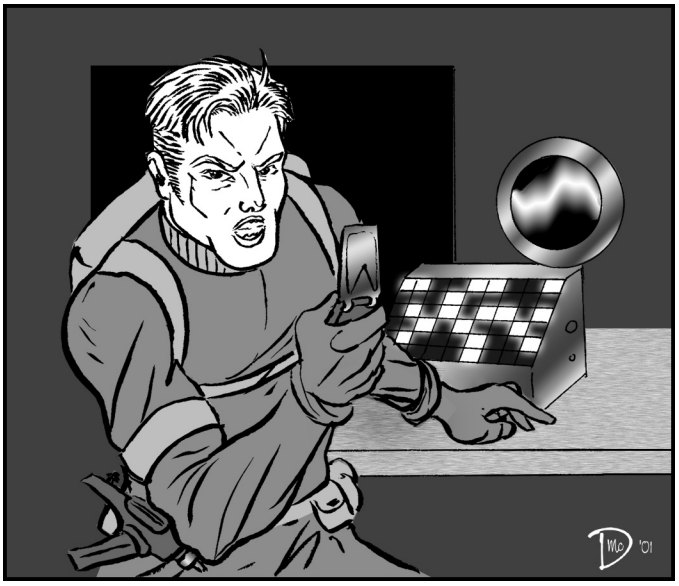
There were several desks, some accompanied by well-upholstered chairs. This was a working office, and someone was working.

Moving slowly down the aisleway, scanning from side to side with his eyes but not his phaser, Grissom searched the room. Behind the second row of filing cabinets he found a man cowering with his hands over his bald head.

"Don't shoot me!" the man cried, not looking at his captor. "Please, don't shoot me!"

"It's on stun," Grissom apologized as he fired. He moved on to check the rest of the room, but the tricorder confirmed what his eyes told him. No one else was there.

"Hostage secure," came the clipped words of Stulak in his earpiece. "Identification confirmed; this is young Mister Plemmons. Lieutenant Yahnke is down. Shot in the head. His condition is serious."



"Stand by," Grissom replied. "Daneric, go help Stulak," he ordered.

"Dan isn't here," came the words of Dellik. "I heard him going back up the service shaft. Maybe he couldn't get the panel open from the inside. I don't know."

"Go help Stulak," Grissom ordered. He left the stunned man on the floor and went back with Kilrathie to check the other rooms. At this point, enough had happened that he would leave no door unopened. The last rooms included an elaborate but empty bedroom and storage rooms filled with boxes.

2359 hrs, Basement Lounge, Celotex Warehouse #8, east of Roon City, Roon

"The area is secure," Grissom announced on his communicator. "Go back and do a quick search and grab anything interesting." Grissom headed for the office area. He checked on the bald man, who was breathing normally, and began going through his desk. The computer terminal was still on line, and Grissom was able to tell that it was accounting records, but not much more. His tricorder wasn't set up to handle translations, so he couldn't tell what he was looking at.

"Can I assist you, Commander?"

Grissom jumped at the sound of the Vulcan, who had arrived silently.

"My task in this phase is to interrogate the prisoners," he explained. "The others are members of the owning family. They were involved in the kidnapping, and their family is indeed involved in illegal trading with the Orions. Most of them, however, are simply passengers on the family business, taking a share of the profits but doing little work. One female knew a great deal about the Orions, and I have marked her for possible evacuation as a material witness. There are also considerable stocks of illegal materials in this complex, including some narcotics and some electronics that are beyond what this planet can make for itself. Do you know who this man is?"

"No," Grissom said, "maybe some kind of accountant. See what you can find out."

Stulak gently repositioned the small man so that he could conduct a mind meld. The process took a couple of minutes.

"This man is Ted N'Korl. He is, by training, an attorney specializing in taxes, but he is employed by this company to do all of the accounting for their illegal off-world trade. He is very unhappy in his job, feeling such trade to be immoral. He is virtually a prisoner in this complex; a device attached to his ankle will cause him great pain if triggered by an alarm field which he knows is within the elevator. This is to prevent him from leaving. He would be grateful for rescue and would be happy to testify against the family."

"I'll get the collar off of his ankle," Grissom said. "You see if you can wake him up. He'll be easier to move if he can do it for himself, and he can help us find the right records to take with us."

"Very well," Stulak answered, "I shall use the medical kit provided by Doctor Kildaire to revive him." Grissom had decided against including a doctor or medic in his team, expecting to complete the mission fast enough he would not need one.

"You might want to give him something to keep him calm," Grissom advised. "He was terrified when I found him. We need him functioning."

"Very well." The Vulcan moved to treat his patient.

"We got trouble, Commander," came the voice of Dellik in his earpiece. "I can hear a lot of pounding and some shooting going on upstairs. Somebody up there is trying to cut their way in here. I blocked the elevator door open, but

the warning buzzer is going off and some recording is demanding that the door be closed."

"Is Yahnke still out?"

"Yes, Sir."

"Where's Daneric-Tren?"

"My tricorder found him halfway up the air shaft. He's conscious and working on something, but he doesn't answer his radio. I was working on getting the panel removed from the hatch; it's got all the bolts in it. Kilrathie is moving some stuff that Stulak told him needs to go with us."

"Carry on," Grissom ordered. "I will be right there."

0005 hrs, Bridge, Light Cruiser *USS Tasmania*, in orbit above Roon

"Situation?" the Captain demanded.

"I've transported three guards to other locations, knocked a couple out with water bombs, and several have responded to the false alarms I triggered," the sensor technician reported. "But there are at least six at the upper elevator lobby, using some pretty serious tools to try to get in — cutting torches, power saws, and firearms."

"Options?"

"I can kill the main power to the complex," the technician suggested. "That would at least shut down their heavy tools. Should buy a few minutes before they can get into the elevator shaft with the fire axes. That should also let me transport a few more of them somewhere else."

"Have you re-established contact with the team?"

"Negative. When that alarm went off twenty minutes ago, some kind of field fired up, blocking my view down the elevator shaft, and some kind of heavy metal plate slammed shut over the ventilation shaft."

"Transporter Room One, this is the Captain."

"Sergeant Bourne here, Sir."

"Stand up the landing force. The team is trapped, and I may have to have you get them out of there."

"We are ready, Captain," the sergeant reported, "twenty-four loaded up and ready to drop in two lifts."

"Stand by, Bourne," the Captain said, "and stun only. This is going to be bad enough as it is."

"Aye, aye, Sir," the sergeant responded, "we won't leave any of our people behind."

"Technician," the Captain ordered, "buy Grissom as much time as you can, but let me know when the guards have broken into the elevator shaft."

"Power is off, and I broke the emergency fire hose valves, spraying water all over the place. And I just transported two more guards out of there."

0009 hrs, Basement Elevator Lobby, Celotex Warehouse #8, east of Roon City, Roon

Grissom arrived at the lobby just as Dellik got the metal plate off of the ventilation shaft hatch. Yahnke was starting to sit up, Plemmons was standing nearby shaking, and Kilrathie had just arrived with a crate to place next to the large bag already on the floor. The naked local had been pulled out of the way.



"Dan!" Dellik called up the shaft. "What are you doing?"

"Minute! Busy!" was all he replied.

"Can we go now?" Plemmons asked.

"Shortly, Sir," Grissom answered. "Kilrathie, do you know which of the kidnappers Stulak wanted as a prisoner?"

"Yes, Sir," the corporal gestured, "that one, the first one we took out when we got down here."

"Excellent," the commander replied. "What are these?" he gestured at the bag and crate.

"Contraband that Stulak said we needed as evidence," Kilrathie replied. "That bag is full of some kind of weeds, and this box is full of trans-stators." Grissom whistled. Trans-stators could be used in any number of advanced devices, and were about 50 years ahead of Roon's current technology. Judging from the stacks of boxes he had seen, Grissom knew there must be thousands of these devices in this basement.

Grissom's reflection was ended when Daneric-Tren climbed out of the air shaft.

"On the way down, I saw something odd," he said, "and went back to check. It's a jamming field generator, designed to block the elevator shaft and ventilation shaft and prevent anyone from using a transporter."

"Did you disarm it?"

"No," Daneric-Tren said, "when I was starting to, a metal plate slammed down on my head, knocking my communicator off." He held up the device, which was obviously broken. "That was just about the time those alarms went off topside. Apparently, it's some backup device to lock down the ventilation shaft. I guess the elevator locks itself."

"Explosives?" Kilrathie asked.

"Not going to work," Daneric answered, "the field is above the metal plate, and we don't have enough explo-



sives to blast through the bulkheads without collapsing the whole shaft."

"So we're trapped?" Plemmons wailed. "Good lord, what kind of idiot rescue team are you people? You mean you didn't leave a whole company of Marines guarding the way out of this place? What morons!"

"Shut up," Grissom barked. "We're not done yet."

"How far up?" Kilrathie asked Daneric-Tren.

"About ten meters."

"Give me a boost up through the hatch of that elevator car," Kilrathie said, pulling a grenade from his vest, "I'll open the door for us." With Daneric-Tren's help, Kilrathie got his torso up through the hatch. Standing on the engineer's shoulders, he steadied himself and pulled the pin on the grenade, dialing the fuze as he did so. Placing his left hand on the hatch itself, he lofted the grenade straight up and, in the same motion, stepped off of the engineer's shoulders, allowing himself to fall. His weight pulled the hatch shut just as the grenade went off.

"*Tasmania*, this is Grissom, can you hear me?"

"Loud and clear, Commander," the technician answered. "What's your situation?"

"We're going to get everybody into the elevator car. There will be the six of us and three others, plus some cargo. Wide field on the transporter."

"Ready when you are, Commander."

"Stand by," Grissom advised. "Where is Stulak?"

"Here, Sir," the Vulcan said as he rounded the corner, a waste bin full of computer disks in one hand and the collar of N'Korl's jacket in the other. The accountant was alternately sobbing and screaming.

"Everybody into the car, now!" Grissom ordered. This part had been covered in the rehearsals, but there were too many options, and having three passengers and a load of baggage wasn't one of them. It took some doing to make everything fit, and with both Plemmons' complaining and N'Korl's wailing, it took longer than it should have. An explosion erupted far above them, and pieces of metal and concrete began to pound the roof of the elevator car.

"Energize!" Grissom ordered.

"Negative," the ship's technician replied. "I can't get a good lock on your signal. Too much radiation."

Kilrathie had to shove Plemmons aside to reach the still dazed Lieutenant Yahnke, but he thrust his hands into the Lieutenant's backpack and was obviously trying to work something. "Beacon on!" Kilrathie announced.

"Good lock," the ship's technician said from the earpieces, "energizing." The thud of a grenade landing on the roof of the elevator car was the last sound the team heard on Roon.

Two Days Later, Conference Room, Light Cruiser *USS Tasmania*, in orbit above Roon

"The local police are quite pleased with the evidence you collected," the Ambassador said. "By the time they got into the underground complex, everything had been destroyed, but with samples of the original material, and Federation technology, they were able to prove conclusively what had been there."

"Excellent," the Captain said. "The entire family is under arrest, I take it?"

"Most of them," the Ambassador said. "The Roon government is quite distressed to hear that their electronics industry almost became obsolete overnight. And they were almost as upset to hear that common weeds on their planet are a powerful narcotic for Rigellians. We had been wondering where that new drug came from. Now we know."

"And we can stop it," the Captain responded.

"Are your personnel recovering?" the Ambassador asked, "I know that doing a mission without causing casualties can mean taking heavier losses."

"Lieutenant Yahnke will be fine," the Captain explained. "Everything else was just strains and bruises."

"Then we were lucky," the Ambassador said. "They will be rewarded?"

"Commendations for everyone," the Captain said, "a Bronze Star and a wound badge for the Lieutenant, a command medal for Grissom. The commendations will be written up as a rescue, not combat, as you requested."

The Ambassador nodded his thanks.

"And the trade deal?" the Captain asked.

"Will proceed in all good time," the Ambassador said. "There are issues to be resolved, and diplomacy demands patience. My staff is working through the problems.

"By the way, one of my staff has asked if he could speak with Private Dellik."

"I don't need to ask which member of your staff that was, do I?" the Captain replied with a strained smile.

"It's better if you don't," the Ambassador said, "but I think I can get her off of your ship. It seems that my Marine detachment can use another guard."

"I would be grateful," the Captain said, "to your staff member."

"I think he will consider it an even trade." ★★★

CHAPTER 1: INTRODUCTION TO *PRIME DIRECTIVE* PD20 MODERN

WHAT IS *d20 Modern?*

d20 is the most widely played RPG engine in the adventure game industry today. Using a license called the Open Gaming License, Wizards of the Coast has allowed other game publishing companies to use their game engine under certain conditions.

The ***d20 Modern Roleplaying Game*** brings a cinematic action-adventure touch to a present-day setting. You can flavor your games with as much fantasy as you care to.

To use this book, you will need to own the *d20 Modern Roleplaying Game Core Rulebook*. While other *d20* books can be useful, none are required to play this game.

WHAT IS *PRIME DIRECTIVE?*

Prime Directive is a roleplaying game set in the ***Star Fleet Universe***. Available for several RPG systems, it is based on the history and background seen in the classic board game ***Star Fleet Battles*** from ADB, Inc. *SFB* is a ship-to-ship combat board game, based on elements of the original *Star Trek* television series.

The Star Fleet Universe

The *Star Fleet Universe* is the history and background material generated over the last 25+ years for *SFB*. All the species, empires, and other background material found in ***Prime Directive PD20 Modern*** are taken from the *Star Fleet Universe*. It is important for science fiction fans to understand the differences between the *Star Fleet Universe* and the original source material. *SFB* (the original *SFU* product) was done when "The Original Series" was a syndicated program popular on college campuses, and no new material had been done in years. *SFB* quickly created hundreds of pages of new material and grew in its own directions. Later, when the Star Trek franchise began to generate new material, they went in their own direction and the *Star Fleet Universe* continued to grow along a different path. Thus, the backgrounds are not 100% compatible, and true Star Trek fans will find many differences between the later source material and the *SFU*. See page 169.

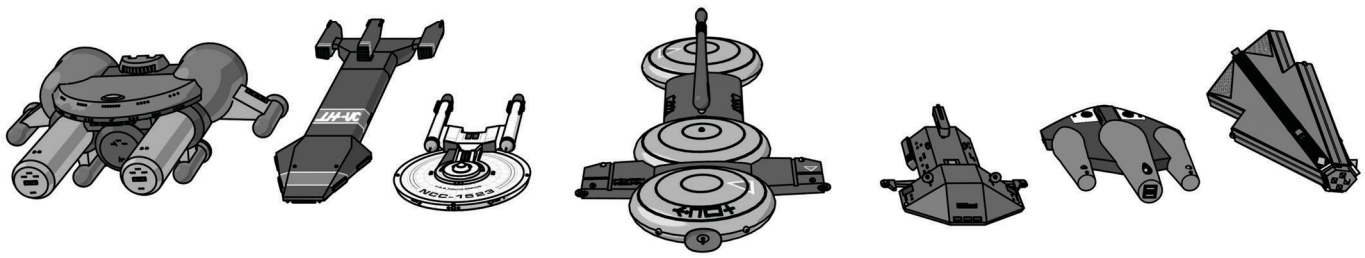
The *SFU*, being a "game universe" where the readers can make their own history, has been forced to be considerably more consistent (within itself) than the purely literary universe of true *Star Trek*.

PRIME DIRECTIVE, The First Edition

Roleplaying in the *Star Fleet Universe* is not new. Two decades ago, when *Star Fleet Battles* was still in its earliest editions, gamers were adapting various roleplaying systems to construct their own RPGs set in the *Star Fleet Universe*. None of these reached official status or were actually published, but many of them were played at conventions and at least one, based on a Chaosium game engine, was played by several groups for nearly a decade.

When the fourth set of owners of Task Force Games (the previous publisher for *Star Fleet Universe* products) took over in 1991, they indicated a strong desire to produce a roleplaying game that would exploit this important market segment. While ADB suggested that we should simply license an existing engine, Task Force Games felt that it would be better to create their own unique game engine that could be used for other non-Star Fleet products. They hired the team of Mark Costello and Tim Olsen to create a new system for *Prime Directive*.

Tim and Mark created an interesting game engine, published as *Prime Directive* (now known as *PD1*) in 1993. While it had loyal players and deserved to find a market, it did not gain enough of a following to remain in development, and other factors in the industry and within Task Force



Games brought the release of new products for this game to a halt far too soon. Even so, *PD1* (a core rulebook and four expansions of various types) remains a milestone in the *Star Fleet Universe*. (ADB, Inc. plans to publish update and conversion information for *PD1* products in a future product to honor those who played and wrote these "lost chapters" of Star Fleet history.)

While their game engine didn't find the success it truly deserved, Tim and Mark were prolific and creative writers, adding a hundred pages of background to the *Star Fleet Universe*, including many items of equipment, several hand weapons, and a plethora of Federation Associate Members. Many of the pages of *PD20 Modern* reprise their earlier work, including the backgrounds for many of the minor Federation species and empires.

Mark and Tim also created the concept of Prime Teams (multi-mission teams capable of conducting exploration, combat, diplomatic, scientific, or even espionage missions), truly their greatest contribution to the *Star Fleet Universe*. ADB, Inc. has endorsed this concept wholeheartedly, even adding Prime Teams to their board games (*Star Fleet Battles* and *Federation & Empire*) as special units with many unique modifiers and bonuses. In 2001, ADB, Inc. even added a Prime Team card to their *Star Fleet Battle Force* card game. But Prime Teams may have been one source of the problem with marketing *PD1*; not everyone wanted to be a commando/diplomat/scientist. Plans to expand *PD1* into other areas never came to fruition, but the need to do so remained a given for *PD20* and now *PD20 Modern*.

PRIME DIRECTIVE, The New Edition

When Amarillo Design Bureau was incorporated in 1999 and became the new publisher of the *Star Fleet Universe*, we had a plan. Phase 1 (get our existing products back into print) went well, and we moved into Phase 2 (launching entirely new product lines, including a new RPG). Starting with SJ Games' *GURPS,* we've added *d20* and *d20 Modern* versions (with more to come) of *Prime Directive*, providing the setting you love in game systems you already know.



THE *STAR FLEET UNIVERSE*: AN INTRODUCTION

Many players of *Prime Directive PD20 Modern* will be new to the *Star Fleet Universe*, and will come to the game with different expectations of what it is like based on their different experiences with Star Trek in any of its various forms. The *Star Fleet Universe* is somewhat different from what has been seen on film, due to its being more logically (and better!) organized and considerably more internally consistent. This chapter will help to orient new players to the geography and history of the *Star Fleet Universe*. It is written from the point of view of the United Federation of Planets, but all manner of campaigns involving other empires are possible, of course.

Nearly all of the adventures set in *Prime Directive PD20 Modern* will take place in the Alpha Octant (consisting of the Alpha, Beta, and Gamma sectors) of the Milky Way Galaxy. During later periods of the *SFU*, there is an invasion from the Andromedan Galaxy by way of the Lesser Magellanic Cloud. The final battles that defeated this invasion took place in that island galaxy.

The map is a slightly abstract tactical one from the start of the General War (Y168) showing the relative positions of the various empires. A more detailed map of the Alpha Octant is in Chapter 8, with the gray area of the Alpha Octant being shown on those maps. For quick reference, the map on the facing page shows the Federation (F), Klingon Empire (K), Romulan Empire (R), Kzinti Hegemony (Z), Lyran Empire (L), Hydran Kingdom (H), Gorn Confederation (G), and the Inter-Stellar Concordium (I). The small area on the rim near the Federation is the Tholian Holdfast; the small area at the Lyran-Klingon-Hydran border is the independent Lyran Democratic Republic; the small area near the Lyran-Klingon-Kzinti border is the WYN Star Cluster.

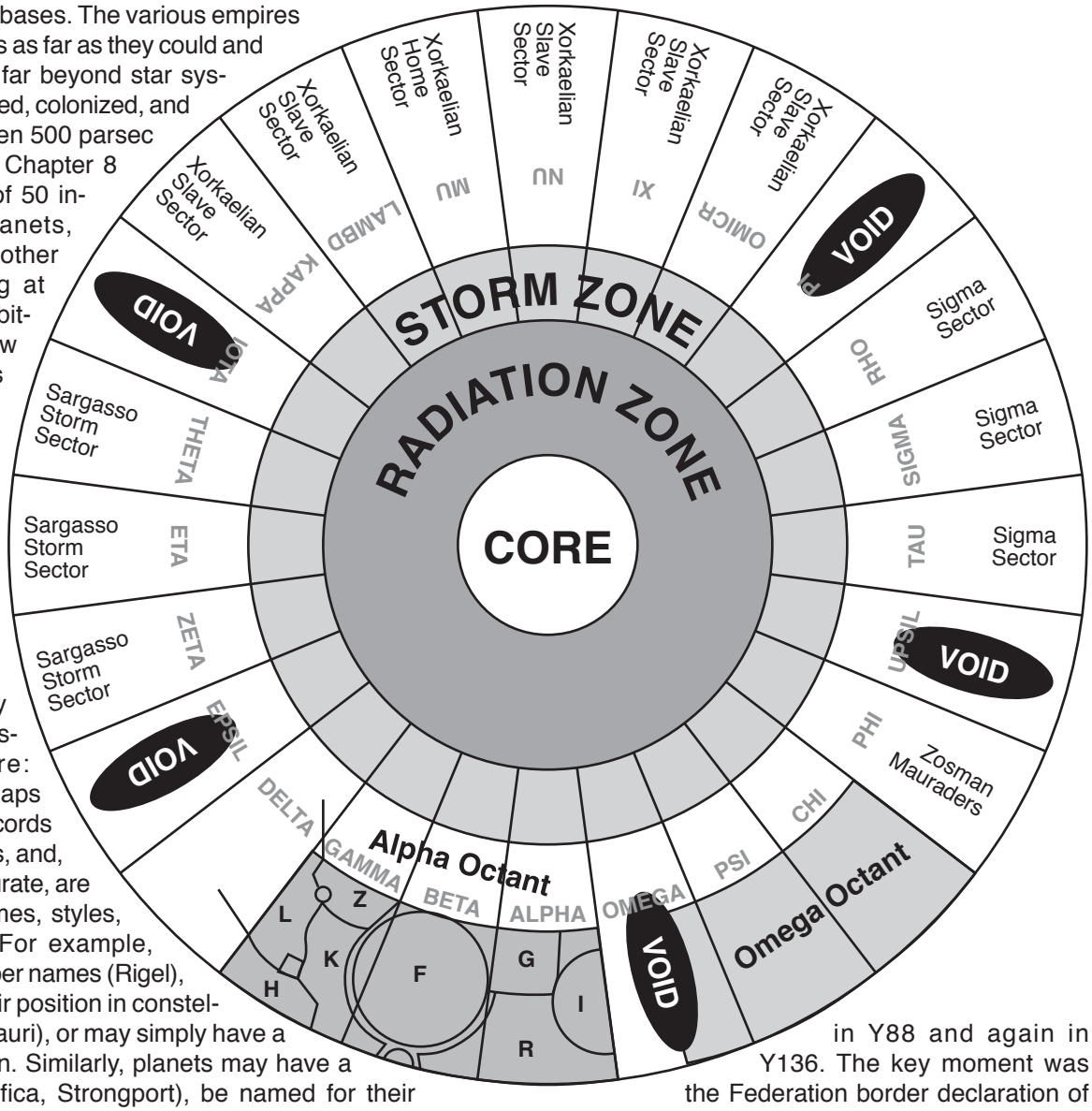
The center of the Milky Way galaxy is basically a huge black hole surrounded by a zone of intense and deadly radiation (which is impassable). Surrounding this zone is the "Storm Zone" in which starships and outposts can survive only briefly. There are few planets there, none of them habitable. Virtually all civilizations and life exist in the area between the Storm Zone and the edge of the galaxy, and this is where the Federation, the Klingon Empire, the Romulan Empire, and the other political entities of the *SFU* are located.

Paradoxically, the Milky Way Galaxy in the *Star Fleet Universe* is both a small and a large place. It is small in that some starships, traveling at fast speeds through a network of bases able to refuel them frequently, can travel great distances in fairly short periods of time. A warship going at fast dash speeds can cross the entire Federation in about 20 days — a distance of some 9500 parsecs! However, it is a large place in that even known space is still substantially unexplored. The boundaries of the major powers (seen on the map here and those in Chapter 8) were set by treaty and war about Y120 and locked into

place by a series of bases. The various empires pushed their borders as far as they could and placed their bases far beyond star systems actually explored, colonized, and developed. Any given 500 parsec hex on the map in Chapter 8 includes upwards of 50 inhabited colony planets, and thousands of other systems, including at least a hundred habitable planets (a few have small colonies or outposts).

Producing a detailed map of each hex is impossible, and gamemasters need only create maps required by their adventures.

Nor should a gamemaster worry overly about consistent nomenclature: Federation stellar maps are the compiled records of dozens of species, and, while generally accurate, are a mishmash of names, styles, and conventions. For example, stars may have proper names (Rigel), or be named for their position in constellations (Alpha Centauri), or may simply have a numeric designation. Similarly, planets may have a proper name (Pacifica, Strongport), be named for their position in a solar system (Pollux IX), be named for their discoverer (Sherman's Planet), or simply have a catalog number (PX 123).



A Brief History of the Star Fleet Universe

This is given in much greater detail in the Timeline in Chapter 8, but a brief overview will set a context for the remainder of this introduction. As each species has its own calendar, Federation records arbitrarily begin in Y1 (the Year One), when humans of Earth first gained warp space capability and were noticed by the Vulcans. The Klingons, Humans, and most other species achieved warp space capability during Y1-Y10. The United Federation of Planets (UFP or simply "the Federation") was formed in Y4.

In the Alpha Sector, the Gorns destroyed the Romulan ability to build tactical warp starships in Y67, accidentally exterminated the Paravians in Y94, were contacted by the Federation (at Cestus III) in Y157, and became Federation allies against the Romulans in Y174.

In the Beta Sector, the Federation expanded steadily, contacting the Romulans in Y40, the Tholians in Y84, and the Klingons in Y85. The Kzintis attacked the Federation in Y88 and again in Y136. The key moment was the Federation border declaration of Y102, which claimed territory that had been controlled by the Kzintis and Klingons. After several wars, the Federation's formal border was acknowledged.

The Gamma Sector is home to the Four Powers, those being the Klingons, Kzintis, Lyrans, and Hydrans. The Klingons and Lyrans met first (in war), and both encountered the Hydrans in Y40 and the Kzintis in Y48. The feline Lyrans and Kzintis (despite being deadly enemies of each other) simultaneously fought and annihilated the canine Carnivons during Y106-Y110. The Klingons and Lyrans eventually became allies against the Kzintis and Hydrans. Several wars led to the major Four Powers War in Y158-Y162.

The defining period of the *Star Fleet Universe* is the General War, which began as yet another Kzinti-Lyran conflict in Y168 and eventually included all of the major empires by Y174. Facing economic collapse, the empires ended the war in Y185 when the Inter-Stellar Concordium established the "peacekeeper line" between them. This peace lasted only two scant years before the Andromedan Invasion brought the entire *Star Fleet Universe* to the very edge of annihilation.

INTELLIGENT LIFE IN THE *STAR FLEET UNIVERSE*

There are several orders of intelligent life in the *Star Fleet Universe*. The United Federation of Planets classifies intelligent species along the following rough scale:

Godlike Species

These species have progress levels above 13 — effectively off the scale. Found in remote areas, these species are usually omnipotent and immortal. Fortunately for the *SFU*, most of these have little interest in the affairs of lesser species. Two exceptions are the Masters and the Organians. A gamemaster can feel free to create others.

The Masters, who "kidnap" entire starships, and sometimes individuals or small groups, to play in their "games", are heard only as disembodied voices. The Masters arrange not only starship duels and hand-to-hand battles, but puzzle-solving competitions. Every group of adventurers deserves the chance to be kidnapped by the Masters, who (for purposes of their games) can provide any equipment or technology. A trip to the Masters' realm can provide adventurers with the opportunity to meet species from far-flung empires that they might never encounter otherwise. The gamemaster could easily add any alien species or monster from any source, as the Masters are known to collect "game pieces" from all over the Milky Way Galaxy and even from other galaxies. The Masters are known to allow those of their victims who show skill, bravery, cunning, or cleverness to return to their lives.

The Organians live a pastoral life on a planet in the Federation-Klingon Neutral Zone (hex 1913), or so it seems. They are in fact non-corporeal beings who take humanoid form to deal with other species. They brokered, rather than enforced, the Federation-Klingon Treaty. When the Organians disappeared in Y171, the treaty collapsed and the Klingons invaded the Federation.

The Precursors

These beings existed in the time before the current era. Just how many there were, during what time periods they existed, and what they did are not clearly understood.

The best known of the precursors are the "Old Kings", who ruled Federation and Klingon space until about two centuries before the General War. These beings used the Klingons (as well as the Dunkars, Hilidarians, and other species) as starship crews. When the "Old Kings" left, leaving abandoned starships in orbit over Klinshai, the Klingons built chemical-energy rockets to regain access to space.

The "Spirit Kings" took the Hydrans into space in much the same way, but when they departed (at the same time as the "Old Kings"), they left the Hydrans in possession of primitive starships.

The Gorns refer to the "Lizard Kings" as the beings that transported them to their three homeworlds (and to the doomed planet of Paravia) at least 13,000 years before the General War.

The Lyrans and Kzintis are known to be genetically related to each other (and to the Jwarundils and the dog-like Carnivons) and may have been seeded on their planets by beings known only as the "Leopard Kings" at some time perhaps 100,000 years before the General War.

Whether any of the precursors still exist is a matter of conjecture, and great interest to the powers of the *SFU*.

Starfaring Species

These species or empires include the Federation (with its Humans, Vulcans, etc.), the Klingon Empire (including their subject races, who arguably did not reach space flight on their own), the Romulans, Kzintis, Gorns, Orions, Hydrans, Lyrans, WYN, ISC, LDR, Jindarians, and Vudar.

The birdlike Paravians and wolf-like Carnivons became extinct early in the history of the *Star Fleet Universe*, although reports of lost colonies of both continue to appear.

A sub-category of starfaring species include the extragalactic beings who have appeared in the Alpha Octant from various other locations. The Tholians arrived as refugees from their galaxy, with the Seltorians (their former slaves) in hot pursuit (only a century behind them). The Andromedans are invaders from the M31 galaxy, and their true nature is unknown. (Their robots are commonly seen but only one man, a Federation Marine, has ever seen a living Andromedan and survived, and he could never bring himself to speak of what he saw.) The Xorkaelians are from the Milky Way, and are masters of a huge empire on the opposite edge. They invaded the Alpha Octant much later in history. Dozens of species occupy the Omega Octant and will be presented in future books.

Non-Starfaring Species

Non-starfaring species are those which, for whatever reason, have never left their homeworld. Almost all are at Progress Level 7 or lower, with most being PL 4 or lower. Each empire has different practices when it comes to encounters with non-starfaring species; these practices range from exploitation (Klingons), to enslavement (Kzintis), to patronage (the ISC). The UFP is unusual in that it quarantines a non-starfaring species under the famous Prime Directive to allow the species to develop on its own.

Astrofauna

This is a catchall heading for interstellar life forms, not necessarily intelligent, that can travel through the enormously hostile environment of space under their own power. Some observed types of astrofauna include large clouds known as energy beings, massive protoplasmic beings that resemble single-celled life forms, and more complex organisms that have been nicknamed "eels", "snakes", or "dragons". Organisms which are powerful enough to qualify as astrofauna are usually powerful enough to pose a threat even to the ships of starfaring civilizations.

A sub-category of astrofauna includes non-living starcraft which appear from time to time. There are many of these (the gamemaster is welcome to borrow them from any source) including the Death Probe and Juggernaut.

THE ERAS OF THE *STAR FLEET UNIVERSE*

Although the *Star Fleet Universe* covers some two hundred-odd years of history, those years are not monolithic, and scholars have divided history into seven distinct eras. The default assumption is that players of *Prime Directive* will be members of the UFP adventuring during the Main Era years. Most of the maps and equipment descriptions are created with this phase of history in mind. However, the *SFU* is a big universe, and campaigns in other eras or focused in other empires, are certainly possible.

Precontact Era (ends Y4, Progress Level 6)

The Precontact Era is the earliest phase of UFP history. Most of the planets that would reach the stars during the next era managed to resolve their problems (usually after new energy sources made competition for resources less intense), form world governments of various types, and reach warp-capable star flight. The Vulcans had been in space for centuries (but as explorers uninterested in economic development), and the Klingons and Hydrans had been in space as the crews of Precursor starships.

Adventures in the Precontact Era are possible, but would be limited by the available means of travel to the single star system of the adventurers. The first crude power cells made energy weapons practical for the first time during this period. Space ships are slow, limited in range, and rely on spin chambers for artificial gravity.

Non-Tactical Warp Era (Y5-Y61, Progress Level 7)

The Non-Tactical Warp Era represents two trends, inward and outward. In this era, the UFP grew from an alliance into a government. The term "non-tactical warp" refers to the primitive first starships which could move at trans-light speeds but could only fight at sub-light speeds.

Two very significant events mark the Non-Tactical Warp Era: the first contact with the Orions (Y21) which brought about the first major interstellar trade agreements, and the contact with the Romulans (Y40) which resulted in the Federation's first interstellar war. Orion support was needed for the survival of the Federation, but then, the Orions had provoked the war by trying to colonize planets in space claimed by the Romulans.

Adventures (for UFP members) in this era are best centered around contacts with the Orions and the Romulans. (Using other sourcebooks, adventures among "the Four Powers" are equally plausible.) Gamemasters interested in a military campaign have the exciting backdrop of the First Federation-Romulan War, while those interested in exploration can have players interact with the Byzantine machinations of the Orions, who will doubtless in time have players saying, "With allies like these...."

The first primitive starships can make about nine parsecs per day, enough to reach hundreds of new worlds, but can only fight at sub-light speeds. Gravity compensation allows high-G maneuvers. While military and government starships will have crews from a single world, the first of the free traders may have crewmen from many planets. An adventurer during this period would hang his beam pistol in a holster from his fabric body armor, have a rather simple PADD, and carry a communicator good for 25 miles.

Tactical Warp Era (Y62-Y78, Progress Level 8)

The Tactical Warp Era was marked by few political developments, but many technological ones. The chief development was, of course, the invention of the Tactical Warp engine, which allowed combat at warp speeds, though only up to Warp 3.2. While the Federation was the first to develop this technology, other empires developed it on their own or copied it quickly, and the Federation (even had it wanted to) could not have conquered anyone else before they matched the technology. This development drove the Federation into full power as a government, since only ships of the Federation fleet (not individual planets) initially had the technology. Star Fleet assumed the official duty of defending all member planets, but those planets eventually built their own tactical warp ships for local defense and to train recruits for Star Fleet.

Adventures in this era can center around the developments of tactical warp drive and Star Fleet. A good campaign could center around the crews of the first Star Fleet ships, with true artificial gravity, tractor beams, low-tech replicators, and the first finicky transporters. These ships will have to contend with disunity among multi-species crews concerned over the erosion of planetary sovereignty.

An adventurer in this period would holster his phaser pistol next to the earliest "scanner" (or "monocorder") and would have a limited translator next to his communicator.

The Early Years Era (Y79-Y119, Progress Level 9)

The Early Years Era marked the beginnings of the UFP's interactions with the wider galaxy. This was the era in which the Federation encountered powers which could not be absorbed (as they had the Orions) or defeated and ignored (as they had the Romulans). These included the reclusive Tholians, and the militaristic Klingons (who were involved in other wars and became tacit allies of the Federation, providing advisors to those Star Fleet ships fighting the Kzintis).

Unfortunately, good relations between the Klingons and the Federation did not last due to competition over colony worlds between expanding outposts. UFP efforts to define a border in Y102 succeeded a decade later at a cost in blood. The Romulans nearly invaded the Federation in Y110 but called off the offensive at the last minute when Emperor Ramillius died without an heir. The Federation did not learn of this event until decades later. During this period, Orion starships began to disappear from their enclave and take up piracy as a vocation.

The wars with the Kzintis and Klingons led to several important changes within the Federation. Star Fleet formed its own Marine Corps, Prime Teams (a trouble-shooting unit of commandos, scientists, and diplomats), and the National Guard (a formal command structure for the nearly-forgotten vestiges of member planet military forces).

Adventures in this era could focus on the first interactions with the Tholians, Kzintis, and Klingons. Much could be made of a UFP-Klingon campaign, with mutual cooperation marred by growing competition and mistrust. Hunting (or roleplaying) Orion Pirates becomes a favorite activity for adventurers. During this period, the high technology planet Cygnus changed from being a Kzinti slave world to a Federation member (due to the border declaration).

The adventurer in this era will find his equipment lighter and more efficient, and his monocorder has become a bicorder able to collect and interpret two different types of data at the same time. Starships are fully capable of tactical warp combat, with improved tractor beams and reliable transporters. The first mature replicator designs are able to transmute elements, rather than simply reprocess feedstocks. Powerful subspace transmitters allow admirals to interfere in the daily lives of starship captains, and allow adventurers to gather news of opportunities on distant planets.

The Main Era (Y120-Y179, Progress Level 10)

The Main Era is the default setting for *Prime Directive*, and most equipment described in this book is from this era. This is also the time that will be most familiar to players familiar with the first television series (Y156-Y159). The Main Era is a time of Federation expansion, exploration, and conflict, and ends during the gigantic General War (Y168-Y185) that affected nearly every political entity in known space. In some sources, the period from Y120-Y150 is known as "The Middle Years".

The Main Era was a time, paradoxically, of both territorial solidification and expansion for the Federation. Like its neighbors, it began building a network of huge starbases and smaller border stations. As the UFP had no hostile neighbors in the coreward direction, it began a massive program of exploration in that region in Y125. Furthermore, although most of the millions of stars within the territorial borders of the UFP had been surveyed, only a handful had received detailed exploration and study, and UFP also began more intense efforts to map out its own "internal" territories. Inconclusive wars were fought with the Kzintis (Y136-Y142), Romulans (Y154-Y155), and Klingons (Y156). The war with the Klingons ended when the godlike Organians stopped a major fleet battle near their planet and brokered a treaty covering the entire Neutral Zone. This was followed by a Klingon-Romulan alliance, which brought the Romulans at a stroke from PL 7 (where Gorn commandos had left them) to the PL 10 enjoyed by the rest of the galaxy. Faced with this situation, the Federation formed alliances with the Gorns and their previous rivals, the Kzintis. These interlocking alliances ensured that the next Lyran-Kzinti border skirmish would explode into the General War, covering the entire Alpha Octant. This war lasted beyond the Main Era, ending in stalemate, exhaustion, and ruin in Y185.

Almost unnoticed during the General War were two events of future import: the first scouts from the Andromedan invasion, and the first efforts by the Inter-Stellar Concordium to build a fleet that could first enforce neutrality and later, peace.

Adventures in the Main Era can be of any type imaginable to anyone familiar with any form of Trek. There is room for exploration and first contacts, merchant adventure, espionage, and warfare. Prime Teams come into their own at this time, and are used in a variety of functions. Adventurers have access to any kind of technology described in this book (including tricorders able to read and interpret multiple spectra at once) and their starships have reached the pinnacle of the television and movie presentations.

The X-Technology Era (Y180+, Progress Level 10+)

Much as nuclear weapons were developed in Earth's Second World War but properly belong to its Third, advanced "X-technology" appeared in the last years of the General War, but properly belongs to the subsequent Andromedan War. While there were relatively few X-ships during these years, they were always present in the most decisive battles. The final years of the General War were more bloody and destructive than ever before; even full-sized starships could be destroyed by one volley from the massive fleets deployed in those years. The idealistic and somewhat idiosyncratic ISC became peacekeepers under an Organian-brokered treaty.

The ISC's high-handedness and alien standards of justice would doubtless have provoked a serious reaction against them, had not the Milky Way Galaxy suffered an invasion from the more technologically-advanced Andromedans, which began in Y188. All of the empires scrambled for survival until a chance event exposed the secret of Andromedan technology, the Rapid Transport Network. Andromedan ships were slower in strategic speed than Galactic ships, but by using their RTN could move several times as fast, allowing them to redeploy their relatively small forces to strike targets of opportunity. Once the RTN was discovered and the empires learned to detect it, they were able to destroy the Andromedan bases and with it, the RTN.

The Federation, once more united with the Klingons (and other empires), became an extra-galactic power during Operation Unity, sending ships to the Lesser Magellanic Cloud to destroy the terminus of the Andromedan link to their home galaxy. With that victory (which shut down the Andromedan invasion route), the Federation and other empires became aware of (and able to reach) much larger areas of the galaxy, including the Omega Octant, Sigma Sector, Sargasso Sector, Magellanic Clouds, and the fearsome Xorkaelian Empire.

Adventurers in this period can explore the wreckage of worlds devastated by war, and no end of floating hulks that were once proud ships of the line. Trade links resume, as does the need (and opportunity) to explore new worlds and find new resources. All of the equipment of prior eras has now reached its technological peak (for example, the quadricorder). Many leftover General War gunboats (now converted into small starships able to carry a crew of ten comfortably on long journeys) are available cheap to those who are willing to find the resources demanded by the hungry markets of the post-war galaxy.

SOME MYSTERIES OF THE *SFU*

There are many mysteries of the *Star Fleet Universe* that have been left undefined. There are no "official" answers to the following questions, but enterprising gamemasters might want to take a stab at handling them in their own campaigns. Indeed, solving one of these mysteries might be the focus of an entire campaign.

Why is Everybody Always Fighting All the Time?

If there is any constant in the *Star Fleet Universe*, it is that of war. At any given point in the 200+ years of *SFU* history, there is usually a border skirmish or outright war going on between at least two powers. This may be because all of the starfaring species (including humans) are descended from predators, but it is more likely a contest over control of potential resources (the cause of most wars on Earth). It should also be noted that any given border is quiet at least three or four times as often as there is a war in progress, and before the General War there was a booming industry of Federation tourists visiting Klingon worlds.

Why Are Psychic Abilities So Rare?

Of all the member species of the UFP, only the Vulcans display psychic abilities as a species trait. Individual psychics are found among most species with varying degrees of frequency. Certainly, the inhabitants of the *Star Fleet Universe* regard this as "the way it is" and do not find it any great mystery at all. But perhaps you do? Is there a genetic quirk or some force or entity that is restricting the latent psychic abilities of most species? Or did some long-forgotten beings give the Vulcans a special gift?

Why Are Romulan and Gorn Space So Empty?

The Romulan Star Empire occupies an area of space that stretches for thousands of parsecs to the galactic rim, and the Gorns occupy a somewhat smaller area toward the galactic center. Comparatively, there are fewer Class-M planets in that area than are in either Federation or ISC space. Furthermore, there are few intelligent species in either Gorn or Romulan space, despite the fact that the neighboring Federation and ISC are populous powers with many sentient species. There are signs of an earlier civilization on some planets discovered in Romulan space. What caused these civilizations to disappear? What alien artifacts could be found in those worlds, provided one were willing to risk exploring them? (*Romulans PD20* has more speculation on this mystery.)

Who Built the Planet Killers?

At several times in history, the empires have encountered cone-shaped planet destroyers and huge starships known as Juggernauts. Who constructed these monstrosities, and why? Was it the same empire or two different empires? If it were two empires, did they fight each other, or did they never even meet? Are the Planet Killers advance probes from an invasion or hellish leftovers from some now-extinct species that fought a now-forgotten war? And why would any species create such a destructive weapon? What threat did they fear that was *worse* than these weapons?

Where Did the Disappearing Planets Go?

There are numerous cases of lost colonies. Some examples include Aberdeen III (a Federation colony whose colonists disappeared in Y105), Aurora (an entire Federation star system that disappeared in Y130), Stuplich's Ark (a chain of colonies planned by an explorer named Stuplich, the last of which were never located), the ISC mining colony of PX13, and the Klingon penal colony at Kraknora. Where did they go? Are any other colonies missing?

Did the Tholians, the only empire *known* to have moved a planet, have anything to do with it?

For that matter, the Carnivons are thought to be extinct, but did any of their colonies survive in the far-flung reaches of space? While the Paravians were known to have never planted any colonies that survived the Gorn assault and the species is assumed to have become extinct when their homeworld was destroyed, did any of their raiders avoid the Gorn blockade and found new colonies in distant realms? Gamemasters need not wait for those answers and can develop their own.

Where's the Transhumanist Future?

The *Star Fleet Universe* appears somewhat "retro" given current trends in science fiction. Where is the large-scale genetic manipulation? Where are the nano-machines? How about the sapient computers and robots? They simply do not exist beyond artificial limbs and organs. Genetic manipulation was the cause of the Eugenics Wars on Earth, and caused more problems than advantages, nano-machines never really worked out, and "intelligent computers", contrary to expectations, simply didn't work very well. But is there some force at work? Or is there some distant planet where these things *did* work?

Where Are the Precursors?

The Leopard Kings, Spirit Kings, Old Kings, and Lizard Kings are just the best-known of the beings that ran the Milky Way before the rise of the Federation. They all left, to parts unknown, for reasons unknown. Where are they now, and are they likely to return? Is there any way to contact them? Would anybody really want to?

Why the Convergent Technological Evolution?

Most of the powers of the *Star Fleet Universe* attained similar levels of technological development at roughly the same time. No empire made any significant advance without other empires copying it within a few years. This seems very convenient to conspiracy buffs, although industrial and intelligence analysts find it unremarkable. They note that spies, combat reports, and good old-fashioned research can ensure that one Empire copies any new technology before the originally-discovering Empire can deploy enough of it to gain a decisive advantage in war or trade. This creates no end of opportunities for adventurers to steal alien technology or discover the secret conspiracies behind the overall question.

CHAPTER 2: EMPIRES AND SPECIES OF *THE STAR FLEET UNIVERSE*

The *Star Fleet Universe* covers a considerable geographic area (10,000 x 30,000 parsecs) with a vast number of planets. Thousands of these planets are inhabited, a few hundred by native intelligent species.

The area of the Alpha Octant is divided into numerous political powers, called "empires" (although some are not in the legal form of an Empire or large enough to be worthy of that designation in any case).

Pick a Species, Any Species

Anyone creating a character will first select the species (or race). There are many choices, all of which have their own drawbacks and advantages. The choices are:

Alpha-Centaurans are descended from humans transported there long ago by the Old Kings. Women of this culture are strong and dominant.

Andorians: Blue-skinned humanoids from Andoria, citizens of the Federation, warlike and tough.

Arcturians: Elflike humanoids from Arcturus, citizens of the Federation, most are pacifistic.

Cromargs: Dwarves, Klingon subject race.

Cygnans: Humanoids born on Cygnus, citizens of the Federation, albinos, highly technological.

Dunkars: Orange-skinned humanoids, the most trusted of the Klingon subject races.

Gorns: Dinosaurians scattered to several planets by the ancient Lizard Kings.

Hilidarians: Lizard-men, Klingon subject race.

Humans: From Earth-descended stock, either born on Earth or one of many colony planets. Most will be citizens of the Federation, including those criminal humans who serve with the Orion Pirates.

Hydrans: Short three-armed and three-legged creatures who breathe methane, are native to gas giants, and live in the Hydran Kingdom. It should be noted that many descendants of Klingon subject races (and even Ranel and Phelen from Lyran space) live on oxy-nitrogen planets in the Hydran Kingdom as free citizens of the Exile Races.

Klingons: Humanoids, a major species with entire planets of multi-billion population, the military caste are the only Klingons most humans know.

Kzintis: Known as Tigermen to their Klingon enemies.

Lyrans: Leopard-men, enemies of the Kzintis.

Mynieni: Non-humanoid, citzens of the Federation.

Orions: Green-skinned humanoids, citizens of the Federation, original source of the Orion Pirates.

Phelen: Porpoisoids who are subjects of the Lyrans.

Ranel: Racoonoids who are subjects of the Lyrans.

Rigellians: Born on planets around Rigel (or on colonies) the Rigelians are humanoid and members of the Federation. Few serve with the Orion Pirates.

Romulans: Descended from Vulcans, they honestly believe they are destined to rule the galaxy.

Skoleans: Lizard-men, Federation citizens, mostly serve as mercenaries to the Gorns.

Slirdarians: Bear-apes, shock troops of the Klingon Empire, most of them are not particularly bright.

Tellarites: Pig-faced humanoids from Tellus, citizens of the Federation, always ready to argue about anything.

Tholians: Crystalline creatures who live in high temperatures and come from another galaxy.

Vulcans: Also known (rarely) as Vulcanian. These are humanoids with copper-based blood, a devotion to logic, and no real sense of humor. They are stronger and smarter than humans.

Others: Many more species will be in future products.

• ***Federation PD20*** will include the four-armed Brecon, the beautiful Deians, the electrified Fralli, and the dwarfish Prellarians from their caverns of stone.

• ***Klingons PD20*** includes the timid Bargantines (the greatest farmers in the Empire), the lobster-like Vergarians (who once revolted), lizard-like Vudar (who defied the Empire), the mercenary Yitlians (from the Far Stars region), and the kings of night vision, the Zoolies.

• ***Romulans PD20*** includes the telepathic Satha'hi, Gerlunians (lost cousins of the Gorns), and the walking trees of death known as Dionaeans.

• ***Tholians PD20*** will include the floating Pillar Tholians, their Tholped "footed" cousins, and the Seltorians who were once the Tholians' servants and are now their arch-enemy, on a crusade to wipe the Tholians from the universe.

• ***Inter-Stellar Concordium PD20*** will include the catlike Korlivilar, lizard-like Pronhoulites, dwarfish Q'naabians, porpoisoid Rovillians, and the Veltressai (about 5% of whom are Quads — four individuals linked telepathically and empathically).

General Notes

Any given species has billions of members, not all of whom think, look, or act alike. There are exceptional cases in all species, and even those that could be considered "within the normal range" can vary considerably.

A player character could (with GM permission) be from a species not usually found in his campaign circumstances. For example, history records a handful of Earth-born human renegades fighting for the Klingons.

The United Federation of Planets

The United Federation of Planets is a multi-species political entity with its headquarters on the planet Earth. Several species hold seats on its ruling council; many other species are affiliate members. Federation colonies or stations have been established on over a thousand other planets. Most Federation ships are manned by crews composed of 80-90% of one species, with the remainder being a mixture of all others.

The Federation is dominated by the Humans, including those of Earth parentage who were born on other planets. Humans provide more than 70% of Star Fleet personnel and dominate every phase of its operations. Humans are regarded as the most militaristic, but not the most warlike, of the member species of the Federation.

The Federation is probably the most idealistic of all the empires. Federation ships never attack without warning, and while the Federation has fought wars with all of its neighbors, it has never started one. The Federation has negotiated borders with all of its neighbors and has not sought to expand them militarily.

Economically, however, the Federation is the most aggressive empire in its sector of the galaxy. Federation merchant ships are found almost everywhere during peacetime, and the "Neutral Zones" between the Federation and its neighbors abound with Federation colonies set up within the strict letter of the relevant treaties. The Federation considers "peace" to include free access to the markets and ports of all other empires. Since the Federation has the strongest economy, it has the most money to buy things with and the most production capacity to build things and tends to dominate the galactic economy. Other empires may scoff, but in the end the numbers don't lie. The Federation is the most economically efficient system in local space, and the Humans are the ones who run it. Not even Tellarites can argue with success!

The Federation military consists of Star Fleet (a military force answering to the Federation president and council; much of this force is used in peacetime for exploration and colony building) and the National Guards (planetary self-defense forces including ground-based weapons, fighters, and even some ships controlled by each planet's government). The Federation Marshals Service is a branch of the civilian government which investigates crimes that go from one planet to another; it also handles counter-espionage. The Federation Police (which has numerous small starships) handles tariffs, customs, and most anti-piracy work. (When the pirates in a given area get out of hand, the police call Star Fleet for backup.) The Federation Police could be considered the equivalent of the US Coast Guard. The Galactic Intelligence Agency is a civilian agency focused on spying, covert operations, and intelligence gathering outside of the Federation.

The member species of the UFP that appear in *Prime Directive* are: Humans, Vulcans, Andorians, Rigellians, Alpha-Centaurans, Cygnans, Tellarites, Mynieni, Arcturians, Orions (page 39), and Skoleans (page 37). There are many, many more; their numbers are growing all the time (and will be presented in several future products).

All Federation citizens have Federation Standard as a Free Language due to the insistence of educators that actually speaking a language is much preferable to relying on an artificial translation which, no matter how sophisticated, can miss important nuances of emphasis and phrasing. A very few citizens who lead their lives on an outlying single-species colony might not know Federation Standard.

For more information, see *Federation PD20*.



Humans

Humans are the most numerous species in Federation space and among the most adaptable. While most of the other species don't particularly go in for "Terra"-forming and don't like to colonize worlds that are drastically different from their homeworlds, Humans are willing to settle and work just about anywhere in the galaxy. This and their strong tradition of innovation, adventure, competition, and cooperation have brought Humans to the forefront of the current interstellar situation.

It is considered fortunate by some of Terra's neighbors that Humans are not oriented more towards military expansion. It would be a daunting task for even three or four of the local cultures to halt a determined Human expansion drive if their formidable industrial capacity were tooled up and directed to that end.

Homeworld: Class-M, Gravity 1.00G, Atmospheric pressure 1.00, mean temperature 72°F, Zorski Group I-a.

Species Traits

Size: As Medium creatures, Humans have no special bonuses or penalties due to their size.
Base Speed: 30 feet.
Free Language Skills: Read/Write Any, Read/Write Federation Standard, Speak Any, Speak Federation Standard.
Other Languages: Any language the character can learn.



Rigellians

Rigellians are large humanoids, often reaching seven feet or more in height, and are renowned for their strength and stamina. Due to the unusually high UV output of their sun, Rigellians are darkly pigmented. Their skin features a kind of dermal tattooing which shows up as a network of blue lines covering the entire body in a random pattern, and their body hair is often a stark white in coloring.

Rigellians are strongly bound by the notions of "Family and Honor". Family ties are unusually strong in Rigellian culture, with three or more generations often living and working together. Rigellians mate for life, and husbands and wives never separate, nor do they re-mate if their spouse dies. A Rigellian's word is his bond, and the whole family shares in the dishonor of any family member's breaking of a promise or oath. Crime and dishonesty are virtually unheard of in Rigellian culture, and families provide for the material and emotional needs of their members.

The Rigellian Primacy Fathers and members of the society in general were aghast to discover the natures of some of the other interstellar societies, such as the Klingons and the Romulans. They were horrified to find that advanced interstellar empires were founded on the principles of conquest and enslavement — principles abhorrent to Rigellian culture. This caused so much of a cultural fervor that within the first decades of Rigellian membership in the Federation a full 30% of the planetary population applied to join Star Fleet. Even today, while Humans may represent the largest numerical component in the Federation and Star Fleet, the Rigellians have, by far, the largest proportion of their population in service with the Federation. *Until the stars are at peace*, they say, *and all the children of the heavens are together*, the Rigellians cannot rest or forsake their greater duties.

Homeworld: Class-M, Gravity 1.05G, Atmospheric pressure 1.04, mean temperature 80°F, Zorski Group I-a.

Species Traits

Size: As Medium creatures, Rigellians have no special bonuses or penalties due to their size.
Ability Modifiers: +2 to Strength, +2 to Constitution.
Base Speed: 30 feet.
Bonus Feats: Rigellians gain the bonus feats of Combat Reflexes and Improved Natural Healing.
Free Language Skills: Read/Write Rigellian, Read/Write Federation Standard, Speak Rigellian, Speak Federation Standard.
Other Languages: Any language the character can learn.
Other Modifiers: Rigellians have a DR 12 vs. ultraviolet radiation. Rigellians are known for always telling the truth; it is against their culture to lie for any reason. It is possible for them to overcome this with a Will roll, but they have to beat a DC 22.



Alpha-Centaurans

Alpha-Centaurans are almost identical to Humans, and there is little doubt that the two species share recent common ancestry. General motor response in Alpha-Centaurans is markedly higher than in Humans, however; an increased rate of activity in the brainstem and central nervous system seems to be the cause.

The females of the species dominate Alpha-Centauran culture at all levels, and the form of government is definitely a matriarchy. Alpha-Centauran men are not mentally or physically inferior to the women, but Alpha-Centauran society has evolved along different lines than that of Earth. Male Alpha-Centaurans are almost never found in the governmental, legal, or military structures of Alpha-Centauran culture, and only rarely in the scientific, technical, or mercantile professions. Males are found primarily in the agrarian and unskilled labor forces or are not employed at all. The home planet of the Alpha-Centaurans is largely agrarian and pastoral. The population is fairly low, and the planet is not a major economic element of the Federation.

Homeworld: Class-M, Gravity 0.98G, Atmospheric pressure 1.05, mean temperature 76°F, Zorski Group I-a.

Species Traits
Size: As Medium creatures, Alpha-Centaurans have no special bonuses or penalties due to their size.
Ability Modifiers: Ability modifiers are different depending on the gender of the Alpha-Centauran. Males: +2 to Strength, +2 to Dexterity, -2 to Wisdom. Females: +2 to Dexterity, +2 to Charisma.
Base Speed: 30 feet.
Free Language Skills: Read/Write Alpha-Centauran, Read/Write Federation Standard, Speak Alpha-Centauran, Speak Federation Standard.
Other Languages: Any language the character can learn.
Other Modifiers: Alpha-Centaurans gain one additional feat at first level and an additional skill point at each additional level.



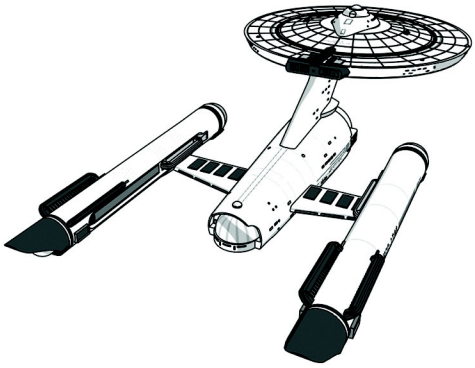
Vulcans

The Vulcans (and their Romulan cousins) are descended from a much more primitive and warlike culture. Unlike the Romulans, the Vulcans chose to focus on reason, self-discipline, and suppression of emotions.

The Vulcans are basically a pacifistic people who do not believe in the assertive use of overwhelming force to resolve disputes. Their cultural devotion to pure logic at the cost of greatly repressing their emotional identity is well known. A remarkable side effect of this logic-based rationality is the enormously high incidence of psionic ability found in Vulcans. It is interesting to note that, by way of comparison, Romulans are no more likely to show positive psionic potential than the average rate for the other species, which is about one in every 2.5 million healthy adults. While all Vulcans possess psionic potential, only about one in every 20,000 has the potential to become a true Psionic Master. Vulcans are limited to the psionic abilities found within the skill list in Chapter 4, but all Vulcans are assumed to have latent psionics and may buy those skills with no restrictions during campaigns (subject to GM approval).

Homeworld: Class-K, Gravity 1.18G, Atmospheric pressure 0.83, mean temperature 92°F, Zorski Group III-a.

Species Traits
Size: As Medium creatures, Vulcans have no special bonuses or penalties due to their size.
Ability Modifiers: Vulcans gain a +2 to Strength, + 2 to Intelligence, -4 to Charisma.
Base Speed: 30 feet.
Saving Throw Bonuses: Vulcans gain a +4 to Fortitude saves when dealing with heat and heat-based attacks. They also gain a +4 to Will saves when faced with any fear checks or modifiers.
Skill Bonuses: Vulcans gain a +2 species bonus on Mind Meld, Listen, Knowledge (all), and Computer Use skill checks.
Bonus Feats: Vulcans gain the bonus feats of Improved Natural Healing and Nerve Pinch as free feats for their species. At any time a Vulcan character is capable of learning a new feat he may chose from the feats Archaic Weapons Proficiency and Photographic Memory regardless of the prerequisites required. This feat replaces the feat he would normally be able to gain for that level.
Free Language Skills: Read/Write Vulcan, Read/Write Federation Standard, Speak Vulcan, Speak Federation Standard.
Other Languages: Any language the character can learn.
Other Modifiers: Vulcans cannot be fazed and are allowed to take 10 on skill checks while under fire. Vulcans are known for always telling the truth; it is against their culture to lie for any reason. It is possible for them to overcome this with a Will roll, but they have to beat a DC 22.



Federation *Kirov*-class Battlecruiser

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Arcturians

With their wide eyes and slight features, the Arcturians can best be described as being similar in appearance to the Elves found in Human folklore. Arcturians are a small, yet hardy, species.

Centuries of relying on their wits rather than their size has helped them to develop a proficiency with both weapons and martial arts, and Star Fleet has added Sincaht, an Arcturian martial arts philosophy, to the curriculum at Prime Central.

All Arcturians in Star Fleet are trained in basic Sincaht and are able to aptly defend themselves.

Very, very, few Arcturians have any psionic ability; those that do so would be treated as genetic freaks by their own people.

Arcturians of the Ferkite order are trained from birth as warriors and do not share the Pacifism disadvantage of their brethren. Many of these serve in the Star Fleet Marines and in the Special Forces; some serve on Prime Teams. Sadly, a few of the Ferkite Order have joined the Orion Pirates.

Homeworld: Class-M, Gravity 1.10G, Atmospheric pressure 0.90, mean temperature 65°F, Zorski Group II.

Species Traits

Size: As Medium creatures, Arcturians have no special bonuses or penalties due to their size.

Ability Modifiers: +2 to Dexterity, -2 to Constitution.

Base Speed: 30 feet.

Bonus Feats: Arcturians gain the bonus feats of Defensive Martial Arts and Combat Martial Arts. Arcturians gain these feats regardless of the prerequisites required.

Free Language Skills: Read/Write Arcturian, Read/Write Federation Standard, Speak Arcturian, Speak Federation Standard.

Other Languages: Any language the character can learn.

Other Modifiers: Low-Light Vision: Arcturians can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.



Cygnans

Cygnans as a species resemble Human albinos with one major difference: where a Human albino's eyes are pinkish, the Cygnan's eyes are jet black, with no discernible whites or pupils. It cannot be confirmed or disproved that Cygnans descended from Earth-human stock, but there are no fossil ancestors on their own planet, meaning they were transplanted there within the last 50,000 years.

The Cygnan sun, Shresha, is a K3 orange dwarf; its output of ultraviolet emissions is much lower than that of the suns of other Federation worlds. As a result, the Cygnans have lost the usual pigmentation that would serve to protect them from the sun's harmful effects. When visiting other worlds, Cygnans protect themselves at all times by the use of a special long-lasting chemical sunscreen.

The Cygnans hold a firm belief that they are the descendants of an extremely advanced, starfaring species. Their religions are centered on the numerous half-remembered myths and legends about the lost Sky Fathers and their gifts and teachings. The gifts are remembered as ones of science and technology; the teachings are remembered as ones enjoining them to explore and share those gifts. Just as the Sky Fathers came from the stars to light the Cygnans' way to a more advanced society, so too do the Cygnans feel the urge to enlighten less advanced peoples. Because of this (and the Kzinti occupation), Cygnus is the Federation member most vocally opposed to the Prime Directive. Despite official policies, Cygnan adherents to The Ways of the Fathers have established illicit "Seranaya Missions" on more than one pre-starflight world.

There are numerous systems and components now in standard use throughout the Federation which are the direct

result of Cygnan research and technology. The Cygnans are extremely adept at all forms of technological endeavors, considering them to be forms of art.

The Cygnan homeworld was in Kzinti-dominated space from about Y70 until the Federation took over that area with the Border Declaration of Y102.

Homeworld: Class-M, Gravity 1.10G, Atmospheric pressure 1.03, mean temperature 68°F, Zorski Group I-b.

Species Traits
Size: As Medium creatures, Cygnans have no special bonuses or penalties due to their size.
Ability Modifiers: -2 to Charisma.
Base Speed: 30 feet.
Skill Bonuses: Cygnans gain a +4 species bonus to all Knowledge (physical sciences, technology) and Repair skill checks. In addition, Cygnans gain all skills involving technology as class skills regardless of class.
Free Language Skills: Read/Write Cygnan, Read/Write Kzinti, Read/Write Federation Standard, Speak Cygnan, Speak Kzinti, Speak Federation Standard.
Other Languages: Any language the character can learn.
Other Modifiers: Cygnans gain 2 extra skill points per level and may pick any three skills that are not class skills to be counted as class skills. Cygnans take an extra 1d6 points of damage per hour if exposed to sunlight or other sources of ultraviolet radiation greater than that of their home star.



Mynieni

The Mynieni (pronounced my-NINE-ee) are a non-humanoid Federation Associate Member species. They resemble upside-down pears supported by many ropy tendrils sprouting from the bottom of their bodies (in game terms, 24 effective limbs). The Mynieni's body, which is most often a purplish-gray color, is about three feet from top to bottom and about four feet in circumference at its widest point. Two very pale, dinner-plate sized eyes complete the picture. They are included here (along with the rules necessary to play them) as an example of some of the strange species to be found in *Federation PD20.*

Conditions on their homeworld, Mynie, have caused the Mynieni to develop a completely nocturnal lifestyle.

The Mynieni only venture above ground during the moonless night and as such have evolved eyes almost ten inches in diameter, with a retractable sheath to control the size of their cornea. As a result, their sensitivity to light is almost 20 times that of a Human. Starlight is more than enough for a Mynieni to operate under normal rules.

The Mynieni's hundreds of ciliary limbs allow them to perform extremely subtle and precise manipulations. These multiple limbs also give the Mynieni a superior ability to traverse difficult terrain and to maintain their balance.

The Mynieni showed little interest in the Federation until just before the General War, when fear of an invasion compelled them to take a more active role.

When inquiries have been made about the Mynieni's abrupt change in stance and behavior, they will only reply that "The Burnishers are now known to be returning. We must all be ready to meet them, and on their terms." The Mynieni refuse to elaborate on this, and many in the Federation Council have dismissed this as being a metaphor. There is no doubt, however, that the Mynieni themselves are taking the ominous pronouncement to heart, and there is evidence that the entire structure of Mynieni society is undergoing drastic changes. Where this change will ultimately take the Mynieni, or what the exact meaning of their warning about *The Burnishers* might mean, is currently a mystery.

Homeworld: Class-M, Gravity 0.85G, Atmospheric pressure 1.20, mean temperature 60°F, Zorski Group VI-c.

Species Traits
Size: As Medium creatures, Mynieni have no special bonuses or penalties due to their size.
Ability Modifiers: -4 to Strength, +2 to Intelligence, +2 to Dexterity.
Base Speed: 30 feet.
Low-Light Vision: Mynieni can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
Skill Bonuses: Mynieni gain a +4 species bonus to all Spot and Search skill checks.
Bonus Feats: Mynieni gain the bonus feat of Multidexterity.
Free Language Skills: Read/Write Mynieni, Read/Write Federation Standard, Speak Mynieni, Speak Federation Standard.
Other Languages: Any language the character can learn.
Other Modifiers: Mynieni are at -8 to Spot and Search skill checks in bright light (including sunlight). This also negates their species bonus to these skills.



Federation Shuttle Pilot Wings



Andorians

Andorians are tall, slender humanoids, with blue skin, white hair, and obvious "antennae" protruding from the top of their heads. As a species, Andorians are renowned for their heightened perceptive acuity, which stems from the great number of predatory creatures that populate their homeworld. Their "antennae" are actually extensions of their sinus cavities, allowing the Andorians a great sensitivity to minute variations in pressure and temperature. They provide improved hearing and an enormously enhanced sense of smell. The actual receptors are situated within the depressions at the tips of the "antennae" and are protected by the hard cartilaginous tissue that keeps the "antennae" rigid. Andorians' visual ability is also well above humanoid standards.

There is a common misconception about Andorians — that they are humorless and easily irritated; this is not quite correct. The harsh history of early Andorian civilization has left a strong social taboo against the appearance of frivolity or wasted effort. Their curt refusals often make them seem prudish or unsociable, while in fact they simply don't have a strong cultural interest in such activities. They are often considered a "warrior race", but this is not entirely accurate. Many of them are recruited in the Star Fleet Marines, where their perception is a major advantage.

Andorian culture is predicated on the "cooperative". A cooperative these days is a group of 60 to 100 family groups who have banded together to pool their resources and abilities to provide for the whole of their number. Cooperatives tend to grow around single lines of endeavor or a nucleus or core trait and attract individuals or families that are involved with this sort of endeavor or something closely related to it. There are technical cooperatives, mercantile cooperatives, entertainment cooperatives, military cooperatives, and every other sort of cooperative that could be thought of. In fact, most Andorians consider *Star Fleet* to be a form of cooperative; certainly the ones who *do* join Star Fleet think so!

Homeworld: Class-M, Gravity 1.07G, Atmospheric pressure 1.15, mean temperature 34°F, Zorski Group III-b.

Species Traits

Size: As Medium creatures, Andorians have no special bonuses or penalties due to their size.

Ability Modifiers: +2 bonus to Dexterity, -2 bonus to Charisma.

Base Speed: 30 feet.

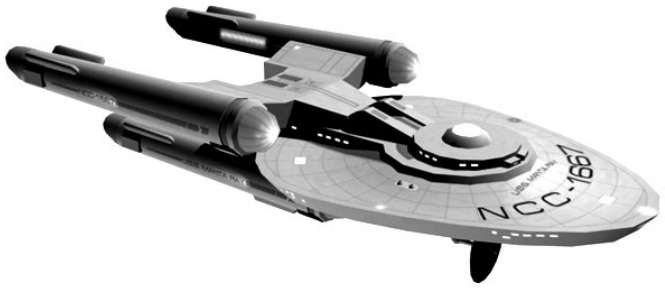
Skill Bonuses: Andorians gain a +4 species bonus on Listen skill checks due to their sensitive antennae.

Bonus Feats: Andorians gain the species feat of Alertness.

Free Language Skills: Read/Write Andorian, Read/Write Federation Standard, Speak Andorian, Speak Federation Standard.

Other Languages: Any language the character can learn.

Other Modifiers: Because of their antennae, Andorians have an extraordinary ability that allows them to have a sixth sense about things. Andorians can roll a Wisdom check against a DC 25; if they succeed then they know general size, location, speed, and direction of movement of an object. An Andorian's sixth sense will not usually reveal any information about the object's shape. Once an Andorian has sensed something, he may target it with a ranged or melee attack (taking the same penalties on the attack roll as there were on the sense roll, but never a bonus).This ability is modified by the Alertness feat.



Federation New Fast Cruiser



Tellarites

Tellarites are stocky humanoids with an average height of approximately five feet. They are covered with a small but tough layer of wool-like matting over most of their body, and their hands feature four stubby fingers; their heads and faces are often compared to that of a Terran pig.

The Tellarites are a hardy species, owing to the great abundance of calcium and other heavy minerals in their bodies (resulting in the "Telis" root of their Federation name). Tellarite bone and cartilage structures are much more massive than their Human counterparts, resulting in a much greater physical strength and innate resistance to bodily damage. This also results in their body mass being 1.5 times that of a normal Human of that height; their high body mass accounts for their slower base speed.

The Tellarite species regards the planet Hahrnohk-7 as their homeworld. Although overeager Federation representatives conferred the name Tellarites on them before universal translators were able to translate their language, the Tellarites refer to themselves simply as "Those of Hahrnohk". There is evidence, however, which suggests that the Tellarites as a species did not originate on this planet. Archaeological digs on the three main continents on Hahrnohk-7 have yielded no evidence of the Tellarite species dating back further than 15,000 years. This is a mystery which fascinates the Federation but which the Tellarites themselves don't seem too concerned about.

Although the Tellarites have petitioned vigorously for Full Membership status in the past, their militant policies, in addition to their continued and virtually undenied contacts with the Orion Pirate Cartels, have not served them well in the halls of the Federation High Council. This is particularly true for the Andorians, who hold a significant and unwavering dislike for the Tellarites. Still, the Tellarites' natural adeptness with mechanical devices has put them in high demand in engineering labs and shipyards throughout the Federation, and beyond.

Homeworld: Class-M, Gravity 1.24G, Atmospheric pressure 0.95, mean temperature 67°F, Zorski Group II.

Species Traits

Size: As Medium creatures, Tellarites have no special bonuses or penalties due to their size.

Ability Modifiers: +2 to Strength, +4 to Constitution, -2 to Charisma.

Base Speed: 20 feet.

Saving Throw Bonuses: Tellarites receive a +4 to Will saves when faced with situations that would normally frighten others.

Skill Bonuses: Tellarites receive a +2 species bonus to Repair skill checks.

Free Language Skills: Read/Write Tellar, Read/Write Federation Standard, Speak Tellar, Speak Federation Standard.

Other Languages: Any language the character can learn.

Other Modifiers: Tellarites have a species bonus of a natural DR of 2/- due to their furred skin.





MORE FEDERATION SPECIES

Federation PD20 will include some additional Federation member species, including:

• The four-armed Brecons. These are large-size golden-skinned humanoids. In the past, the Brecon homeworld was the subject of continual warfare between the two armed factions, the Grenpahk and Sorel. Because, centuries later, the two factions still do not trust each other, there will always be pairs of Brecons (one from each faction) on a starship, or no Brecons at all.

• The beautiful Deians are from the planet Nerillar, which orbits the star Paktar. They may well be related to Humans and Alpha-Centaurans, as well as some other species. They have pale blue skin but are not related to Andorians; this is simply a function of similar body chemistries. The Deians are, for the most part, regarded as astounding beautiful to humans, but are otherwise just another branch on the ill-defined human family tree.

• The Fralli are sulfur-based humanoids from a rare Class-F planet. They generate electricity as an electric eel does and store it in what amounts to an internal battery. They can use their "Spark" ability in combat against their opponents; they can also use their stored electricity to operate electronic equipment.

• The dwarfish Prellarians are the greatest miners in the Federation. They are small humanoids, hailing from a world with a gravity of 1.98G. They have a fear of heights. They hold an almost religious view of rocks, minerals, and gemstones. Many work on Star Fleet ships as mechanics since they can get into tight crawlways and have much more strength than Humans.

The Klingon Empire

The Klingon Empire arose on the ruins of a previous empire of which the Klingons had been a subject race. The "Old Kings" had used Klingons primarily in their starship crews, and when the Old Kings disappeared the Klingons quickly picked up the pieces. The Klingon Empire now includes at least twelve planets with native species, all of them subservient "subject races" to the Klingons themselves.

The Klingons have three major enemies: the Kzintis and the Hydrans, with whom many wars have been fought, and the Federation, which has not often been an active enemy but which threatens the Empire with economic domination. Three minor powers, the Tholians (who occupy stolen Klingon territory), the Lyran Democratic Republic (a renegade Lyran province), and the WYNs, are on the Klingon borders. The Klingons have alliances with the neighboring Lyrans (a species they have fought in the past) and the Romulans. The Klingons were allied with the Federation during the Early Years Era and during the Andromedan War.

The Klingon government includes the Emperor, three appointed Princes, the Chancellor (a prime minister who handles civilian and industrial affairs), the Council, and a military headquarters. The Council consists of the most powerful leaders in all fields and has approval over most appointments (including the Princes) and many decisions.

The Klingon military forces include:

• The Deep Space Fleet (DSF), which is the naval (starship) branch of the regular military.

• The Klingon Army, with a hundred divisions of ground troops, handles planetary defense and major invasions.

• The Klingon Marines provide detachments on starships. They serve as boarding parties and raiding forces.

• The Internal Security Forces (ISF) are the police.

• The Empire Security Service (ESS), the secret police, is tasked with preventing treason and insurrection.

• The Klingon Galactic Bureau, the foreign intelligence service, handles covert operations in enemy territory.

• The Galactic Research Unit, the military intelligence branch, primarily analyzes sensor data and intercepted communications. It had little, if any, involvement in outright espionage until the General War, when the need for intelligence saw the GRU expand its activities into this area.

The Klingon Empire is a poor one, and it can only match the Federation in military power at the cost of a lower standard of living for its people. Any attempt to match the Federation standard of living would require disbanding the military forces, leaving the Empire vulnerable to a host of enemies.

The term "ethnic Klingons" is used when it is necessary to differentiate between Klingons and "Klingon Empire Forces". Almost 60% of all Klingon Empire starship crewmen are non-Klingon, thus the development of Military Klingon, a 300-word "command language" taught to all subject race military personnel. The Klingons never really trust the subject races, which is why all Klingon ships have "security stations" and a detachment from the Empire Security Service (an organization that puts the Gestapo to shame). Only a few subject race personnel receive officer commissions. It is something of a mystery why Klingon warriors would rather fill out their crews with politically unreliable non-Klingons than simply draft ethnic Klingon civilians for that role. In early times, the Vergarians (another subject race) revolted and were bombed into the Stone Age as an example to other subject races to behave (or else).

For more information, see *Klingons PD20M*.



Ethnic Klingons

Klingons are generally regarded as a brutal warrior species, but this characterization is not entirely fair or accurate. Klingons are humanoids very similar to terrestrial Humans, with only a tiny portion of their planetary populations selected as warriors. There are two primary Klingon social classes: warriors and civilians. Virtually all Klingons encountered, including starship, base, ground crews, Marines, ground forces, etc., will be of the warrior class. Since the Klingons typically encountered by other species are soldiers, the entire Klingon species is judged to have the same military mindset.

Klingon youths must take special training and pass a series of tests to become warriors, and while there are no formal barriers to children of civilians becoming warriors, few who grow up in a civilian environment show any interest. It is traditional for children of warriors to follow in a parent's footsteps, although such heritage will not make their passage through the ranks any easier.

Most Klingons are born and raised on their home planet, which is known as Klinshai. A few billion live on major Klingon colony worlds. Four colony worlds are run

by the military, and one by the police, and are places where retired warriors can run farms or businesses and raise fine children who are strongly encouraged to join the military. Klingons from the three sources (Klinshai, warrior colonies, and other colonies) sometimes regard each other as different social classes.

Some ethnic Klingon civilians serve on starships, mostly in technical or support positions (doctors, scientists, supply officers, engineers).

Klingon warriors are not sadistic or brutal. They do not hesitate to use force if it is the most appropriate course of action, but do not necessarily think of force as the first or only alternative. Klingons will not attack civilian targets simply for the thrill of killing defenseless people, but neither will they hesitate to attack a military target just because it is surrounded by civilians. The Klingons have been known to destroy Federation civilian colonies in the Neutral Zone (when they can get away with it) to prevent those planets from being claimed as possessions of the Federation.

Note that Klingons in *Prime Directive* and the *Star Fleet Universe* are based on the original source material and appear very much like Humans.

Homeworld: Class-M, Gravity 1.02G, Atmospheric pressure 1.03, mean temperature 83°F, Zorski Group II.

Species Traits

Size: As Medium creatures, Klingons have no special bonuses or penalties due to their size.

Ability Modifiers: +2 to Strength, +2 to Dexterity, +2 to Constitution, -4 to Charisma (treat their Charisma as -0 when dealing with other Klingons).

Base Speed: 30 feet.

Saving Throw Bonuses: Klingons gain a +4 to Fortitude checks when making checks versus their alcohol intake and to resist pain.

Skill Bonuses: +2 species bonus on Intimidation skill checks. Intimidation is a Klingon's preferred method of diplomacy. Klingons also gain a +4 to Diplomacy skill checks when trying to impress others by their ability to drink alcohol.

Free Language Skills: Read/Write Klingon, Speak Klingon.

Other Languages: Any language the character can learn.

Other Modifiers: Reputation: Klingons feel that reputation is everything; they must make a Will check at -4 to accomplish any task that they believe would bring them dishonor.



Dunkars

Dunkars are orange-skinned humanoids whose homeworld has long since been part of the Empire. Dunkars are quiet, genteel people who excel in administration and enjoy above all else the telling of a good tale or yarn.

Of all the subject races controlled by the Klingons, the Dunkars are the most passive and accepting of their situation, and hold a status second only to the ethnic Klingons themselves. Numerous Dunkars have risen to positions of responsibility and even authority in the Empire due to their levelheaded and calm manner. Some even serve as military officers.

Homeworld: Class-M, Gravity 0.98G, Atmospheric pressure 1.01, mean temperature 75°F, Zorski Group II.

Species Traits

Size: As Medium creatures, Dunkars have no special bonuses or penalties due to their size.

Ability Modifiers: -2 to Strength, +2 to Intelligence.

Base Speed: 30 feet.

Free Language Skills: Read/Write Dunkar, Read/Write Klingon, Speak Dunkar, Speak Klingon.

Other Languages: Any language the character can learn.

Other Modifiers: Dunkars gain an extra feat at first level. Dunkars gain +2 skill points per level. When faced with a situation where their morale is called into question, Dunkars gain an additional +4 to their morale check. Due to their status as a minority group in Klingon society, they have an effective reputation of -4 to all Charisma-based skill checks while dealing with Klingons.



Klingon C8



Klingon D5W



Slirdarians

Slirdarians are a hulking bear-ape species and are the equal of the Gorns and Kzintis for physical size and power in a humanoid life form. The Klingons once tried to conquer the Slirdarian home planet, but were defeated after two decades of guerrilla warfare. The fighting between the two species engendered a feeling of mutual respect, and in the end, the Klingons withdrew except for a handful of trading stations, which became the focus for recruitment.

Most Slirdarians are of below-average intelligence, but there are many notable exceptions. There are more sergeants and lieutenants in the Klingon ground forces that are Slirdarian than are any of the other subject races. Only the ethnic Klingons outnumber them. More than a few Slirdarians have attended the Academy and reached positions of company or even battalion command. The only non-Klingon to ever reach "flag" rank was a Slirdarian: Brigadier General Razmond Kobol Tsumasoln, known to history as "Kobol of the Rock". He held the rank of Major but took over an entire division of ground troops when the senior Klingon officers were killed. His personal leadership inspired the division to resist a two-year Kzinti siege of the planet they were defending.

Only the bravest (or craziest) enemy ground troops will accept hand-to-hand combat with Slirdarians. Fast, strong, and able to operate all but the most high-tech equipment, Slirdarians are the first-line shock troops of the Empire. Slirdarians do not usually serve with Hilidarians because of the long-standing rivalry between them dating from the First Klingo-Kzinti War as detailed in *Klingons PD20*.

Homeworld: Class-M, Gravity 1.20G, Atmospheric pressure 1.21, mean temperature 88°F, Zorski Group IV-c.

Species Traits

Size: As Medium creatures, Slirdarians have no special bonuses or penalties due to their size.

Ability Modifiers: +4 to Strength, +2 to Dexterity, -2 to Intelligence, -2 to Wisdom.

Base Speed: 30 feet.

Saving Throw Bonuses: Slirdarians gain a +2 on all Fortitude saves when dealing with heat stroke, sun poisoning, or frostbite.

Temperature Tolerance: As Slirdarians come from a world where the temperature is in constant flux, they get a +2 skill bonus to all Survival or Treat Injury skill checks directly related to heat stroke, sun poisoning, hypothermia, or frostbite.

Natural Weapon: Slirdarians have powerful claws; these claws do 1d6 (plus Strength bonus).

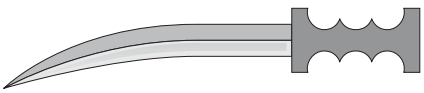
Berserk: If a Slirdarian fails a Will check against a DC of 15 he can fly into a rage. In a rage, a Slirdarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 bonus on Will saves, but he takes a -2 penalty to Natural Defense Bonus. The increase in Constitution increases the Slirdarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a Slirdarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Drive, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration. He can use any feat he has except Combat Expertise. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A Slirdarian may prematurely end his rage. At the end of the rage, the Slirdarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Free Language Skills: Read/Write Slirdarian, Read/Write Military Klingon, Speak Slirdarian, Speak Military Klingon.

Other Languages: Any language the character can learn.

Other Modifiers: Slirdarians are covered with a thick fur which provides a Defensive bonus of +3 and DR 3/-. Slirdarians gain an additional 1d6 hit points at first level in addition to hit points provided by class and Constitution modifiers. Due to their status as a minority group in Klingon society, they have an effective reputation of -4 to all Charisma-based skill checks while dealing with Klingons.

Level Adjustment: +2.



Hilidarian Slash Dagger

Hilidarians

Hilidarians are a reptilian species similar in outward appearance to the Gorns or Pronhoulites, although closer in physical size to the latter and not directly related to either. Hilidarians are amphibious, with webbed feet and



hands, but can function more than adequately on land. While they walk erect when required, they are more comfortable (and much faster) when on all fours. They are capable of great bursts of speed in this mode, although on arrival at the destination they will have to stop and draw their weapons.

Hilidarians are a subject race employed mostly in ground forces, although some serve as technicians in starship crews. A few obtain battlefield commissions, and a handful have attended academies or service schools. It is uncommon for Hilidarians and Slirdarians to be in the same company and *very* unusual for them to be in the same platoon because of a long-standing rivalry or animosity between them. Those selected for service with special teams (including Dagger Teams) are carefully picked to avoid personality conflicts with other species. Physically equal to Klingons or other humanoids, they are not nearly as powerful as the Slirdarians, but they are more intelligent and clever.

Homeworld: Class-M, Gravity 1.04G, Atmospheric pressure 1.05, mean temperature 89°F, Zorski Group V-b.

Species Traits
Size: As Medium creatures, Hilidarians have no special bonuses or penalties due to their size.
Ability Modifiers: +2 to Strength.
Base Speed: 30 feet; when they are on all fours they have a base land speed of 50 feet. They also can swim at a rate of 40 feet.
Natural Attacks: A Hilidarian does 2d6 points of damage when using its sharp teeth or claws as a weapon and 1d8 points with its tail.
Amphibious: Hilidarians are at home equally on land and in the water.
Free Language Skills: Read/Write Hilidarian, Read/Write Military Klingon, Speak Hilidarian, Speak Military Klingon.
Other Languages: Any language the character can learn.
Other Modifiers: Hilidarians are covered in a thick scale hide that gives them a natural Defensive bonus of +6 and DR 5/-. Due to their status as a minority group in Klingon society, they have an effective reputation of -4 to all Charisma-based skill checks while dealing with Klingons.
Level Adjustment: +1.



Cromargs

Cromargs, humanoid dwarfs whose blotchy skin is a result of too much radiation exposure on their home planet, are the tragic remnants of a once-proud species. While Humans were dragging themselves up out of the Dark Ages, the Cromargs were experimenting with atomic energy and electronics.

Having built a technological society, the Cromargs never developed the drive to go into space. They began to bicker among themselves over political matters. In the end, a terrible atomic war ravaged their world, driving the shattered remnants underground. They eked out a marginal existence for hundreds of years until the Klingons arrived. As they had retained high technology, the Cromargs serve the Empire as technicians. Many Klingon gunners controlling a starship phaser have a Cromarg technician to keep the phaser working. Klingon infantry battalions have Cromargs who man the rocket launchers and other heavy weapons.

Homeworld: Class-M, Gravity 0.99G, Atmospheric pressure 0.99, mean temperature 69°F, Zorski Group II.

Species Traits
Size: As Medium creatures, Cromargs have no special bonuses or penalties due to their size.
Ability Modifiers: +2 to Intelligence, +2 to Charisma, -2 to Constitution.
Base Speed: 30 feet.
Saving Throw Bonuses: Cromargs have a -4 to all Fortitude checks when dealing with the contraction of a disease. +4 species bonus to all Will rolls for defense when faced with a psionic attack.
Skill Bonuses: +4 species bonus to all Craft skill checks. They also gain +4 species bonus to all Repair and Knowledge (physical sciences) skill checks.
Free Language Skills: Read/Write Cromarg, Read/Write Klingon, Speak Cromarg, Speak Klingon.
Other Languages: Any language the character can learn.
Other Modifiers: Due to their status as a minority group in Klingon society, they have an effective reputation of -4 to all Charisma-based skill checks while dealing with Klingons.

The Romulan Star Empire

The Romulan Star Empire is the most aggressive of the empires. Romulan territory includes even fewer inhabitable planets than the Gorn Confederation space and contains the home systems for the "suppressed races". (These were discovered late in the Romulans' expansion and the Romulans kept their discovery very quiet.) The Romulans seem to honestly believe that they are destined to rule the Galaxy and are constantly working toward this end.

The Romulan government includes the Emperor, the Praetor, the Senate, the Military Command (which includes the various fleets' training command, base commands, and military production), and the Civil Administration (which includes planetary governors, police forces, ground legions, etc.). The "Great Houses" (extended families that function in some ways as political factions) have great influence over the government. The Romulan government is located on Romulus; Remus is considered to be a second homeworld.

For more information, see the sourcebook *Romulans PD20*.



Romulans

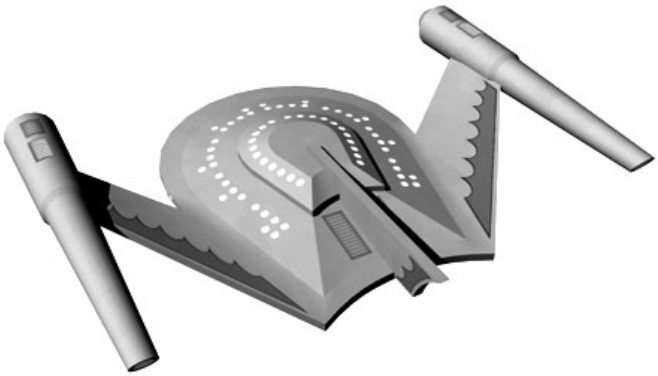
The warlike Romulans (and their Vulcan cousins) are descended from a much more primitive culture. While it was formerly believed that the Romulans and Vulcans had diverged into different species, more recent research has determined that genetically they are virtually identical and can interbreed. Over the centuries, however, they had differentiated in such ways that many still do consider them to be two separate species. Unlike a Vulcan, the typical Romulan chooses to focus on advancement of the Romulan Star Empire (and if he is a member of a "Great House", the advancement of that Great House's goals as well), putting aside petty jealousies and personal ambition. Neither emotions nor logic are shunned, each having an appropriate use. The Romulans, free from the strict emotional control of Vulcan society, are more passionate, but lack the high percentage of people with psionic abilities (and this lack also may be in part due to biological factors). The regenerative powers Vulcans have are entirely due to the so-called "Vulcan mindset" resulting from intensive training to develop these abilities virtually from infancy (while the brain is still "pliable"), while the Romulans do not put any particular emphasis on these Vulcan mental disciplines.

The Romulan Code of Honor is detailed in Chapter 8. Two Romulans could have honest disagreements as to how best to serve it, and some simply don't subscribe to it.

Homeworlds: Romulus: Class-M, Gravity 1.10G, Atmospheric pressure 1.11, mean temperature 79°F, Zorski Group III-a; Remus: Class-K, Gravity 1.16G, Atmospheric pressure 1.12, mean temperature 125°F, Zorski Group III-a.

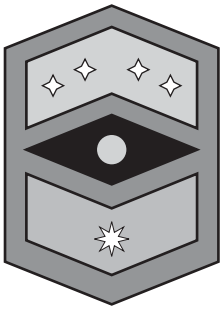
Species Traits

Size: As Medium creatures, Romulans gain no penalties or bonuses due to their size.
Ability Modifiers: +2 to Strength, +2 to Dexterity, +2 to Intelligence, +2 to Constitution.
Base Speed: 30 feet.
Skill Bonuses: Romulans gain a +2 bonus on all Listen skill checks.
Free Language Skills: Read/Write Romulan, Speak Romulan.
Other Languages: Any language the character can learn.
Other Modifiers: Romulans have an extreme loyalty and sense of honor to the Romulan Star Empire. It is possible to turn a Romulan, but for someone to do so would require a Diplomacy skill check at a DC of 35.



Romulan Battle Hawk

Kzinti Hegemony



The Kzinti government is a monarchy; the ruling hereditary sovereign is known as the Patriarch. There are four principal divisions of Kzinti territory, ruled by the Duke (Klingon border), the Marquis (Federation border), the Count (Lyran border), and the Baron (newly explored territory). There is sometimes a Crown Prince who is the heir apparent to the Patriarch. Countless civil wars, coups, and assassinations play a role in selecting the successor to any hereditary post.

There have been numerous wars with the Klingons, Lyrans, and (in earlier times) with the Federation. Just before the General War began in Y166, the Kzintis allied with the Federation against the Klingons, and benefited from Federation technological assistance to upgrade their military.

The Kzinti Hegemony Fleet is aggressive and highly professional, but has spent much of its time in various civil wars over the succession to the throne. The most notable Kzinti Civil War (Y116) resulted in the flight of the Usurper to the WYN Cluster. They would like to see the WYN Cluster destroyed because it shelters that pretender to the Patriarchy throne, but have been unable to do so due to the support the WYN receive from other powers.

The Kzinti Hegemony was originally composed only of Kzinti-inhabited worlds. Since expanding to its current size, the Hegemony has gained control of several planets with native sentient species, but does not allow individuals of those species to leave their planets. For more information, see *Feline Empires PD20*.



Kzintis

The Kzintis are large humanoids of clear feline ancestry. In spite of a superficial resemblance between Kzintis and Lyrans (indeed, Federation scientists have determined the two feline species share a common ancestor), hatred would not be too strong a word to describe Kzinti feelings toward Lyrans. They are carnivorous, and stories of Kzintis eating their captives are certainly true. This distasteful habit prevented the Federation from accepting them as allies for many decades.

Note: Despite superficial similarities, these Kzintis are not the Kzin found in another science fiction universe. The Kzintis of the *SFU* have cat ears and no tails. Kzintis in the *SFU* will almost never allow their true names to be known by outsiders, and each adopts a "battlename" by which he is known to foreigners.

Homeworld: Class-M, Gravity 1.25G, Atmospheric pressure 1.19, mean temperature 79°F, Zorski Group IV-a.

Species Traits

Size: As Medium creatures, Kzintis have no special bonuses or penalties due to their size.

Ability Modifiers: Kzinti males gain a +2 to Strength, -2 to Wisdom. Kzinti females gain only a +2 to Strength.

Base Speed: 30 feet.

Saving Throw Bonuses: Kzintis are notoriously impulsive and must make a Will saving throw at DC 18 to avoid doing anything rash.

Skill Bonuses: Kzintis gain a +4 species bonus on all Listen Skill Checks. In addition, Kzinti females gain a +2 species bonus on Sense Motive skill checks.

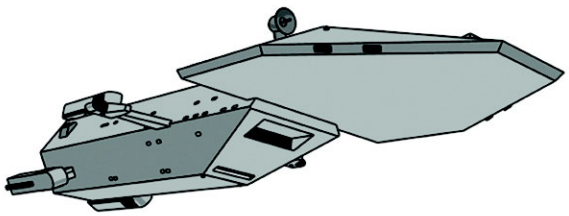
Hyper: Due to their inability to sit still, Kzintis gain a +2 to all initiative checks.

Natural Weapons: Kzintis do 1d6+2 points of damage when using their claws as a weapon and 1d6 points with their sharp teeth.

Free Language Skills: Read/Write Kzinti, Speak Kzinti.

Other Languages: Any language the character can learn.

Other Modifiers: All Kzintis have a damage resistance equal to DR 1/- due to their thick fur. Kzinti females gain a +4 to all Charisma-based skill checks when dealing with Kzinti males. Kzintis also have made a reputation (deserved or not) that they eat their enemies after besting them in battle.



Kzinti Strike Carrier

The Confederation of the Gorn

The Gorn Confederation (the two versions of the name are interchangeable) consists of three intelligent races joined into a single political unit. All developed on separate planets but are so nearly identical that they obviously come from common stock; their templates are identical and they can interbreed.

Their area of space includes relatively few habitable planets and, apparently, no native intelligent species beyond themselves. This was not always true, however. Prior to the Gorns encountering the Romulans, the Gorns encountered a sentient species — the birdlike Paravians, also descended from the original Gorn gene pool. The Paravians had found fossils of "demons" during the Paravian Middle Ages. As these "demons" were fossilized Gorns, the Paravians concluded the Gorns were demons and attacked them with unparalleled savagery. The war continued at a low level for decades, with the Gorns ultimately destroying all the Paravian colonies and all Paravian spacecraft, destroying all Paravian facilities capable of producing any more spacecraft, and blockading the species on its homeworld. Then a Sun Snake plunged into the Paravian sun causing it to go nova, destroying the Paravian homeworld and all the Paravians trapped there by the Gorn blockade. The Gorns felt they had caused the destruction of this species, creating the shock of "Paravian Guilt" within the Gorn culture. The Gorns ended the Third Gorn-Romulan War by driving the Romulans back to the original borders, but refused to press the war into Romulan space due to "Paravian Guilt".

If the Gorns are famous for anything, it is for the stinginess of their legislature, which avoids providing the military with sufficient funding. The Gorns would be a much greater power in the universe if their percentage of gross national product devoted to the military matched that of the Federation (let alone the Romulans or Klingons).

The Gorn Confederation has been at war with the Romulan Empire since they met. After an initial period of tension, the Confederation has been firm friends with the UFP. The Gorns have an excellent working relationship with the Skoleans. See *Gorns PD20* for more information on the Gorns, Skoleans, and Paravians.



Gorns

The Gorns are large tailless saurians with a high degree of intelligence and personal bravery. They are physically as large as (or larger than) Kzintis, being taller than (and with perhaps twice the bulk of) Humans.

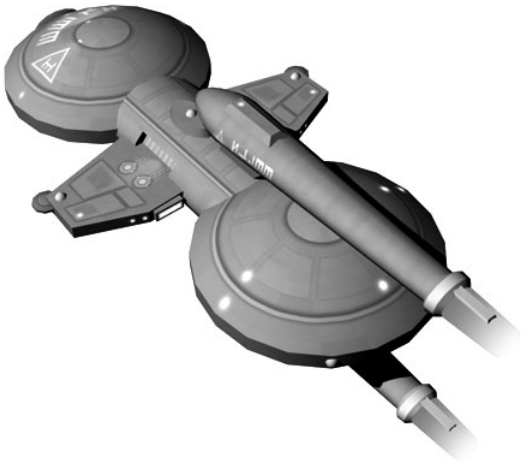
Planets have been found with signs of extinct populations of transplanted Gorns. An unknown precursor, generally labeled "Lizard Kings", is thought to have transplanted the Gorns to these worlds from some unknown birthplace. The Gorns are very interested (but not obsessive) about this. Many adventurers and scientists search planets for signs of the Lizard Kings or other extinct Gorn relatives in Gorn as well as in Federation and Romulan territory.

The three races of Gorns are known as the Gray Scales (who had reached the highest technological level and built the starships that reunited the races), the Brown Scales (who had reached PL 6 before being contacted), and the Green Scales (who were a PL 4 agrarian race). It took nearly a century before the original social stereotyping was eliminated by intensive programs to bring the Green Scales and Brown Scales up to the level of the Gray Scales. Originally, the three Gorn races each had developed its own language; they quickly adopted "Standard Gorn" (now known simply as "Gorn") as the language of trade and education and now all Gorns use that language. During the first decades, Brown Scale businessmen took passage on Gray Scale ships to the Green Scale homeworld, where they set up industries using cheap Green Scale labor. Prior to Y120, you could still find resentment and prejudice in some areas and individuals.

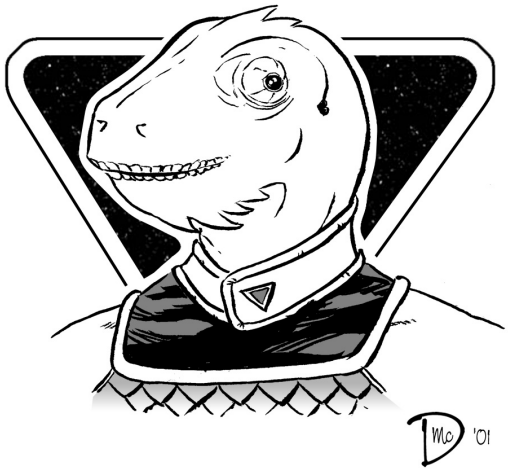
Homeworlds: Ghdar I: Class-M, Gravity 1.09G, Atmospheric pressure 1.11, mean temperature 85°F, Zorski Group V-b; Ghdar II: Class-M, Gravity 1.07G, Atmospheric pressure 1.08, mean temperature 82°F, Zorski Group V-b; Ghdar III: Class-M, Gravity 1.06G, Atmospheric pressure 1.10, mean temperature 87°F, Zorski Group V-b.

Species Traits

Size: As Medium creatures, Gorns have no special bonuses or penalties due to their size.
Ability Modifiers: +4 to Strength, + 2 to Constitution, -2 to Dexterity.
Base Speed: 20 feet. However, Gorns are slow and steady, with their speed never modified by armor or encumbrance.
Natural Weapons: A Gorn does 1d10 points of damage when using his sharp teeth as a weapon.
Bonus Feats: Gorns gain the bonus feat of Endurance.
Free Language Skills: Read/Write Gorn, Speak Gorn.
Other Languages: Any language the character can learn.
Other Modifiers: Gorns gain an additional 2d8 hit points at first level; these hit points are in addition to those given by class and Constitution modifiers. Gorns are covered in a thick scale hide that gives them a Natural Defense Bonus of +3 and DR 3/-.
Level Adjustment: +2.



Gorn Medium Cruiser



Skoleans

The warm-blooded Skoleans are an associate member of the Federation. Their homeworld Skoleos is in Federation space, very close to the border with the Gorns. They resemble a Terran chameleon both in appearance and in special abilities. While they rarely exceed five feet in height and are not particularly strong, their lean and wiry build allows them to react quickly with a high level of eye-hand coordination.

When the various galactic powers began development of fighters, the Gorns realized that they had a *big* problem — *themselves*. A fighter built large enough to fit a Gorn pilot would lack maneuverability and speed, factors essential to success. Skolean mercenaries had been serving with Gorns for years, and there was a strong bond between the two unrelated reptilian species. It would have made good sense for the Gorns to design and build their fighters around a Skolean pilot, but the Gorns went one better and simply built Federation fighters under license. (They also bought the entire assembly line for the Federation F-12 fighter, building thousands as G-12s, after the Federation picked the rival F-18.)

While there might have been legal problems involved with Federation citizens serving in the Gorn military, this was carefully ignored by both sides in a fashion reminiscent of American pilots serving in Britain's Royal Air Force during the early years of WWII on Earth, or with Gurkhas serving in the British and Indian armies.

Skoleans are sometimes found serving in Star Fleet or other Federation jobs, and are rarely found serving in the Marines and other highly physical occupations. They can be considered available as another Federation member species, although most Skoleans who serve off-planet do so with the Gorns, not the Federation. Skolean mercenaries serve the Gorns in many capacities, not just as fighter pilots. Some serve as naval crewmen and a few hold commissions or even command ships.

Homeworld: Class-M, Gravity 0.81G, Atmospheric pressure 0.96, mean temperature 72°F, Zorski Group V-c.

Species Traits

Size: As Medium creatures, Skoleans have no special bonuses or penalties due to their size.

Ability Modifiers: -2 to Strength, + 2 to Dexterity, -2 to Constitution.

Base Speed: 30 feet.

Skill Bonuses: Skoleans gain a +4 species bonus on Hide skill checks. They also gain a +2 bonus on Spot skill checks and a +6 bonus on any Knowledge (military science) skill check when attempting to avoid surprise or ambush. If a Skolean makes this skill check, then the Skolean is not considered to be flat-footed.

Bonus Feats: Skoleans gain the bonus feat of Acceleration Tolerance regardless of the prerequisite required.

Free Language Skills: Read/Write Skolean, Read/Write Federation Standard, Read/Write Gorn, Speak Skolean, Speak Federation Standard,Speak Gorn.

Other Languages: Any language the character can learn.

Other Modifiers: Skoleans take an additional 2 points from any attack that has a type of ballistic or bludgeoning.



Gorn Dreadnought

Tholian Holdfast

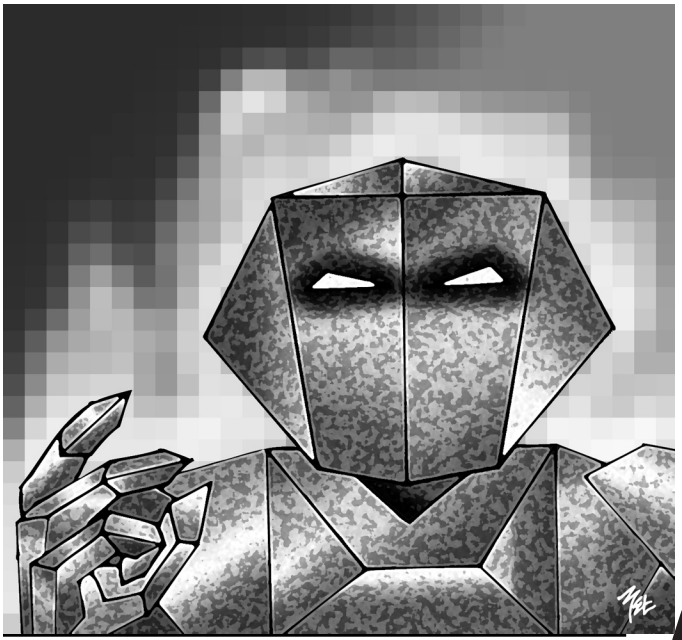
Escaping the Seltorian Revolt, the Tholians fled the M81 Galaxy, settling on the edge of the Milky Way Galaxy at the end of the Orion Arm in what was then Klingon territory. While the original group of Tholians was small and the Tholians' only starships were tiny police cutters, Tholian technology was so superior that the Tholians were able to conquer the area, destroying (or enslaving?) several Klingon colonies in the process. The Klingons maintain a perpetual state of war against the "foreign invaders". Klingon ships are rotated through the famed Tholian Border Squadron, engaging in combat training due to the near-constant border skirmishes as the Tholians fiercely defend their territory. The Federation, which was briefly allied to the Tholians in the General War, never asked what had happened to the Klingon colonists.

During the General War, the original Tholians were joined by a fleet of their original warships (known at first as "Neo-Tholians" to Star Fleet Intelligence). Not long after that, an expedition of Seltorians arrived and (with Klingon help) set up a base and began attacking the Tholians in a combination of a religious crusade and a big-game hunt.

Despite a nature that is alien even by galactic standards, the Tholians are masters of playing off one side against the other, not from cowardice but necessity (their forces are too small to stand losses). The first principle taught in their academy is "Let's you and him fight". Even so, extensive Tholian patrols prevent Orion piracy in their space.

The Tholians are known to keep prisoners from the Klingon Empire and the Federation and to use the prisoners as forced laborers on worlds that are too cold for Tholians to live on.

The sourcebook *Tholians PD20* has more information on the Tholians in both the Alpha Octant and the M81 Galaxy, as well as on their implacable Seltorian foes.



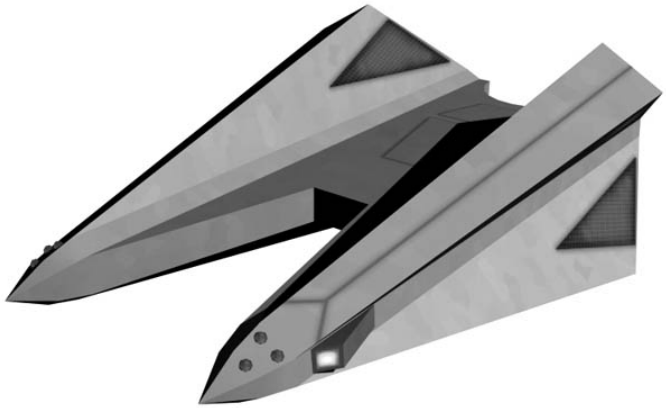
Tholians

The Tholians are asexual crystalline entities who live in very hot environments and temporarily assume a gender when mating and for the three years spent raising their offspring. They are not native to the Milky Way Galaxy, but once dominated their native galaxy, which we call M81. The Tholians were overthrown in a Seltorian-led galaxy-wide revolt. However, a small group of Tholians escaped the Seltorian Revolt and brought their "planet", which was a provincial capital and a small Dyson Sphere (i.e., a huge hollow structure with a small artificial star inside), with them. It took nearly 200 years for these Tholians to travel to our galaxy. Most Tholians still live in their Dyson Sphere and now consider it their homeworld in the Alpha Octant. The Dyson Sphere's interior environmental conditions are detailed under the description of the homeworld below. If Tholians have to interact in person with other species, they use special environmental suits.

Homeworld: Class-T, Gravity 0.88G, Atmospheric pressure 0.85, mean temperature 400°F, Zorski Group X.

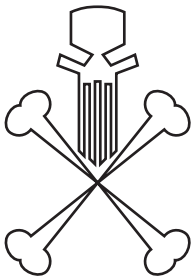
Species Traits

Size: As Medium creatures, Tholians have no special bonuses or penalties due to their size.
Ability Modifiers: +2 to Intelligence.
Base Speed: 30 feet.
Skill Bonuses: Tholians gain a +4 species bonus on Navigate skill checks.
Free Language Skills: Read/Write Tholian, Speak Tholian.
Other Languages: Any language the character can learn.
Other Modifiers: Tholians are covered in a thick crystalline structure that gives them a Natural Defense Bonus of +2 and DR 4/-. Tholians require a 400°F living environment; their native atmosphere is reported to be nitrogen. Oxygen is considered a toxin to the Tholians. If Tholians are somehow exposed to an oxygen environment, they lose all bonuses to their Defense and DR. In addition, they will lose 2 points of Constitution per minute until they are returned to their natural environment; at that time their Constitution points will return at the their normal rate of healing. Tholians also have a native immunity to all diseases that are of an organic nature.



Tholian Heavy Cruiser

Orions and Orion Pirates



When the Federation was formed in Y4, the Orions (not then members of the Federation) actually had a larger and better organized economy. The Federation grew rapidly and engulfed the Orion territory, which remained independent. During the first Federation-Romulan War (starting in Y40), the Orions were allied with the Federation and provided money, production, and technology to support the war. In Y45 the Orions joined the Federation, but negotiated a unique membership status that gave them a higher degree of autonomy and local sovereignty (mostly keeping Star Fleet out of Orion space) compared to other Federation members. When the Klingons invaded the Federation in Y171, the Orions exercised the clause of their membership allowing them to temporarily leave the Federation and become a neutral empire; they remained so until rejoining the Federation late in the General War.

Whenever the Orion government is a member of the United Federation of Planets, some Orions serve on Star Fleet ships. Of the members of the Federation, the Orions are perhaps the most economically aggressive, both within and outside Federation territory.

Officially (according to the Orion government, anyway), the famed and fiercely independent Orion Pirates are simply common thieves and criminals, many of whom are not even Orions, and who have no link to the Orion government or people.

The stories of the origins of the Orion Pirates are as varied as the pirates themselves. Some of them supposedly evolved from the mega-corporations based on the Orion homeworld. Some of the original Orion Pirates are rumored to have been a clandestine arm of the Orion government, using ships provided to them and manned by regular officers and crewmen of their own fleet. What is certain is that since their formation, the Orion Pirates have extended their operations to cover most known areas of the Alpha Octant. If the Orion government or the mega-corporations ever did control the pirates, they controlled only a few of them by the time of the General War (Y168).

As the Orion Pirates slipped into lawlessness, they organized into cartels, each controlling all pirate operations in a given area; see page 83 for a map of the cartels' territory. Each cartel has many ships under its direct control, although about two-thirds of all Orion Pirate ships are independent ships. Independent operators lease an operations area from a crimelord and purchase their needed supplies, weapons, and maintenance from cartel facilities. Some Orion Pirate ships have a large number of crewmembers who are non-Orion (Humans, Romulans, Klingons, and even Vulcans); a few have no ethnic Orion crewmembers at all.

The Orion Pirates are equal-opportunity exploiters of all the galactic powers, except for the independent WYN Cluster, whose autonomy they protect in order to use it as a base of operations. Pirates (of *any* species) are considered to be outlaws.



See the future book *Orion Pirates PD20M.*

Orions

The ethnic Orions are a dexterous, green-skinned species resembling, but not directly related to, Humans. Much of what "everyone knows" about the Orions is a result of a few popular melodramas featuring Orion Pirates with an Orion "slave girl" somewhere in the cast. As a result, many believe that Orion women are all sexy slave girls and all Orion men are rakish pirates. However, most Orion women are housewives and mothers or choose to have a career; most Orion men follow respectable careers and come home to their children each night.

Orions who are more charismatic than the norm (and who also have less moral difficulty rearranging the wealth so that it comes to them) frequently seem to step naturally into the role of Orion Pirate. "Orion slave girl" is a highly paid profession with specific training needed for the person who wishes to be in that class. In no way is it slavery. The advanced class of Orion Pirate and the prestige class of Orion "slave girl" or escorts (some males choose this class) are detailed in Chapter 3.

Homeworld: Class-M, Gravity 0.95G, Atmospheric pressure 1.03, mean temperature 75°F, Zorski Group III-b.

Species Traits

Size: As Medium creatures, Orions have no special bonuses or penalties due to their size.

Ability Modifiers: +2 to Dexterity.

Base Speed: 30 feet.

Free Language Skills: Read/Write Orion, Read/Write Federation Standard, Speak Orion, Speak Federation Standard.

Other Languages: Any language the character can learn.

Hydran Kingdom

Starting in Y40 with the First Lyran-Hydran War and in Y66 with Klingon-Hydran border skirmishes, the Hydran Kingdom has been in conflict with those two empires. While Hydrans and Klingons (or Lyrans) cannot live on the same worlds, neither has been willing to share systems with the other.

The Hydran Kingdom was conquered by the Klingons and Lyrans in Y87 and held as a client state. However, the Klingons and Lyrans never reached three remote colony planets (Altroth, Minxitith, and Krooth) where powerful merchant guilds had established themselves. The Hydran government fled to these colonies, known at the time as the Lost Colonies. By Y135, the well-established economies on these three worlds were able to build a fleet large and powerful enough to kick the Klingons and Lyrans out of Hydran space. After the Reestablishment, the systems were called the Old Colonies; "Lost Colonies" and "Old Colonies" have since become interchangeable.

The Hydran government is a monarchy, but the bureaucracy holds the real power as dozens of royal princes conspire for the throne.

The Hydran fleet uses vast numbers of fighter-shuttles, and most of their ships are hybrid warship-carriers.



Hydrans

One of the few non-bipedal species in known space, Hydrans are short beings (just over four feet tall), greenish-gray in color, with a barrel-shaped body, three stubby legs, three equally spaced tentacles, and no necks.

Their methane atmosphere would be uncomfortable (or fatal) to most other species. They breathe methane (which provides most of their food) and could survive on virtually any methane planet. Their homeworld is somewhat smaller than Uranus and of lower density. They are highly intelligent. Their small stature puts them at a minor disadvantage in ground combat, but their starships are among the most respected in space and are designed for close-range combat.

Hydrans come in three sexes that are generally referred to as "male", "female", and "matriarchal". As the matriarchals have the intelligence of a sheepdog, they are not often seen as player characters. The template below works for males or females.

Homeworld: Class-S, Gravity 1.13G, Atmospheric pressure 3.16, mean temperature -220°F. Zorski Group IX-a.



Hydran Dreadnought

Species Traits

Size: As Medium creatures, Hydrans have no special bonuses or penalties due to their size.

Ability Modifiers: -2 to Strength, +2 to Intelligence.

Base Speed: 30 feet.

Saving Throw Bonuses: Hydrans gain a +4 to Fortitude saves when dealing with cold and cold-based attacks. They have a -4 to Fortitude saves when dealing with heat and heat-based attacks.

Bonus Feats: Because of their tentacle-like appendages all Hydrans gain the Improved Grab Special Quality as described in Chapter Eight of the *d20 Modern Roleplaying Game Core Rulebook*. Hydrans also gain the Multidexterity feat regardless of the prerequisite.

Free Language Skills: Read/Write Hydran, Speak Hydran.

Other Languages: Any language the character can learn.

Other Modifiers: Hydrans breathe methane; any attempt to breathe any other atmosphere will subject them to drowning (*see Drowning* in the *d20 Modern Roleplaying Game Core Rulebook*).

Lyran Star Empire

The Lyran Star Empire is located on the far side of the Klingon Empire from the Federation. It is divided into 21 counties (one of which rebelled to become the neutral Lyran Democratic Republic). One county is run by the King-Emperor, with the others divided into four Duchies (each run by a Duke). The Lyrans (like the Kzintis, and unlike the Klingons) do not allow sentient species within their empire into space.

Early in history, the Lyrans fought wars with the Klingons, but as time passed, they became Klingon allies. The alliance was originally one of convenience, but by the time of the General War the Lyrans and Klingons were firm friends with the mutual respect of warriors. The strong central organization of the Klingons did leave the Klingons as the senior partner in the alliance. The Lyrans have engaged in constant warfare with the Kzintis and Hydrans; they also joined in the Coalition invasion of the Federation in Y171. They have engaged in attempts to reintegrate the LDR into the Empire, and would love to see the WYN Cluster destroyed, but have been unable to do so due to the support the WYN receive from the Lyrans' enemies. The high level of internal conflict within the Lyran Empire has kept the empire as a whole from dominating a much larger area of the galaxy.

The hatred between the Lyrans and Kzintis is so tremendous that every attempt at peace negotiations breaks down into hand-to-hand combat. Federation diplomats attending international conferences have been advised to not stand physically between Kzinti and Lyran diplomats, even when the discussions are proceeding calmly. The fact that Kzintis and Lyrans somehow coexist peacefully inside the WYN Cluster is an embarrassment to both empires.

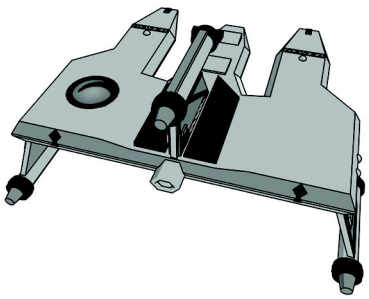
For more information, see *Feline Empires PD20*.



Lyrans

The Lyrans (pronounced Lear-uhns) are Human-sized cat-like humanoids with great physical strength. Their fur coats and features bear a striking resemblance to those of a Terran lynx with some variations; their temperaments are also similar. Lyrans have short fur-covered tails. Males and females are equals. Federation scientists have determined that the Lyrans and Kzintis are descended from common stock seeded by the "Leopard Kings" countless years ago, however if this commonality is mentioned in the presence of a member of either species, the discussion is likely to become heated (and bloody).

Homeworld: Class-M, Gravity 1.10G, Atmospheric pressure 1.02, mean temperature 70°F, Zorski Group IV-a.



Lyran War Destroyer

Species Traits

Size: As Medium creatures, Lyrans have no special bonuses or penalties due to their size.

Ability Modifiers: +2 to Strength, +2 to Intelligence, +2 to Dexterity, -4 to Charisma, -2 to Wisdom.

Base Speed: 30 feet.

Low-Light Vision: Lyrans can see twice as far as Humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Natural Weapons: Lyrans do 1d6+2 points of damage when using their claws as a weapon and 1d6 points with their sharp teeth.

Skill Bonuses: Lyrans gain a +1 species bonus on all Knowledge skill checks; +4 species bonus on all Survival skill checks with tracking their prey by scent; +4 species bonus on Search and Spot skill checks.

Bonus Feats: Because of their excellent sense of smell all Lyrans gain the Scent Quality as described in Chapter 8 of the *d20 Modern Roleplaying Game Core Rulebook*.

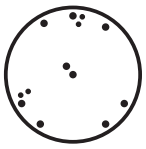
Free Language Skills: Read/Write Lyran, Speak Lyran.

Other Languages: Any language the character can learn.

Other Modifiers: Lyrans have a damage resistance equal to DR 1/- due to their thick fur. Lyrans also have made a reputation (deserved or not) that they eat their enemies after besting them in battle.

Level Adjustment: +1.

The WYN Cluster



The WYN Star Cluster stands as a huge (50-parsec diameter) beacon at the crossroads of the galaxy. Marking the point where the Klingon, Lyran, and Kzinti borders meet, the cluster itself was long considered uninhabitable. Surrounded by a dense cloud of highly radioactive dust, it was assumed that the entire cluster was saturated with deadly radiation.

There is no list of species traits for the WYN because there are no ethnic WYN. All residents of the WYN Cluster are immigrants from other species and empires described in this book. Kzinti and Lyran characters from the WYN Cluster do not have the mutual intolerance toward each other. They both have intolerance towards all Kzintis and Lyrans from outside the WYN Cluster. Klingon subject races characters who were "freeborn" in the cluster do not have the negative modifiers to Charisma-based skills when dealing with Klingons who are also from the cluster.

In Y116, the Kzinti Duke failed in an effort to seize the Patriarchal throne. Pursued by the victorious Patriarch's fleet, the Usurper (as he was known forever after) led the ragged survivors of his fleet to the edge of the WYN Cluster and plunged directly into it, believing it better to die than be taken prisoner. However, the Usurper and his followers survived. The radioactive clouds were a relatively thin shell, but only by driving into them at Warp 7 could even that brief exposure be tolerated. Once inside, his people were safe. Given up for dead by his former empire, the Usurper secretly began constructing a society within the cluster.

Later, a large group of Lyrans (on the losing side of one of their civil wars) also flew into the cluster to die, and, surprisingly, made an alliance with their hated enemies, the Kzintis. In time, Klingon renegades also joined the mix. When Orions (fleeing pursuit) entered the cluster (expecting to die) they found the WYNs ready to deal. Once the Orions were involved, renegades from virtually every sentient species in the galaxy joined the WYNs. Common enemies and a common cause forced these groups to set aside past rivalries and form a rare multi-species culture.

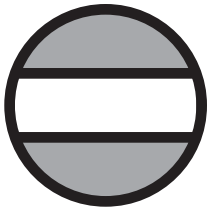
The planets and asteroids within the cluster are rich in rare metals, making the WYN a wealthy empire. They would no doubt be destroyed by their neighbors were it not for a combination of defensive factors. The WYN position was perfect for defense for two reasons. First, until they recovered from the effects of the radiation, invading ships would suffer continuous malfunctions that drastically reduced their effectiveness in combat, and the small WYN fleet could easily defeat much larger forces. The second reason for the WYN defensive success was that none of the bordering empires could afford to see the others gain control of the fabulously wealthy area. The WYN try to maintain a strict neutrality, despite the fact that an entire Orion Pirate cartel operates from the cluster.





WYN Heavy Cruiser

Lyran Democratic Republic



One of the 21 Lyran counties rebelled in Y145 and became the independent and neutral Lyran Democratic Republic. The tiny enclave remained independent mostly because Foremost Duchy welcomed the reduction in power of its rival, the Enemy's Blood Duchy (of which the LDR had been a part). The LDR later acquired some significant Hydran technology as a result of the Hydrans bribing them to stay neutral in the General War. While an officially neutral power, the LDR has fought minor wars with the Hydrans and with the Klingons, two of their neighboring empires. Tensions with the Lyran Star Empire have remained high, no doubt caused in part by the LDR's attempts to export its revolution to the Lyran Star Empire. The Lyran Star Empire and the Lyran Democratic Republic have fought at least two minor wars with each other.

LDR Inhabitants

Ethnic Lyrans from the LDR will be identical to other Lyrans, except that they will average about an inch shorter in height. LDR Lyrans will have the same bad reaction to Kzintis as other Lyrans; they would have the same bad reaction to the Carnivons if any had been still alive when the LDR was established.

Some Ranel and Phelen work in the LDR in various jobs.

Peladine Republic (Conquered)

Peladine is a Class-M planet within Lyran territory. It gave birth to two intelligent species, the Ranel and the Phelen. After several wars, they achieved a unified Peladine Republic and had achieved PL 7 when they were discovered by the Lyran Empire in Y130. The Lyrans quickly reduced them to a subject race. Since then, Ranel and Phelen are seldom found offworld. A few are recruited into Lyran service; a few who cannot tolerate Lyran rule join the Orion Pirates.

Homeworld: Class-M, Gravity 0.97G, Atmospheric pressure 0.95, mean temperature 72°F, the Ranel are Zorski Group IV-c, the Phelan are IV-d.

Ranel

The Ranel resemble four-foot tall, bipedal Terran raccoons and share the habit of curiosity with that species. The Ranel are mute, and all Ranel know their sign language. Those Ranel who must interact with alien species wear a speech synthesizer which resembles an accordion, but allows them to use spoken languages. As a mute species, all Ranel must spend two ranks (rather than one) to understand a spoken language. They can learn sign languages without this penalty.

Species Traits
Size: As Medium creatures, Ranel have no special bonuses or penalties due to their size.
Ability Modifiers: +2 to Dexterity.
Base Speed: 30 feet.
Natural Weapons: Ranel do 1d4-1 points of damage when using their sharp teeth.
Cat-like reflexes: When a Ranel is falling he may make a Reflex save; if he is successful, he takes half damage from the fall.
Skill Bonuses: Ranel gain a +2 species bonus on all Escape Artist skill checks.
Free Language Skills: Read/Write Ranel, Read/Write Phelen, Speak Ranel, Speak Phelen.
Other Languages: Any language the character can learn.
Other Modifiers: All Ranel have a damage resistance equal to DR 1/- due to their thick fur. Ranel have no vocal cords and are unable to speak in any form other than sign language. Ranel can learn other languages, but can only hear, read, and write them. However a character that can hear a language is considered to have the Speak Language skill for the understanding of the spoken word, even though they cannot speak any language. This skill is always considered cross class for them. Due to their status as a minority group in Lyran society, the Ranel have an effective reputation of -4 to all Charisma-based skill checks while dealing with Lyrans.

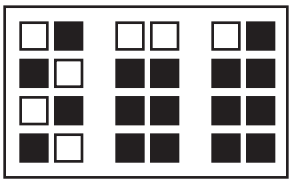


Phelen

The Phelen resemble Terran dolphins. As their flippers have poor manual dexterity, they built PL 6 artificial hands (and used their mouth for fine manipulation). Later, the Ranel made PL 7 artificial arms for them. They can speak in their own tongue to the mute Ranel.

Species Traits
Size: As Medium creatures, Phelen have no special bonuses or penalties due to their size.
Ability Modifiers: +2 to Strength, +2 to Constitution, -4 to Dexterity.
Base Speed: Phelen land base speed is 10 feet; Swim base speed is 80 feet.
Tail Strike: Phelen do 2d4 points of damage (plus Strength bonuses) when using their tail as a weapon.
Hold Breath: A Phelen can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning. Phelen can remain out of water for 1 hour per point of Constitution. After that, a Phelan loses Constitution points at the rate of 1 per hour until placed in water.
Skill Bonuses: Phelen gain a +8 species bonus on any Swim check to perform some special action or avoid a hazard. They can always choose to take 10 on a Swim check, even if distracted or endangered. They can use the run action while swimming, provided they swim in a straight line. They also gain a +4 species bonus on Spot and Listen checks. In addition, they gain a +2 species bonus on Knowledge (physical sciences) skill checks and this is always a class skill, regardless of their chosen class.
Free Language Skills: Read/Write Phelen, Speak Phelen.
Other Languages: Any language the character can learn.
Other Modifiers: All Phelen have a damage resistance equal to DR 2/- due to their tough skin. Due to their status as a minority group in Lyran society, the Phelen have an effective reputation of -4 to all Charisma-based skill checks while dealing with Lyrans.

The Inter-Stellar Concordium



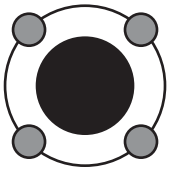
The ISC is an organization of several species associated by treaty, similar to the Federation. All of these species are native to different planets within a relatively small area at the center of ISC territory. The various species discovered each other, fought several minor wars, and formed the ISC before the era of tactical warp-powered starships.

Any resemblance to the Federation ends there!

The ISC has no concept of a Prime Directive, and will intervene in the development of any species to bring it up to ISC standards. The ISC's prime conviction is: "a peaceful, harmonious, and well-ordered universe is the duty of all sentient species. Civilizations collapse when that duty is ignored, therefore it must be required of all." The dark underside of the ISC is that they have no respect for individual or cultural rights that violate this principle, and will go to any lengths to enforce their idea of "peace, order, and good government". Therefore, the ISC will try (usually successfully) to separate warring powers, forcing them back within their borders. The ISC does not try to conquer those powers or force them to adopt ISC philosophies, but the ISC enforces a "Zero Tolerance for War" policy.

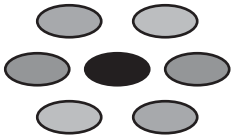
In Y160, the ISC became aware of the Gorns and Romulans when the energy flashes of a battle were detected by a far-ranging survey mission. The ISC was shocked at the level of conflict they encountered. These were two powers that had warp power and yet had not understood that war was not necessary as there were plenty of worlds for all to share. Their neighbors were considered dangerous lunatics who could never be trusted. Then they discovered that most of the empires of the Alpha Octant were at war with some other empire. In reaction, the ISC built a huge fleet and, at the end of the General War (Y185), imposed themselves as peacekeepers between the warring factions. (Those factions regarded the ISC forces as buying them time to build new fleets.) With their forces scattered as they were, the huge ISC fleet (which might have defended the Alpha Octant) became easy prey for the invading Andromedans in Y202. The ISC and its various species will be the subject of *Inter-Stellar Concordium PD20*.

Vudar Enclave



The Vudar started out as a Klingon subject race, living on the edge of the galaxy. The Vudar need ionizing radiation in order to live, radiation that would be fatal to most species, including Klingons. Luckily the Vudar live near "The Hole," a weakness in the energy barrier found at the rim of the Milky Way Galaxy, producing such radiation. In Y178, the Vudar declared their independence from the Klingon Empire, an independence the Klingons contested for years. For more information about this empire and species see *Klingons PD20.*

Jindarian Caravans



The Jindarians have been in space 100,000 years or more and are sometimes considered to be the Gypsies of the Alpha Octant. They have no known homeworld; instead dozens (perhaps hundreds) of their fleets of hollow asteroid ships crisscross the galaxy (ignoring wars, borders, laws, and treaties) to mine whatever asteroid belts they find valuable. They often trade with the conventional starfaring species. There is no Jindarian government; every "caravan" (including three to twelve asteroid ships inside which the Jindarians live) has its own style of operations. Some caravans make (and keep) contracts with various empires. From time to time, a given empire will find one particular caravan to be so injurious that it sends a fleet to wipe them out or force them to depart. The Jindarians will be the subject of a future book.

AGE

How old is your character? That's up to you and your Gamemaster. A character reaches 1st level in his or her class the moment when he or she steps out of ordinary life and into the dramatic existence of the story, either by choice or by circumstances. On occasion, a Gamemaster's campaign requires heroes of a particular age group.

Most players create characters within the young adult or adult age range. However, you can play a character who is younger or older than this, based on your character concept and the needs of the campaign.

As your character ages, the character's physical ability scores decrease and mental ability scores increase, as detailed on Table 2–1. The effects of each aging step are cumulative.

TABLE 2–1: AGING EFFECTS

Child	-3 to Str and Con; -1 to Dex, Int, Wis, and Cha
Young adult	No modifiers
Adult	No modifiers
Middle age	-1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Old	-1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Venerable	-1 to Str, Dex, and Con; +1 to Int, Wis, and Cha

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the GM's campaign and the character's starting occupation.

Alternatively, you may create a random starting age of 2d6+15 years for college-age characters, or 1d6+20 years for individuals starting their careers. The normal Human will live to be approximately 90. If your character's species has a lifespan that is either shorter or longer than Humans, modify your character's age as appropriate.

In *Prime Directive PD20 Modern* most species live

approximately 90 years. Only the Vulcan lifespan is 180 years; the Klingon lifespan is shorter than humans.

Klingon Aging

Child	(1-9)
Young adult	(10-13)
Adult	(14-29)
Middle age	(30-44)
Old	(45-59)
Venerable	(60+)

Apply Table 2–1 as appropriate.

For those who want to start a campaign with more experienced characters, use Table 2–2: Starting Level and Age as a guide. Remember that this table is a guideline. You and your GM are encouraged to decide these details based on the campaign and the character you want to play.

TABLE 2–2: STARTING LEVEL AND AGE

Age Category	Typical Level
Child	—
Young adult	1st
Adult	1st
Adult (limited experience)	3rd
Adult (moderate experience)	5th
Adult (high experience)	7th
Middle age (moderate experience)	6th
Middle age (high experience)	8th
Old	9th
Venerable	10th

HEIGHT AND WEIGHT

Determine your character's height and weight using Table 2–3: Random Height and Weight. The die roll in the height modifier column adds to your character's base height. That same number is multiplied by the die roll in the weight modifier column and the amount is added to the base weight. For example, Kethra, a Human female has a base height of 4 feet 8 inches plus 2d10. Kethra's player rolls 2d10 and gets 11, making Kethra 5 feet 7 inches. Kethra's player then multiplies the 11 by 2d4. Kethra's player rolls 2d4 and gets 5, so adds 55 to the base weight of 85 pounds. Kethra weighs 140 pounds.

TABLE 2–3: RANDOM HEIGHT AND WEIGHT

Species	Base Height	Height Modifier	Base Weight	Weight Modifier
Alpha-Cent., male	5' 0"	+2d10	120 lb.	x (2d4) lb.
Alpha-Cent., female	4' 8"	+2d10	85 lb.	x (2d4) lb.
Andorian, male	5' 0"	+2d10	120 lb.	x (2d4) lb.
Andorian, female	4' 8"	+2d10	85 lb.	x (2d4) lb.
Arcturian, male	4'10"	+1d8	110 lb.	x (2d4) lb.
Arcturian, female	4' 5"	+1d8	70 lb.	x (2d4) lb.
Cromarg, male	4' 1"	+2d4	190 lb.	x (2d6) lb.
Cromarg, female	3' 11"	+2d4	150 lb.	x (2d6) lb.
Cygnan, male	5' 0"	+2d10	120 lb.	x (2d4) lb.
Cygnan, female	4' 8"	+2d10	85 lb.	x (2d4) lb.
Dunkar, male	5' 0"	+2d10	120 lb.	x (2d4) lb.
Dunkar, female	4' 8"	+2d10	85 lb.	x (2d4) lb.
Gorn, male	5' 8"	+2d10	180 lb.	x (2d6) lb.
Gorn, female	5' 6"	+2d10	150 lb.	x (2d6) lb.
Hildarian, male	5' 0"	+2d10	130 lb.	x (2d4) lb.
Hildarian, female	4' 8"	+2d10	90 lb.	x (2d4) lb.
Human, male	5' 0"	+2d10	120 lb.	x (2d4) lb.
Human, female	4' 8"	+2d10	85 lb.	x (2d4) lb.
Hydran, all genders	3' 9"	+2d6	135 lb.	x (2d6) lb.
Klingon, male	5' 0"	+2d10	120 lb.	x (2d4) lb.
Klingon, female	4' 8"	+2d10	85 lb.	x (2d4) lb.
Kzinti, male	6' 8"	+2d6	175 lb.	x (2d6) lb.
Kzinti, female	6' 6"	+2d6	150 lb.	x (2d6) lb.
Lyran, male	5' 0"	+2d10	120 lb.	x (2d4) lb.
Lyran, female	4' 8"	+2d10	85 lb.	x (2d4) lb.
Mynieni, male	3' 7"	+2d4	70 lb.	x (2d4) lb.
Mynieni, female	4' 0"	+2d4	95 lb.	x (2d4) lb.
Orion, male	5' 0"	+2d10	115 lb.	x (2d4) lb.
Orion, female	4' 8"	+2d10	80 lb.	x (2d4) lb.
Phelen, male	6' 11"	+2d6	215 lb.	x (1d4) lb.
Phelen, female	6' 11"	+2d6	180 lb.	x (1d4) lb.
Ranel, male	4' 1"	+2d4	50 lb.	x (2d4) lb.
Ranel, female	4' 0"	+2d4	45 lb.	x (2d4) lb.
Rigellian, male	6' 2"	+2d10	130 lb	x (2d4) lb.
Rigellian, female	5' 8"	+2d10	90 lb.	x (2d4) lb.
Romulan, male	5' 0"	+2d10	220 lb.	x (2d4) lb.
Romulan, female	4' 8"	+2d10	145 lb.	x (2d4) lb.
Slirdarian, male	6' 8"	+2d6	150 lb.	x (2d6) lb.
Slirdarian, female	6' 6"	+2d6	130 lb.	x (2d6) lb.
Skolean, male	4' 7"	+2d4	115 lb.	x (2d4) lb.
Skolean, female	4' 6"	+2d4	100 lb.	x (2d4) lb.
Tellerite, male	4' 9"	+2d4	190 lb.	x (2d6) lb.
Tellerite, female	4' 7"	+2d4	100 lb.	x (2d6) lb.
Tholian, all genders	4' 5"	+2d10	70 lb.	x (2d6) lb.
Vulcan, male	5' 0"	+2d10	220 lb.	x (2d4) lb.
Vulcan, female	4' 8"	+2d10	145 lb.	x (2d4) lb.

Hit Points and *Prime Directive PD20 Modern*

If you will notice, *Prime Directive* is unlike other modern settings using the *d20 Modern Core Rulebook*. It is instead a game set in the universe of the *Prime Directive*. Without magical healing and other instant abilities to heal it is the recommendation of the author to double a character's die roll for the starting hit points and then apply the character's Constitution bonus, if any. This puts a *PD20* character in the same vein as starting characters in other RPGs using the same shared universe.

FIGHTING WITH STARSHIPS

FEDERATION COMMANDER is the exciting new full-color fast-playing game of starship combat. Including easy-entry rules, and streamlined execution, *this* is the space combat game that is perfect for *Prime Directive* players. You can begin flying a starship in just minutes after opening the box. For more information see Chapter 8 and:

www.FederationCommander.com

CHAPTER 3: CHARACTER CLASSES

A CHARACTER STARTS WITH A STORY

Creating a character is the first part of the game, and one of the most important. The whole idea of roleplaying is to take the part of another person — a "character" that you create.

The usual way to create a character is to design him just as though he is a character in a story you are writing. Start by deciding what type of person you want to be. You can take your inspiration from a fictional hero or heroine or create your new "self" from the ground up. Once you have some idea what sort of person you want to play, it's time to bring him to life!

A "character story" is the history of a game character, written by the person who plays that character. This is a great aid to roleplaying. You may even want to write the story first (or at least some of it), and then work out your character's actual characteristics. A story can really help bring your character to life. You don't *have* to do it, but it's recommended. If you write the story down, you should show it to the Gamemaster, but not necessarily to the other players. After all, your character probably has some secrets, even from his friends.

Once you've got a character story, use the character creation rules from the *d20 Modern Roleplaying Game Core Rulebook* to define your characters by the rules of the d20 System.

Campaign Tone	Starting Level
Cadet	1st
Green	3rd
Standard	5th
Veteran	7th
Elite	9th
Heroic	15th

To get into the game quickly, you could use the sample characters found on page 182 of this book.

See the promotion and rank system on page 82. In most RPGs, all characters start with the same rank, level, and skills and grow as persons during their adventures. In *Prime Directive*, military-based groups will usually include a leader (selected by the players) who will be one or two levels higher than the other players. Alternatively, the leader is two levels higher and his assistant, perhaps a sergeant or petty officer, is one level higher than the rest of the group. This avoids the fallacy of many RPGs in which one player buys a higher rank but has no points to buy skills and is less capable than those he commands.

ADVENTURE PARTY FORMATS

You have gotten together a group of players and are ready to begin adventuring in the *Star Fleet Universe*. You dream of rescuing attractive people, fighting the Klingons, finding ancient civilizations, and maybe grabbing some loot (or at least a good time) along the way.

Just how do you organize your team (group, party, or whatever)? Just who are you?

Well, in *Prime Directive* you can be anyone or anything you want to be. Here are a few suggestions; feel free to ignore or modify them. Because of the archetypal nature of the *Prime Directive Universe*, some characters may start out at higher levels than you're used to from a standard *d20 Modern* campaign. While these suggestions are written for Federation characters, they can be easily adapted to any species or empire. Future books will include more suggestions for party creation and campaign frames to fit a variety of backgrounds and power levels.

The Bridge Crew: Officers on Call

You are the officers of a starship, including the captain, his first officer, the department heads (engineering, science, medical, Marines, navigation), and perhaps a visiting civilian expert. Your missions include space combat, scientific exploration, a little diplomacy, and bar hopping. Fussy realists will complain that the bridge crew of a starship just doesn't do a lot of planetside adventuring, but they are only angry that *you* are hogging all the fun for yourselves. Your ship has a few hundred people on board, so you can usually borrow an expert (GM character) for any mission, and there are tons of equipment so you can load up with whatever today's adventure requires. In this case, somebody will need to be the captain, and someone the first officer, while everyone else will have to buy at least some skills related to their real job (e.g., medical, engineering, etc.). For *PD20 Modern*, this level of campaign should probably be started with the captain at 6th-9th level, the first officer at one level below the captain, and everyone else two to three levels behind the captain. Having to pay for shipboard skills may make your characters harder to play in a planetside adventure, but then you have a starship load of help not far away. You are all military personnel, and you won't have to pay for fuel and upkeep for your ship (although your GM may limit how much of either you can have).

A variation of this is that you are a group of junior officers or senior petty officers on a starship whom the captain often calls upon to go run errands or to attend to special

missions. And while on a mission, things might turn up that you need (or want) to look into. The group in the story "Rescue on Roon" fits this category. The players and GM might or might not agree that one character will be a level higher and/or have one rank higher than the others.

Special Assignment: Ready for Anything

You are a group of Star Fleet officers and senior petty officers on a continuing special assignment doing "odd jobs" for the Federation. (One or more characters might be Federation Marshals, civilian law enforcement officers empowered to investigate crimes. One or more could be a civilian specialist.) You have a small ship; you might be the entire crew, or there might be a small number of GM characters who handle things like cooking and laundry and actually driving the spaceship around. While you are your own boss, you do keep getting assignments from Fleet HQ. Your group could focus on missions of its liking (science, diplomacy, commando, espionage, etc.) or seek a wider variety of possible missions.

A variant of this concept is that you are all "retired" or "reserve" military personnel who own the ship and make a living out of odd jobs (transportation, profit-making adventures). You do receive occasional contracts from Star Fleet HQ or a Federation planet to do special jobs for them, and they will pay to get the jobs done right and on time. You need to avoid actually committing a felony on a Federation planet or your contracts won't be renewed. (At least, don't get caught!)

Prime Team: The Best of the Best

You are the elite of Star Fleet, a Prime Team, a small band of multi-tasking experts who are the best that the Federation can send on various special missions. A Prime Team [see page 149] is a combination of a commando team, gang of spies, diplomatic negotiating group, scientific exploration party, hostage rescue squad, and special missions force. Members of a Prime Team are 9th-level characters with a wide variety of skills; they draw the toughest jobs. As you are military personnel, you don't pay for transportation (and Prime Teams don't have to *ask* for high speed travel) and you are issued all of the equipment you need. Some Prime Teams are assigned to key starships (which often leave them on one planet to solve one problem while the ships go to another planet to solve another problem), others have their own (small) ship to carry them from job to job, and others hitch a ride with whatever starship is going in the general direction of their next assignment. Some Prime Teams specialize in certain areas, but all are expected to be ready for *any* kind of mission.

Fighter Pilots: Wild Dogfights, Wild Parties

In the *Star Fleet Universe*, the key starships of a fleet are the carriers, loaded with specially-built shuttlecraft that function as fighters. Your group is as rowdy a bunch of fighter jockeys as you have ever seen, as likely to get into a bar fight as a dogfight, and as likely to sneak off and try to find a little fun (or a few souvenirs) as they are to fly off and attack a Klingon dreadnought. You can easily use *Star Fleet Battles* or *Federation Commander* to portray your fighter combat missions. (See Chapter 8.) As pilot characters are still limited to the standard level for your campaign (Levels 3-7 would be reasonable), the points spent for pilot skills won't be available for planetside skills (or just don't count these points). Otherwise you function as a group of officers on a starship. Just remember the three things every pilot needs when entering a dive: mirrored sunglasses, an expensive watch, and lots of cash.

Freelancers: Have Phaser, Will Travel

You are civilians, perhaps with a military background but probably not currently members of the military; others might have some other background such as science, crime, or business. Your group might own a ship or buy passage on other ships. You are looking for profit, adventure, and high-risk work. You might be described as mercenaries or freebooters. The government, the military, or even the Galactic Intelligence Agency might hire you now and then for something, but mostly you are on your own. (The less attention you pay to the law, the less likely you will get government contracts. You can always turn down an offered contract, unless the government "has something on you" and can force you to agree.)

In this kind of group, you might want to establish some hooks into your character from the background story you and your fellow players make up. Your past can come back to haunt you during any adventure, perhaps requiring you to spend time in jail while some distant government decides whether or not they want to extradite you (probably not) or a shorter time in police custody giving yet another version of the statement you have given on two or three other planets. The point here is that *Interesting Things* happen to your character, which make them much more enjoyable to play.

This type of group could focus on exploration, larceny, missionary or humanitarian work, archaeology, investigative journalism, smuggling, or anything else that suits your fancy. And of course, that might be just a cover story for your real mission (which even the GM might not know).

Other Parties and Times

The above is obviously not a complete list. A campaign can be anything that keeps the players interested. If you think of something not on this list, tell us and, if we like the idea, we will print it in a future product.

The *Star Fleet Universe* includes a Timeline (page 158). You are free to set your campaign at any point in the Timeline (or to ignore the Timeline entirely and write your own history to suit your campaign). This book assumes the period just before the General War for most cases, but the information works well enough for any time period. If a war would be inconvenient for your campaign, just ignore it. While we could not publish a campaign set during a historical period of warfare that ignores such a war, there is nothing stopping a GM and a group of players from doing anything they wish.

While other renditions of Trek are beyond our license, what players and GMs do on their own is their business.

CHARACTER CLASSES

Skill Points Per Level
Non-Human characters do not gain as many skill points as a Human character of the same class. Non-Human characters get 4 fewer skill points at 1st level and 1 fewer skill point each level thereafter.

Additional Materials
Each class has additional modifiers that add to the class's base from the *d20 Modern Roleplaying Game System*. These may be talents, class skills, or even bonus feats. Though not all classes will have every one of these types of additions, they will have at least one additional section.

THE STRONG HERO

Class Skills
In addition to those skills listed in the *d20 Modern Roleplaying Game Core Rulebook*, the Strong hero gains the following additional class skill. Permitted skills are listed in Chapter 4, along with any modification to the skills.

Knowledge (military science) (Int).

Talents
In addition to the talent trees listed in the *d20 Modern Roleplaying Game Core Rulebook*, the Strong hero may pick from talent trees below.

Beginning Talents: A 1st-level Strong hero can choose from disable, extreme effort, haul, ignore hardness, improved grapple, light sleeper, melee smash, and tackle.

Brawler Talent Tree
Strong heroes with this talent tree are exceptional wrestlers. They specialize in powerful holds and moves that take advantage of their great physical strength.

Improved Grapple: With this talent, a Strong hero can start a grapple without provoking an attack of opportunity. Furthermore, grappling damage inflicted by the Strong hero is considered lethal, as opposed to non-lethal for normal grappling damage.

Tackle: When a Strong hero with this talent starts a grapple by charging into an opponent, the hero gains a +4 circumstance bonus to the touch attack made to start the grapple rather than the +2 normally gained from charging.

Improved Tackle: When a Strong hero with this talent starts a grapple by charging, he gains a +4 circumstance bonus to the first grapple check he makes with the opponent, provided he hits with his charging attack and starts a grapple.

Prerequisite: Tackle.

Mighty Grapple: Strong heroes with this talent add a bonus to all grappling checks equal to half their Strong hero class level (minimum bonus +1).

Prerequisite: Improved Grapple.

Grip of Iron: The Strong hero with this talent gains a +4 bonus on any opposed grapple check made to pin an opponent (see the grappling rules in Chapter Five of *d20 Modern Roleplaying Game Core Rulebook*)

Prerequisite: Improved Grapple.

Punishing Grapple: While grappling, the Strong hero with this talent can spend 1 action point and make an opposed grapple check to damage an opponent's Constitution score. This is an attack action, just as a normal opposed grapple roll (see the grappling rules in Chapter Five of *d20 Modern Roleplaying Game Core Rulebook*). If the hero wins the opposed roll, the opponent suffers temporary Constitution damage equal to the Strong hero's Strength modifier.

Prerequisites: Improved Grapple, Grip of Iron.

Disable: Heroes with this talent can make an opposed grapple check to disable their opponent's arm or leg. If the opponent's arm is disabled, the opponent suffers a -4 penalty to all attack rolls for 1 round per point of the hero's Strength modifier. If the hero disables the opponent's leg, the opponent's speed is cut in half for the same duration. If the opponent has multiple limbs, a grapple attack affects one; multiple grapples are required to disable multiple limbs and the hero cannot disable more limbs than he has (i.e., if the hero has only two arms, he cannot effectively disable an opponent's three or more arms).

Soldiery Talent Tree
Characters with this talent tree have either received intensive military training or been born with natural aptitudes which would blossom if they pursued a martial calling.

Haul: The character can carry more heavy gear than the typical soldier. The character's Strength is considered 4 points higher for the purpose of determining his carrying capacity. Advanced classes exist which may provide the character with a class ability similar, or identical, to this talent; a character who already possesses this talent may choose another talent from this talent tree instead.

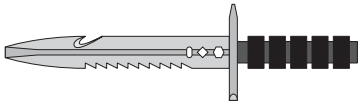
Light Sleeper: The character is a light sleeper and can make Listen checks even while asleep, without penalty. (A sleeping character normally takes a -10 penalty on Listen checks.) Advanced classes exist which may provide the character with a class ability similar, or identical, to this talent; a character who already possesses this talent may choose another talent from this talent tree instead.

Unhindered: The character treats any suit of armor worn as though its armor penalty is 2 better. Advanced classes exist which may provide the character with a class ability similar, or identical, to this talent; a character who already possesses this talent may choose another talent from this talent tree instead.

Prerequisite: Haul.

Armor Use: The character's total Defense bonus when wearing armor is increased by his character level divided by 4 (round down).

Prerequisites: 4th level, Haul, Unhindered.



Klingon Engineer Dagger

Bonus Feats
At 2nd, 4th, 6th, 8th, and 10th level, the Strong hero gains a bonus feat. This feat must be selected from the following list, and the Strong hero must meet any prerequisites:

Animal Affinity, Archaic Weapons Proficiency, Athletic, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Great Cleave, Heroic Surge, Improved Brawl, Improved Combat Martial Arts, Power Attack, Weapon Focus.

THE FAST HERO

Class Skills
In addition to those skills listed in the *d20 Modern Roleplaying Game Core Rulebook*, the Fast hero gains the following additional class skill. Permitted skills are listed in Chapter 4, along with any modification to the skills.

Knowledge (specific culture) (Int).

Talents
In addition to the talent trees listed in the *d20 Modern Roleplaying Game Core Rulebook*, the Fast hero may pick from talent trees below.

Beginning Talents: A 1st-level Fast hero can choose from evasion, fancy footwork, full alert, increased speed, precision, and slippery.

Elusive Talent Tree
Characters with this talent tree are known for their uncanny ability to avoid attacks and to wriggle free of bonds or grapples.

Slippery: A character with this talent gains a +3 bonus to all Escape Artist checks, including those made to escape a grapple.

Fancy Footwork: Each round, on his initiative, the character may choose to either gain a +1 Dodge bonus to his Defense against all attacks directed at him, or a +2 Dodge bonus against a single specific opponent. He cannot use this bonus when he is flat-footed or otherwise denied his Dexterity bonus to Defense. In addition, a character with this talent can acquire feats that have the Dodge feat as a prerequisite, even if the character does not possess the actual feat.

Creeping Reflexes: The character has remarkably keen reactions, enabling him to excel at certain skills. The hero with this talent adds his base Reflex saving throw bonus to all Move Silently checks.

Prerequisites: Any one talent from the Elusive Talent Tree and any one talent from the Defensive Talent Tree.

Catlike Reflexes: The character has remarkably keen reactions, enabling him to excel at certain skills. The hero with this talent adds his base Reflex saving throw bonus to all Hide checks.

Prerequisites: Any one talent from the Elusive Talent Tree and any talent from the Defensive Talent Tree.

Improved Fancy Footwork: Any Defense bonus the character gains from the Fancy Footwork talent is increased. Accordingly, each round the character may choose to either gain a +2 Dodge bonus to his Defense against all attacks directed at him, or a +3 Dodge bonus against a single specific opponent.

Prerequisite: Fancy Footwork.

Celeritous Skulking: The character with this talent can move at normal speed without suffering the -5 penalty to his Hide check.

Prerequisites: Any two talents from the Elusive Talent Tree and any talent from the Defensive Talent Tree.

Instinctive Response Talent Tree
The Fast hero gains the instinctual ability to react quickly and effectively to unexpected danger.

Full Alert: The Fast hero gets a +4 circumstance bonus on initiative checks. This bonus stacks with the one provided by the Improved Initiative feat (providing a +8 bonus if the Fast hero has both).

Improved Evasion: If the Fast hero is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as getting caught in a grenade blast), the Fast hero suffers no damage if he makes a successful saving throw and only half damage on a failed save. Improved evasion can only be used when wearing light armor or no armor.

Prerequisites: Full Alert, Evasion, Increased Speed.

Heightened Reflexes: The Fast hero can choose to take 10 on any Reflex saving throw. He may also spend 1 action point to gain a +10 bonus on a Reflex saving throw. He may choose to take 10, spend 1 action point to gain the +10 bonus, or both.

Prerequisites: Full Alert, Evasion, Increased Speed, Improved Evasion.

Need for Speed Talent Tree
Fast heroes with this talent tree possess exceptional driving or piloting skill and can perform high-speed stunts that other characters can only dream about.

Driven to Drive: Fast heroes with this talent are so comfortable behind the controls of a vehicle that operating it is second nature to them. As a result, their innate reflexes enhance their driving skills allowing the Fast hero to add his base Reflex saving throw bonus to all of his Drive or Pilot checks.

Prerequisites: Surface Vehicle Operation, Drive 4 ranks (Pilot characters need Starship Operation and Pilot 4 ranks).

Speed Racer: When driving at All-Out speed, the Fast hero with this talent gains a +2 bonus to all Drive or Pilot checks.

Prerequisites: Surface Vehicle Operation, Drive 4 ranks (Pilot characters need Starship Operation and Pilot 4 ranks), Driven to Drive.

Offensive Driving: All attacks made from a vehicle driven by a character with this talent gain a +2 bonus to their attack rolls.

Prerequisites: Surface Vehicle Operation, Drive 4 ranks (Pilot characters need Starship Operation and Pilot 4 ranks), Driven to Drive.



Speed Demon: With this talent, the Fast hero becomes skilled at pushing a vehicle he is driving to extreme limits of speed. This ability increases the vehicle's top speed 5 spaces on the vehicle scale. In *Star Fleet Battles*, this would be one free movement point. In *Federation Commander*, this would be a +1 acceleration point during Impulse #4.

Prerequisites: Surface Vehicle Operation, Drive 4 ranks (Pilot characters need Starship Operation and Pilot 4 ranks), Driven to Drive.

Precision Talent Tree

Characters with this talent tree are experts with ranged weapons. They have keen eyesight and are experienced at judging distance.

Precision: The Fast hero with this talent gains a +1 bonus to damage with all ranged weapons.

Improved Precision: The Fast hero with this talent gains an additional +1 bonus to damage with all ranged weapons.

Prerequisite: Precision.

Advanced Precision: The Fast hero with this talent gains an additional +1 bonus to damage with all ranged weapons.

Prerequisites: Precision, Improved Precision.

Precise Critical: When a character with this talent strikes a critical hit with a ranged weapon, the target also suffers 2 points of temporary Constitution damage.

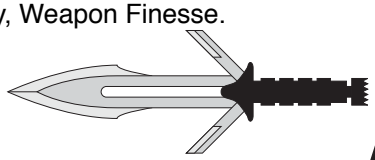
Prerequisites: Precision, Improved Precision, Advanced Precision.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Fast hero gains a bonus feat. This feat must be selected from the following list, and the Fast hero must meet any prerequisites:

Acrobatic, Combat Expertise, Combat Throw, Defensive Martial Arts, Double Tap, Elusive Target, Focused, Improved Disarm, Mobility, Personal Firearms Proficiency, Point Blank Shot, Stealthy, Weapon Finesse.

Klingon Kov-ree Dagger



THE TOUGH HERO

Class Skills

The Tough hero gains the class skills listed in the *d20 Modern Roleplaying Game Core Rulebook* (permitted skills are listed in Chapter 4, along with any modification to the skills).

Talents

In addition to the talent trees listed in the *d20 Modern Roleplaying Game Core Rulebook*, the Tough hero may pick from talent trees below.

Beginning Talents: A 1st-level Tough hero can choose from harsh weather endurance, master survivalist, outdoor skills, rage 1/day, remain conscious, robust, second wind, and any of the talents on the Energy Resistance Talent Tree.

Rage Talent Tree

A terrible wrath broods and seethes within the character's soul, forging a fury that finds release only in battle.

Rage 1/Day: The character can fly into a rage once per day. In a rage, the character temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Defense. The increase in Constitution increases the character's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. These extra hit points are not lost first the way temporary hit points are.

While raging, the character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. The character may prematurely end his rage. At the end of the rage, the character loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. Entering a rage takes no time itself, but the character can do it only during his action, not in response to someone else's action.

Whirling Frenzy: The character can choose to use his rage ability differently. Instead of gaining the normal bonuses for a rage (described above), the character temporarily gains a +4 bonus to Strength and a +2 dodge bonus to Defense and on Reflex saves. He does not take the penalty to Defense he would receive in a rage. While in a whirling frenzy, the character may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as do all other attacks made this round. This penalty applies for 1 round, so it also affects any attacks of opportunity the character might make before his next action. Any time a character enters a whirling frenzy, it counts as one use of his rage ability. It is impossible to enter a rage and a whirling frenzy during the same encounter.

Prerequisite: Rage 1/Day.

Rage 2/Day: The character can enter a rage twice per day rather than once. However, the character can fly into a rage only once per encounter.

Prerequisites: Rage 1/Day, character level 3.

Rage 3/Day: The character can enter a rage three times per day rather than once. However, the character can fly into a rage only once per encounter.

Prerequisites: Rage 1/Day, Rage 2/Day, character level 6.

Greater Rage: The character's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to Defense remains at -2. If the character has the whirling frenzy talent, the bonuses while in a whirling frenzy do not receive these increases. Instead, his bonus to Strength increases to +6 and his dodge bonus to both Defense and Reflex saves increases to +3.

Prerequisites: Rage 1/Day, Rage 2/Day, Rage 3/Day, character level 8.

Rage 4/Day: The character can enter a rage four times per day rather than once. However, the character can fly into a rage only once per encounter.

Prerequisites: Rage 1/Day, Rage 2/Day, Rage 3/Day, character level 8.

Tireless Rage: The character no longer becomes fatigued at the end of his rage.

Prerequisites: Rage 1/Day, Rage 2/Day, Rage 3/Day, Rage 4/Day, character level 8.

Indomitable Will: While in a rage, the character gains a +4 bonus on Will saves to resist mind-affecting abilities. This bonus stacks with all other modifiers, including any morale bonus on Will saves the character may receive for being in a rage.

Prerequisites: Rage 1/Day, Rage 2/Day, Rage 3/Day, character level 8 and either Greater Rage or Rage 4/Day.

Survivalist Talent Tree

Heroes with this talent tree are adept at enduring the harsh elements of nature and living off the land.

Harsh Weather Endurance: The character with this talent experiences all temperatures as though they are 10 degrees more favorable to him. For determining the effects of severe weather on the character, hot weather seems 10 degrees cooler and cold weather seems 10 degrees warmer.

Improved Harsh Weather Endurance: The character takes only half damage from hot and cold weather (see in Chapter Seven of the *d20 Modern Roleplaying Game Core Rulebook* for rules on weather damage).

Prerequisite: Harsh Weather Endurance.

Outdoor Skills: Tough heroes with this talent add a bonus equal to their Constitution modifier to these skills when using the following skills in the wilderness: Climb, Swim, and Navigate.

Master Survivalist: Heroes with this talent add a bonus equal to their Tough hero class level to all Survival skill checks.

Fast: The character is able to go six days without eating before he begins to suffer starvation penalties.

Prerequisite: Concentration 4 ranks.

Camel's Endurance: Heroes with this talent can survive on only half as much water as a normal person needs.

Prerequisites: Concentration 4 ranks, Fast.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Tough hero gains a bonus feat. This feat must be selected from the following list, and the Tough hero must meet any prerequisites:

Alertness, Athletic, Brawl, Confident, Endurance, Great Fortitude, Improved Brawl, Improved Bull Rush, Improved Feint, Knockout Punch, Power Attack, Streetfighting, Toughness, Vehicle Expert.

THE SMART HERO

Class Skills

In addition to those skills listed in the *d20 Modern Roleplaying Game Core Rulebook*, the Smart hero gains the following additional class skills. Permitted skills are listed in Chapter 4, along with any modification to the skills.

Benchthumping (Int), Knowledge (law, military science, specific culture).

Talents

In addition to the talent trees listed in the *d20 Modern Roleplaying Game Core Rulebook*, the Smart hero may pick from talent trees below.

Beginning Talents: A 1st-level Smart hero can choose from bare-knuckled genius, expert tactician, fast learner, logical, stores of knowledge, and any of the talents on the Mechanical Aptitude Talent Tree, Prodigy Talent Tree, and Research Talent Tree.

Brains over Brawn Talent Tree

Heroes with these talents are skilled at outsmarting opponents who are bigger and stronger than they are.

Bare-Knuckled Genius: Having studied physics, anatomy, and self-defense principles, the Smart hero with this talent adds his Intelligence modifier to all Grapple and Trip checks.

Expert Tactician: With this talent, the Smart hero adds a +3 bonus to all Knowledge (military science) checks.

Brilliant Tactician: With this talent, the Smart hero spends 1 action point and makes an opposed Knowledge (military science) check against one opponent of the Smart hero's choice. If the Smart hero wins the check, he gains a bonus to all attack rolls against that opponent equal to his Intelligence modifier. This bonus persists for 3 rounds +1 round per Smart hero character level. Whether the check succeeds or not, the hero may only make one such check against each opponent in 24 hours.

Prerequisites: Expert Tactician, Knowledge (military science) 4 ranks.

Knowledge is Power: With this talent, the Smart hero can gain combat advantages over his opponents by researching them and their tactics. The Smart hero may use Research, Investigate, or Gather Information skills to learn

about his opponents and gain combat bonuses against them. Regardless of the skill used (though it must be appropriate for the enemy in question), the results are determined on the table below. Note that using this talent takes time and requires that the hero track down leads, ask questions, and sift through records, according to the skill he uses. He cannot use this talent when surprised, or otherwise unprepared for the confrontation.

Check Result	Attack Bonus
10 or lower	+0 (check failed)
11-14	+1
15-24	+2
25-34	+3
35+	+4

Prerequisites: Research, Investigate, or Gather Information 4 ranks

Defensive Fighting: The character with this talent becomes skilled at fighting defensively, or what is sometimes called "fighting intelligently." While fighting defensively, the Smart hero receives a bonus to his Defense equal to his Intelligence modifier and suffers only a -2 penalty on attack rolls, instead of the -4 normally associated with fighting defensively.

Prerequisites: Expert Tactician, Knowledge (military science) 4 ranks, Brilliant Tactician

Deduction Talent Tree

The Smart hero has spent time training his mind to be as efficient, analytical, and rational as possible. This allows him to take full advantage of his learning and experience, but can sometimes make him seem a little distant and emotionless.

Logical: The Smart hero can use the theoretical information at his command to help solve real tangentially related problems. Choose any Knowledge category in which the Smart hero has 4 or more ranks. He gains a synergy bonus equal to half his Smart hero level (round down) to the related skill listed below. The Smart hero may take this talent multiple times, but each time it must apply to a different Knowledge category.

Knowledge Category	Synergy Bonus
Art	Craft (visual art)
Behavioral sciences	Sense Motive
Business	Forgery
Civics	Diplomacy
Current events	Gather Information
Earth and life sciences	Treat Injury
History	Research
Military science	Investigate
Physical sciences	Craft (chemical)
Popular culture	Knowledge (streetwise)
Streetwise	Intimidate
Technology	Craft (electronic)
Theology and philosophy	Knowledge (history)

Prerequisite: Knowledge (any) 4 ranks.

Talk a Good Game: The Smart hero has such stunning command of a subject that he is able to use it to obfuscate his real meaning or intention. Choose one Knowledge category to which the Smart hero already has applied the logical talent. When talking about that subject, if a Bluff, Diplomacy, or Intimidate check is called for, the Smart hero may instead use the skill modifier from his Knowledge skill.

For example: The Smart hero has taken the logical talent for Knowledge (business) and is trying to convince a colleague to order to gain a +10 bonus on a Reflex saving throw. He may choose to take 10, spend 1 action point to gain the +10 bonus, or both. This talent may be taken multiple times, but each time it must be applied to a different Knowledge category to which the Smart hero has applied the logical talent.

Prerequisites: Knowledge (any) 4 ranks, Logical.

Implacable: The Smart hero selects a number of Intelligence-based skills equal to 3 + his Intelligence modifier. When making a check with one of these skills, the Smart hero can take 10 even when distracted or under duress.

Prerequisites: Knowledge (any) 4 ranks, Logical.

Fast Learner Talent Tree

Smart heroes not only think faster than others, they absorb information much faster, too.

Fast Learner: When the character takes this feat and every time he gains a level as a Smart hero thereafter, he gains 2 additional skill points to divide up among his various skills as he sees fit.

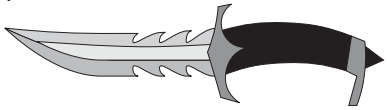
Stores of Knowledge: The Smart hero may make a Knowledge check with a bonus equal to his level + Intelligence modifier to see if he knows some relevant information about notable local people, legendary items, or noteworthy/legendary places. If the Smart hero has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check. A successful check will not reveal the powers of an artifact, but may give hints to its general function. A Smart hero may not take 10 or 20 on this check: this sort of knowledge is essentially random.

Improved Learning: Characters with this talent are always one step ahead of their peers when it comes to education. The maximum ranks they can have in any Smart hero class skill is 4 + total character level rather than 3 + total character level, as is normal for characters without this talent.

Prerequisite: Fast Learner.

Broad Knowledge: Heroes with this talent are familiar with a wide range of topics, making them capable of greater proficiency in unfamiliar areas. This talent allows their maximum ranks in all cross-class skills to increase to a number that is equal to 75% of their class level +3, rounded down.

Prerequisite: Fast Learner.



Zoolie Claw Dagger

Cross Training: The Smart hero may pick any three cross-class skills, such as Hide or Sense Motive. These skills thereafter become class skills for the Smart hero. This talent can be taken multiple times. Each time it applies to three new skills.

Prerequisites: Fast Learner, Broad Knowledge.

Mechanical Aptitude Talent Tree

The Smart hero has a knack for building, repairing, and dismantling mechanical devices, especially vehicles.

Kickstart: Once per game session, the character can change a failed Repair roll into a success by giving the device a whack in frustration. This talent can be taken multiple times. Each selection allows the character to use this ability one additional time per day.

Quick Craft: The character knows how to craft ordinary scratch-built electronic, mechanical, and structural objects more quickly than normal. When using the Craft (electronic), Craft (mechanical), or Craft (structural) skill to build an ordinary scratch-built item, the character reduces the building time by one-quarter. Advanced classes exist which may provide the character with a class ability similar, or identical, to this talent; a character who already possesses this talent may choose another talent from this talent tree instead.

Hit the Weak Spot: The character knows enough about vehicles to know the best way to damage and disable them. Whether using a weapon or another vehicle, the character ignores the first 5 points of hardness when attacking a vehicle. Advanced classes exist which may provide the character with a class ability similar, or identical, to this talent; a character who already possesses this talent may choose another talent from this talent tree instead.

Prodigy Talent Tree

The Smart hero has an incredible talent for any task he sets out to learn.

Cultural Legacy: The Smart hero practices a culturally important skill with increased proficiency. The Smart hero gains a +2 bonus to the skill he picks with this ability. The GM determines which skills are important for the Smart hero's culture.

Prerequisite: Can only be chosen at first level.

Prodigious Gift: The Smart hero has a natural aptitude for certain tasks, even if he has not yet fully tapped into this potential. Choose two skills. When making checks with those skills treat a result of 20 as an automatic success, or as a +10 bonus to the roll.

Prerequisite: Can only be chosen at first level.

Research Talent Tree

The Smart hero has a natural aptitude for study and fact-finding. These talents can be selected in any order. The following talent has been added to the Research Talent Tree.

Spark of Genius: The character has an intuitive understanding of one academic field. He is able to solve difficult problems related to that field without the use of scratch paper or referring to his notes. The character can pick a Knowledge skill and gain a +4 competence bonus when making rolls with that skill. This ability is stackable with Savant if applicable.

Prerequisites: Savant, Intelligence 13+

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Smart hero gains a bonus feat. This feat must be selected from the following list, and the Smart hero must meet any prerequisites:

Builder, Cautious, Combat Expertise, Educated, Gearhead, Heroic Surge, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Meticulous, Studious, Vehicle Expert, Weapon Focus.

THE DEDICATED HERO

Class Skills

In addition to those skills listed in the *d20 Modern Roleplaying Game Core Rulebook*, the Dedicated hero gains the following additional class skills. Permitted skills are listed in Chapter 4, along with any modification to the skills.

Knowledge (law, military science, specific culture)

Talents

In addition to the talent trees listed in the *d20 Modern Roleplaying Game Core Rulebook*, the Dedicated hero may pick from talent trees below.

Beginning Talents: A 1st-level Dedicated hero can choose from empathy, healing knack, skill emphasis, and any of the talents on the Attentive Talent Tree.

Attentive Talent Tree

The character likes and enjoys the company of others. However, rather than using the force of his own personality to persuade or attract people, the character prefers to watch and listen, thus gaining greater understanding and creating lasting friendships.

Social Intuition: Some people develop an intuitive sense of human interaction. A character with this talent has so much insight into personal relations that he can add his Wisdom bonus to all Bluff, Diplomacy, and Gather Information checks.

Connected: A Dedicated hero with this talent has come to know a wide variety of people through his business dealings or travels. Once per session, he may spend 1 action point to seek out an individual with whom he has dealt positively in the past. Seeking this acquaintance out requires 1d6 hours. The acquaintance has one skill of the character's choice with a number of ranks equal to one-half the sum of the character's level + his Wisdom modifier (rounded up). Unlike allies gained from the contacts class ability, the character's acquaintance is only considered friendly (rather than helpful) and must be compensated for any services rendered. The character may use this ability even in remote locations, as long as there are at least 40 people within a 25-mile radius around the character when he declares the ability use (e.g. an Antarctic research base



near the South Pole or a nomad camp in the midst of a desert would suit the purpose as long as there were enough people and the location were within range).

Perceptive Synergy: The character has a wide range of interest in many different fields and is able to discern fact from fiction much more easily than other people due to his depth of knowledge. All synergy bonuses the character receives to Wisdom- or Charisma-based skill checks are increased by +2 (i.e. from +2 to +4).

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Dedicated hero gains a bonus feat. This feat must be selected from the following list, and the Dedicated hero must meet any prerequisites:

Advanced Firearms Proficiency, Alertness, Archaic Weapons Proficiency, Attentive, Blind-Fight, Deceptive, Educated, Far Shot, Iron Will, Medical Expert, Meticulous, Surgery, Track, Weapon Focus.

THE CHARISMATIC HERO

Class Skills

In addition to those skills listed in the *d20 Modern Roleplaying Game Core Rulebook*, the Charismatic hero gains the following additional class skills. Permitted skills are listed in Chapter 4, along with any modification to the skills.

Knowledge (law, specific culture)

Talents

In addition to the talents listed in the *d20 Modern Roleplaying Game Core Rulebook*, the Charismatic hero may pick from the talent trees below.

Beginning Talents: A 1st-level Charismatic hero can choose from authority, charm, coordinate, fast-talk, inherited fortune, and non-lethal force.

Authority Talent Tree

Charismatic heroes with this talent tree wear the mantle of authority naturally, and can convince people to reconsider reckless or foolhardy actions.

Authority: Twice per day, the character can add his base Will save to a Diplomacy check or Intimidate check.

Non-Lethal Force: The character has become adept at using non-lethal force to subdue an opponent. A character with this talent can choose to deal non-lethal damage with a weapon that normally deals lethal damage without taking the normal -4 penalty on the attack roll. Advanced classes exist which may provide the character with a class ability similar or identical to this talent; a character who already possesses this talent may choose another talent from this talent tree instead.

"Freeze!": Through a combination of persuasion and intimidation, the character may convince one target to cease any attempts to harm him. Three times per game session, as a full-round action, the character may make an Intimidate check against a single individual with a DC equal to 10 + the target's Will save bonus. If the check is successful, the target cannot attack the character for a number of rounds equal to 2 plus the character's Charisma modifier (minimum 1 round). However, the target may still take other actions, such as running or attacking the character's allies. The character can only use this ability on targets at least 1 character level lower than himself.

Prerequisite: Authority.

Shakedown: Through a combination of persuasion and intimidation, the character may convince one target to give up his weapons and come along quietly. Once per session, when the character makes a successful check to use the "Freeze!" talent on a target, he can also convince the target to drop or abandon one item with a Purchase DC equal to or less than the character's check result.

Prerequisites: Authority, "Freeze!".

By Grace of Fortune Talent Tree

Some people seem to be in the good graces of Lady Luck.

Inherited Fortune: A character can fall back on his family fortune for many of his expenses. In addition to the +2 Wealth bonus the character gets, the character can spend 1 action point to prevent losing his Wealth bonus when purchasing an item with a DC higher than 15.

Prerequisite: Can only be chosen at first level.

Heirloom: The character gains a particular piece of equipment that has been passed through generations in his family. The character can choose a piece of equipment with a DC of 15 plus the character's Charisma modifier. The object is a master-crafted item.

Prerequisite: Inherited Fortune.

Inherited Treasure: The character gains a +4 Wealth bonus.

Prerequisite: Inherited Fortune.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Charismatic hero gains a bonus feat. This feat must be selected from the following list, and the Charismatic hero must meet any prerequisites:

Agile Riposte, Creative, Deceptive, Dodge, Frightful Presence, Improved Initiative, Iron Will, Lightning Reflexes, Low Profile, Point Blank Shot, Renown, Trustworthy, Windfall.

STARTING OCCUPATIONS

In addition to the occupations provided in the *d20 Modern Roleplaying Game Core Rulebook*, the following starting occupations are available for characters in the *Prime Directive* setting.

Cadet
Elite members of a sophisticated space training program such as the Star Fleet Academy, cadets are waiting for the opportunity to hurl themselves into the void in order to advance humanity's understanding of science and shed light on the mysteries of the universe.

Prerequisite: Age 21+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Computer Use, Craft (electronic, mechanical, or pharmaceutical), Knowledge (earth and life sciences, military science, physical sciences, or technology), Navigate, Pilot, Repair, Survival.

Bonus Feat: Select either Starship Operation or Zero-G Training.

Wealth Bonus Increase: +1.

Drifter
Drifters are aimless wanderers and world-wise jacks-of-all-trades who move between cities or star systems, working odd jobs until boredom or fate leads them elsewhere. Along the way, they learn strange customs and pick up interesting and diverse skills.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Bluff, Decipher Script, Disable Device, Disguise, Forgery, Gamble, Gather Information, Hide, Knowledge (streetwise), Navigate, Sleight of Hand.

Wealth Bonus Increase: +2.

Federation Marshal
A Federation Marshal falls under the civilian branch of the government and investigates crimes that go from one planet to another. Counter-espionage may also be part of a Marshal's assigned duties. For this occupation, use the Law Enforcement occupation in the *d20 Modern Roleplaying Game Core Rulebook*, with the following modifications.

Skills: Add Computer Use, Research, Spot, and Treat Injury to the list of possible skills.

Bonus Feat: Add Combat Martial Arts, Defensive Martial Arts, and Zero-G Training to the list of possible feats.

Galactic Intelligence Agency Academy Graduate
Some GIA agents are identified early and sent to the Academy for training. For this occupation, use the Investigative occupation in the *d20 Modern Roleplaying Game Core Rulebook*, with the following modifications.

Skills: Add Disable Device, Read/Write Language, Speak Language, and Surveillance to the list of possible skills.

Bonus Feat: Add Combat Martial Arts, Defensive Martial Arts, and Zero-G Training to the list of possible feats.

Outcast
Outcast is not so much an occupation as a forced way of life. Persecuted and exiled for being different, outcasts are lone pariahs or shunned members of a culture whose customs or characteristics society finds deviant or abhorrent. Outcasts lurk on the fringes of civilization. Some strive for acceptance, while others are trapped by their own feelings of resentment, self-loathing, or hopelessness. These may also be Klingons who showed cowardice in battle, or Romulans who tried and failed to gain entry into a Great House.

Prerequisite: Age 15+.

Skills: Choose one of the following skills as a permanent class skill. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Disguise, Hide, Knowledge (streetwise), Search, Survival, Treat Injury.

Bonus Feat: Toughness.

Wealth Bonus Increase: +1.

Pioneer
The first permanent colonists on a newly-surveyed planet, pioneers set the foundations of new societies on far-flung continents, planets, or moons. To survive in their new surroundings, they learn to live off the land and defend themselves against indigenous predatory life forms and hostile forces of nature.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Computer Use, Craft (electronic, mechanical, or structural), Knowledge (earth and life sciences or physical sciences), Navigate, Repair, Survival.

Bonus Feat: Select one of the following: Builder, Guide, or Planetary Adaptation.

Wealth Bonus Increase: +1.

Scavenger
Scavengers turn society's wreckage and discarded trash into useful tools or items for trade, and if they're lucky, their endeavors might even yield one or two objects of special value. They effortlessly navigate and strip clean the most treacherous places; their playgrounds are abandoned space stations, gutted buildings, and smoking battlefields.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill,

you gain a +1 competence bonus on checks using that skill.

Decipher Script, Disable Device, Knowledge (technology), Move Silently, Repair, Search, Spot, Survival.

Wealth Bonus Increase: +2.

Transporter

Skilled drivers and pilots, transporters move people, information, and precious cargo safely from one location to another. They treat their vehicles as extensions of their bodies and are most comfortable behind the wheels of skycabs, ground vehicles, or the thruster controls of cargo shuttles.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Craft (mechanical), Drive, Knowledge (current events, popular culture, or streetwise), Navigate, Pilot, Repair.

Bonus Feat: Select either Spacer or Vehicle Expert.

Wealth Bonus Increase: +1.

ACTION POINTS

Action points in *Prime Directive* are slightly different than they appear in the *d20 Modern Roleplaying Game Core Rulebook*. Action points provide you with the means to affect game play in significant ways. You always have a limited amount of action points, and, while you replenish this supply with every new level your character attains, you must use them wisely. You can spend 1 action point to do one of these things:

Activate Class Ability: Use a class talent or class feature for which the expenditure of 1 action point is required.

Boost Defense: A character can spend 1 action point as a free action when fighting defensively. This gives him double the normal benefits for fighting defensively for the entire round (+4 dodge bonus to Defense; +6 if he has 5 or more ranks in Tumble).

Emulate Feat: At the beginning of a character's turn, he may spend 1 action point as a free action to gain the benefit of a feat he doesn't have. He must meet the prerequisites of the feat. He gains the benefit until the beginning of his next turn.

Extra Attack: During any round in which a character takes a full attack action, he may spend 1 action point to make an extra attack at his highest base attack bonus. Action points may be used in this way with both melee and ranged attacks.

Stable: Any time a character is dying, he can spend 1 action point to become stable at his current hit point total.

Improve a Roll: Alter a single d20 roll used to make an attack, a skill check, an ability check, a level check, or a saving throw.

Additional Notes

When you spend 1 action point to improve a d20 roll, you add an extea die to your d20 roll to help you meet or exceed the target number. You can declare the use of 1 action point to alter a d20 roll after the roll is made — but only before the GM reveals the result of that roll (whether the attack or check or saving throw succeeded or failed). You can't use an action point on a skill check or ability check when you are taking 10 or taking 20.

When you spend 1 action point to use a class talent, you gain the benefit of the talent but you don't roll a die. In this case, the action point is not a bonus to a d20 roll.

You can only spend 1 action point in a round. If you spend a point to use a talent, you can't spend another one in the same round to improve a die roll, and vice versa.

Depending on your character level, you may be able to roll more than 1d6 when you spend 1 action point. (See the chart below.) If you do so, apply the highest result and disregard the other rolls. As a 15th-level character, for instance, you get to roll 2d10 and take the best die result of the two. So, if you rolled 1 and 9, you would apply the 9 to your d20 roll.

Character Level	Action Point Dice Rolled
1st – 4th	1d6
5th – 8th	2d6
9th – 13th	2d8
14th – 18th	2d10
19th – 20th	3d10

The use of action points opens up a whole range of possible feats. However, it's easier on characters simply to improve existing feats than to take advantage of action points — that way, characters needn't spend their precious feat slots simply to gain the ability to use their action points. Below are a few examples of how action points can be used with existing feats. Unless otherwise stated, each effect requires a free action to activate and lasts 1 round.

Blind-Fight: You can spend 1 action point to negate your miss chance for a single attack.

Combat Expertise: You can spend 1 action point to double the bonus to Defense granted by the feat. For example, if you take a penalty of -3 on your attack roll, you gain a +6 dodge bonus to AC.

Dodge: You can spend 1 action point to increase the dodge bonus granted by the feat to +2. The effect lasts for the entire encounter.

Improved Critical: You can spend 1 action point to double your critical threat range. Since two doublings equals a tripling, this benefit increases your threat range from 19-20 to 18-20, from 17-20 to 15-20, or from 15-20 to 12-20, including the effect of your Improved Critical feat. This benefit stacks with the benefit from Improved Critical, but not with other effects that increase threat range.

Improved Initiative: You can spend 1 action point to double the bonus on initiative checks granted by the feat, from +4 to +8.

Power Attack: You can spend 1 action point to double the bonus on damage rolls granted by the feat. For example, if you take a penalty of -3 on your attack roll, you add +6 to your damage roll.

CONTACTS

In addition to allegiances, a character may have direct contact with people that can aid him in his daily life. Some of these people provide their help as a service for which they are paid; those are covered under the Purchase system below and are treated like basic commodities. Contacts are something altogether different. Contacts may be colleagues, friends, or mutual acquaintances, but they can all be counted on to work in the hero's interests long after a hireling would ride off into the sunset.

A *Prime Directive* character may gain contacts through his occupation or character class, or via a feat. Other contacts may be acquired during game play. Regardless of how they are gained, all contacts follow the same rules. Immediately upon getting a new contact, the player should record a few pertinent facts about the contact (name, how to reach the contact under normal circumstances, and other vital details). The most important detail about a contact is his Contact Level, explained in more detail below.

Contacts can come from any walk of life. Some have character levels just like the heroes, while others are normal individuals with other ways to be helpful. Heroes gain contacts either at character creation or during play. Contacts can either be purchased through permanent expenditures of Wealth (one point per point of Contact Level), or can occur by happy accident while interacting with GM characters.

Making a Contact Check

During the game, whenever a hero wishes to use a contact, he makes a Contact check. This is a Charisma ability check modified by the number of levels that the contact has been a contact for the hero. Thus, long-term contacts are often easier to reach for help than new ones. If a contact would qualify for the hero's allegiance bonus, this is also added to the Contact check. Antipathies subtract from the check result. The DC for the check is the Contact Level of the contact in question, or 10, whichever is higher.

Failed contact checks can be retried, but only after two hours have passed. These rechecks always fail on a natural 1 or succeed on a natural 20, even if the modified result would not normally do so.

Gaining a Contact through Interaction

Whenever a hero rolls a natural 20 while using the Diplomacy, Perform, or Gather Information skill, there is a chance that someone he is interacting with will become a permanent contact because of his charismatic nature and force of personality. The specific details of who the contact will be and what their Contact Level will be is entirely up to the situation and the Gamemaster.

To determine if this spontaneous contact occurs, the Gamemaster rerolls the Diplomacy, Perform, or Gather Information skill check. If the reroll on the skill check results in a successful check 5 points or more over the DC needed, a GM character affected by the check becomes a contact. These contacts may not instantly identify themselves as such, and a hero is never certain who has been made a contact until the new ally gets in touch with the hero to offer his services.

Contact Level

This is an abstract number that roughly represents the abilities of a contact and his overall loyalty to the character. The table below summarizes the potential of contacts by their level, and lets a Gamemaster determine just how useful a particular contact can be. These are suggestions only, and any contact may be more or less effective than this chart suggests, depending on the situation and identity of the contact.

Contact Level	Contact Capabilities
1	Get the hero a free meal once in a while; repeat a common rumor.
2	Find a few rounds of ammunition; give the hero a floor to sleep on once (possibly overnight).
3	Can acquire machine parts or a set of specialized tools for the hero to borrow.
4	Feed or clothe the hero whenever he needs it.
5	Keep dangerously illicit goods for the hero, up to a month if necessary.
6	Help with a robbery or break-in, if there was no chance of getting caught.
7	Provide a dose or two of illegal drugs or high-scale medical services.
8	Keep a gun, body armor, and a stack of cash for the hero at the contact's residence.
9	Enter combat at the hero's request, but only if the contact thinks the combat is survivable.
10*	Bail the hero out of jail or get him out of a tight spot, *once*.
11	Help the hero hide a body, but will not be happy about it.
12	Break the law willingly for the good of the hero.
13	Set the hero up with advanced goods.
14	Provide an open house; the contact's home is the hero's home… within reason.
15	Is a Romantic Interest and has influence, wealth, and power in the government.
16	Set the hero up with high-level advanced goods.
17	Seek vengeance for any wrong done to the hero, but in the contact's own way.
18	Gladly be injured for or offer anything he owned to the hero.
19*	Give own life for the hero, if the situation demanded it.
20	Call in a planetary rescue for the hero. Vote in the Federation Council as desired.

*This action reduces the contact's level by one. If this takes the contact below 11, this kind of action cannot be taken by that contact again.

Contact Development

Contacts change as a character grows. Every level that a hero carries his contacts over increases the chance that they can be called on during play (see Contact Checks



above). In addition, a contact's Level can be changed during play. Each level, a hero rolls 1d6 for each contact. On a 1, the contact's Level decreases by 1 point. On a 6, the Level increases by 1 point. On any other result, i.e. a 2-5 on the d6, the contact's Level remains the same.

In addition, a contact's Level can be increased directly through Wealth point expenditure. A contact's Level can be improved up to 3 points by paying the difference between the contact's base level and the new increased level in wealth points. No other expenditures can increase this Level; contacts can only be invested in so much.

For any contact, the Gamemaster can reduce the contact's Level at his discretion if excessive requests are made by the character.

ADVANCED CLASSES

The following advanced classes are designed specifically for the *Prime Directive* universe and should be the primary advanced classes chosen by the characters. However, other advanced classes from other *d20 Modern* sourcebooks may be used at the discretion of the Gamemaster.

While each advanced class does have a basic class from which it is easiest to achieve, the advanced class may be chosen as an option by any character who fulfills the prerequisites. The relationship between basic class and advanced class is summarized below and that is also the order in which the advanced classes are presented.

Basic Class	**Advanced Class**
Strong	Marine
Fast	Orion Pirate, Pilot, Rogue, Security Specialist
Tough	These will be in *PD20 Final Frontiers*
Smart	Engineering Specialist, Science Specialist
Dedicated	Bridge Operations Specialist, Galactic Intelligence Agent, Medical Specialist
Charismatic	Ambassador, Merchant

MARINE

The Marine (also known as a Ground Combat Specialist since some could be in the Klingon Army, Federation National Guard, or nonmilitary organizations) is a trained warrior. Marines often become adventurers after spending some time as part of a professional military organization. A Marine may have served in a prestigious unit or may have joined to escape a more mundane life.

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible.

Requirements
To qualify to become a Marine, a character must fulfill the following criteria.

Base Attack Bonus: +3.
Skill: Knowledge (military science) 3 ranks.
Feat: Personal Firearms Proficiency.

Class Information
The following information pertains to the Marine advanced class.

Hit Die
The Marine gains 1d10 hit points per level. The character's Constitution modifier applies.

Action Points
The Marine gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills
The Marine's class skills are as follows.

Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, military science, popular culture) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 5 + Int modifier.

Class Features
The following class features pertain to the Marine advanced class.

Weapon Focus
At 1st level, a Marine gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Marine chooses a specific weapon. The Marine can choose unarmed strike or grapple as the weapon. The Marine must be proficient with the chosen weapon. The Marine adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization
At 2nd level, a Marine gains weapon specialization with a specific melee or ranged weapon that he also has applied the Weapon Focus feat or class feature to. The Marine gets a +2 bonus on damage rolls with the chosen weapon.



Bonus Feats
At 3rd, 6th, and 9th level, the Marine gets a bonus feat. The bonus feat must be selected from the following list, and the Marine must meet all the prerequisites of the feat to select it:

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack.

Swift Response
At 4th level, the Marine's lightning fast reactions enable him to get the drop on his enemies time and again. The Marine gains a +4 bonus on initiative checks.

Special Ability
At 5th, 8th, and 10th level, the Marine receives one of the following abilities of his choice:

Agile Twist: This ability requires the Marine to have a base attack bonus of +5 or greater. By spending 1 action point, the Marine can nullify a critical hit made against him — this strike is instead considered a normal hit.

Armor Up: The Marine can don armor in half the normal time.

Battle through the Pain: The Marine can negate all non-lethal damage he has taken by spending 1 action point. This ability can only be selected if the Marine has a Constitution of 15 or more.

Combat-Hardened: The Marine has seen a lot of scary things in his day. Any time he fails a Will save against a fear effect, he may spend 1 action point to make a second save.

Defensive Posture: The Marine gains +2 to Defense against free attacks made against him in melee combat.

Personal Weapon: The Marine has a specific weapon which he always uses and which has become a virtual extension of his body. When using this weapon, he gains a +1 bonus to attack and damage rolls, and a +2 bonus on the check made to determine if a critical threat becomes a critical hit. If the weapon is lost or damaged, the Marine will require a full month of practice with a new weapon of the same type to regain the use of this ability.

Pinpoint Aim: The Marine gains a +1 bonus on all ranged attacks against targets one or more size categories smaller than he is.

ORION PIRATE

As ships moved into the far reaches of the Galaxy there were bound to be those that wanted wealth and didn't necessarily care if their methods of earning wealth were a little on the "shady side" of the law. The origins of the original Orion Pirates are clouded in history, but now an "Orion" Pirate may be of any species. Their predations upon the ships in the Alpha Octant are legendary.

Not all Orion Pirates are members of this class. Some choose the Criminal occupation, but are in reality engineers or pilots or even merchants.

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

Requirements
To qualify to become an Orion Pirate, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Feat: Starship Operation, Zero-G Training.

Class Information
The following information pertains to the Orion Pirate advanced class.

TABLE 3–1: THE MARINE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Weapon focus	+1	+0
2nd	+1	+2	+2	+0	Weapon specialization	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+2	+0
4th	+3	+2	+2	+1	Swift response	+2	+0
5th	+3	+3	+3	+1	Special ability	+3	+1
6th	+4	+3	+3	+2	Bonus feat	+3	+1
7th	+5	+4	+4	+2		+4	+1
8th	+6	+4	+4	+2	Special ability	+4	+1
9th	+6	+4	+4	+3	Bonus feat	+5	+2
10th	+7	+5	+5	+3	Special ability	+5	+2

Hit Die
The Orion Pirate gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points
The Orion Pirate gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills
The Orion Pirate's class skills are as follows.

Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, military science, popular culture, streetwise) (Int), Listen (Wis), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

Class Features
The following class features pertain to the Orion Pirate advanced class.

Charismatic Leadership
When becoming an Orion Pirate, it's good to have charisma. The character gains a +2 to his Charisma score at first level.

Expert Pilot
At 2nd level, an Orion Pirate gains a +2 competence bonus on all Navigate skill checks.

Bonus Feats
At 3rd, 5th, and 9th level, the Orion Pirate gets a bonus feat. The bonus feat must be selected from the following list, and the Orion Pirate must meet all the prerequisites of the feat to select it:

Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Brawl, Combat Martial Arts, Frightful Presence, Iron Will, Lightning Reflexes, Personal Firearms Proficiency, Point Blank Shot, Power Attack, Renown, Salvage, Spacer, Sunder, Toughness, Trustworthy, Weapon Focus.

Resilient
Beginning at 4th level, the Orion Pirate's remarkable stamina and determination grant him a +2 resistance bonus on Fortitude saves to remain conscious due to damage (see massive damage threshold in the *d20 Modern Roleplaying Game Core Rulebook*).

Taking Charge
At 6th level, an Orion Pirate is given (or is able to take) his own leadership position. The character now gains the Leadership feat for free, and adds +1 to his leadership score for each Orion Pirate level the character possesses (level always adds to Leadership, so in effect the character adds his Orion Pirate levels twice).

Orion Pirate Captain
At 8th level, the character has risen to the level where he is able to command other Orion Pirates. The character gains a loyal lieutenant who is a 5th level Orion Pirate and will help the character keep his growing organization in line.

Aura of Fear
At 10th level, the character's legend has grown to the point where he is one of the most feared Orion Pirates in known space and his enemies don't wish to fight him. All opponents within 50 feet of the Orion Pirate must make a Will saving throw. If the subject succeeds on a Will save, it is shaken for 1 round. Opponents with 6 or more hit dice are immune to this effect. The DC for the saving throw is 3 + the Orion Pirate's level.

Orion Pirate Heavy Cruiser

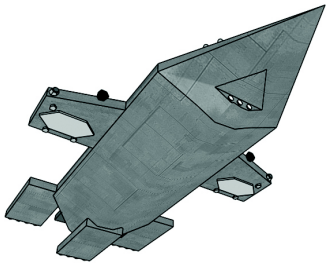


TABLE 3–2: THE ORION PIRATE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+0	Charismatic leadership	+1	+1
2nd	+1	+2	+3	+0	Expert pilot	+1	+1
3rd	+2	+2	+3	+1	Bonus feat	+2	+1
4th	+3	+2	+4	+1	Resilient	+2	+2
5th	+3	+3	+4	+1	Bonus feat	+3	+2
6th	+4	+3	+5	+2	Taking charge	+3	+2
7th	+5	+4	+5	+2		+4	+3
8th	+6	+4	+6	+2	Orion Pirate captain	+4	+3
9th	+6	+4	+6	+3	Bonus feat	+5	+3
10th	+7	+5	+7	+3	Aura of fear	+5	+4

PILOT

The Pilot is an expert in flying a particular shuttlecraft or fighter. A Pilot knows the precise limits of his craft and will fly the ship to those limits (and some would say beyond).

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

Requirements
To qualify to become a Pilot, a character must fulfill the following criteria.

Skills: Pilot 6 ranks.

Feat: Starship Operation.

Base Reflex Save: +2.

Class Information
The following information pertains to the Pilot advanced class.

Hit Die
The Pilot gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points
The Pilot gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills
The Pilot's class skills are as follows.

Bluff (Cha), Computer Use (Int), Craft (electronic, mechanical) (Int), Knowledge (popular culture, streetwise, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Repair (Int).

Skill Points at Each Level: 5 + Int modifier.

Class Features
The following class features pertain to the Pilot advanced class.

Favored Craft
A pilot often has a special vehicle he knows very well. This may be a fighter or a shuttlecraft. It applies to a *specific* ship, not to all ships of a given make or model. Should this ship be destroyed or abandoned, the pilot must spend a week of time and 1 action point to gain a new favored ship. When flying the favored ship, the pilot may add +1 to all Pilot skill checks. This increases to +2 at 2nd level, +3 at 4th level, +4 at 6th level, +5 at 8th level and +6 at 10th level.

Defender of the Universe
Starting at 2nd level, a Pilot applies his Reputation bonus to the die result whenever he spends 1 action point to modify an attack roll, skill check, ability check, or saving throw made aboard a fighter.

Special Abilities
At 3rd, 6th, and 9th level, the Pilot may select any one of the following special abilities.

Barely Scratched the Paint: When flying a fighter, the Pilot may spend 1 action point to negate a successful hit. This must be done before damage is determined.

Carry Out Orders: The Pilot may choose any order from the ship combat rules which requires the Pilot skill. He gains a +2 when executing that order.

Fighter Support: A Pilot with this ability can use an atmospheric vehicle to aid his allies on the ground, without risking hitting them in the process. He may fire a ship's weapons into melee combat at no penalty.

Ground Pounder: The Pilot may choose any soldier feat as a bonus feat.

Stunt Flying: The Pilot may choose one maneuver from the vehicle combat rules. He gains a +2 bonus when executing that maneuver. This can be taken twice per maneuver.

Tactical Genius: In starship combat, the Pilot may issue one additional tactical order (including responses) per turn.

Tricky Flying: When flying a fighter, the Pilot gains a +2 bonus to the vehicle's Defense.

Weak Spot: In starship combat, the Pilot may spend 1 action point to negate a target's armor bonus for a single attack. Regardless of how well the attack hits, only one space is destroyed. The Gamemaster should roll randomly to determine which space is destroyed.

Weapon Focus: The Pilot gains +1 bonus to hit with all fighter-mounted weapons.

TABLE 3–3: THE PILOT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Favored craft	+1	+0
2nd	+1	+0	+3	+0	Defender of the universe	+1	+1
3rd	+2	+1	+3	+1	Special ability	+2	+1
4th	+3	+1	+4	+1	Shake, rattle, and roll	+2	+1
5th	+3	+1	+4	+1	To the max!	+3	+2
6th	+4	+2	+5	+2	Special ability	+3	+2
7th	+5	+2	+5	+2		+4	+2
8th	+6	+2	+6	+2	Keep it together	+4	+3
9th	+6	+3	+6	+3	Special ability	+5	+3
10th	+7	+3	+7	+3		+5	+3

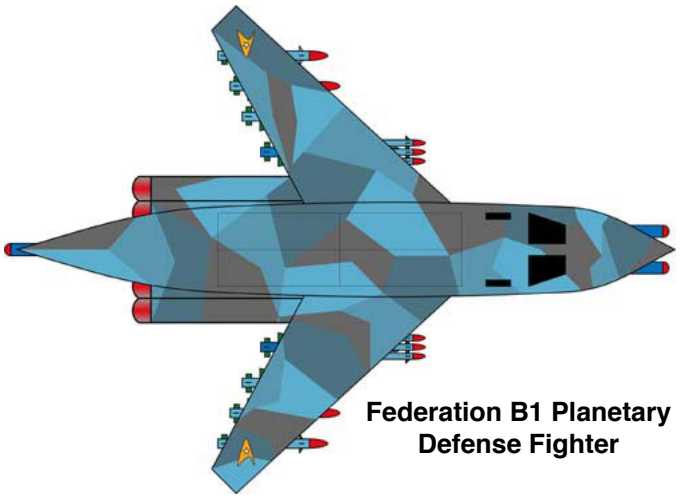
Wing and a Prayer: A Pilot may spend 1 action point to temporarily give a destroyed craft (reduced to zero or fewer hit points) he is flying 1 hit point. He may take no actions but move actions, and must try to land the craft or get it to a safe haven. In starship combat, the "destroyed" ship is assumed to have one control space and one engine space, and nothing else.

Wing Commander: The Pilot is skilled at coordinating fighters in group combat. All order checks made by fighters in his wing gain a +1 bonus. This may be selected up to three times (for a total of a +3 bonus).

Shake, Rattle, and Roll
At 4th level, a Pilot has been taught how rock an enemy fighter with weapons fire. The Pilot must declare that he is using this ability before making the attack roll (thus, a failed attack roll ruins the attempt). A fighter damaged by the Pilot's attack is shaken for 1 round; all passengers and crewmembers (pilots and gunners included) aboard the shaken ship take a -2 penalty on attack rolls, saving throws, and skill checks for 1 round. A Pilot may use this ability once per day at 4th level, twice per day at 7th level, and three times per day at 10th level.

To the Max!
At 5th level and beyond, a Pilot can coax more thrust out of a ship's engines, increasing its tactical speed by +500 feet. The Pilot must be piloting the ship in order to increase its tactical speed. In *Star Fleet Battles*, this would allow one free movement point. In *Federation Commander*, this would allow a +1 acceleration point during Impulse #4.

Keep It Together
At 8th level, a Pilot can continue to operate a fighter even after it has been reduced to negative hit points and has begun breaking apart. The ship may take one move action or one attack action each round. However, the ship cannot be repaired and continues to lose 1 hit point per round, exploding once it reaches its destruction threshold. The Pilot and all other personnel aboard the ship are considered shaken, taking a -2 penalty on attack rolls, saving throws, and skill checks.



Federation B1 Planetary Defense Fighter

ROGUE

Rogues tend to live on the borders of legality. They include adventurers with a better eye for profit than for the strict letter of import-export laws, soldiers of fortune, pirates (including Orion Pirates), con-artists, and shady business men.

The fastest path into this advanced class is from the Fast Hero basic class, though other paths are possible.

Requirements
To qualify to become a Rogue, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Hide 6 ranks, Move Silently 6 ranks.

Class Information
The following information pertains to the Rogue advanced class.

Hit Die
The Rogue gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points
The Rogue gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

TABLE 3–4: THE ROGUE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Trapfinding	+1	+1
2nd	+1	+0	+3	+0	Evasion	+2	+1
3rd	+1	+1	+3	+1	Trap sense	+2	+1
4th	+2	+1	+4	+1	Uncanny dodge	+3	+2
5th	+2	+1	+4	+1	Skill mastery	+4	+2
6th	+3	+2	+5	+2		+4	+2
7th	+3	+2	+5	+2	Improved evasion	+5	+3
8th	+4	+2	+6	+2	Improved uncanny dodge	+6	+3
9th	+4	+3	+6	+3	Utterly convincing	+6	+3
10th	+5	+3	+7	+3		+7	+4

Class Skills
The Rogue's class skills are as follows.

Balance (Dex), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (art, business, current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

Class Features
The following features pertain to the Rogue advanced class.

Trapfinding
Rogues (and only Rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a normal trap has a DC of at least 20, higher if it is well hidden. Rogues from high-tech civilizations can locate electronic traps. Finding an electronic trap has a DC of 25 + the level of the character that set the electronic trap. Rogues (and only Rogues) can use the Disable Device skill to disarm electronic traps. An electronic trap generally has a DC of 25 + the level of the character that set the electronic trap. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (along with his party) without disarming it.

Evasion
At 2nd level and higher, a Rogue can avoid unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless Rogue does not gain the benefit of Evasion.

Trap Sense
At 3rd level, a Rogue gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Defense against attacks made by traps. These bonuses rise to +2 when the Rogue reaches 6th level and to +3 when he reaches 9th level. Trap Sense bonuses gained from multiple classes stack.

Uncanny Dodge
Starting at 4th level, a Rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to Defense (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to Defense if immobilized. If a Rogue already has Uncanny Dodge from a different class, he automatically gains Improved Uncanny Dodge (see below) instead.

Skill Mastery
At 5th level, a Rogue selects a number of skills from his class list equal to 3 + his Intelligence modifier. When making a check using one of these skills, the Rogue may take 10 even if stress and distractions would normally prevent him from doing so.

Improved Evasion
At 7th level, a Rogue can avoid most damage on unusual attacks. Improved Evasion works like Evasion, except while the Rogue still takes no damage on a successful save, henceforth he takes only half damage on a failed save. A helpless Rogue does not gain the benefit of Improved Evasion.

Improved Uncanny Dodge
A Rogue of 8th level or higher can no longer be flanked. This defense denies another Rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more Rogue levels than the target does. If a character already has Uncanny Dodge (see above) from a second class, the character automatically gains Improved Uncanny Dodge instead, and the levels from the classes that grant Uncanny Dodge stack to determine the minimum Rogue level required to flank the character.

Utterly Convincing
At 9th level, the Rogue is a master at convincing people. Whenever the Rogue spends 1 action point to improve some Charisma-based skill checks (see below), he adds an additional 1d6 to the result. The skills that Utterly Convincing applies to are:

Bluff, Diplomacy, Disguise, Gather Information, Intimidate, and Perform.



SECURITY SPECIALIST

The Security Specialist may be a member of a police force, a bodyguard, or other security-type personnel. In the *Star Fleet Universe*, Marines handle security duties on military starships, but a gamemaster may choose to use Security Specialists instead of (or in addition to) Marines.

The fastest path into this advanced class is from the Fast hero basic class, though other paths are possible.

Requirements
To qualify to become a Security Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Hide 6 ranks, Move Silently 6 ranks.

Class Information
The following information pertains to the Security Specialist advanced class.

Hit Die
The Security Specialist gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points
The Security Specialist gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills
The Security Specialist's class skills are as follows:

Climb (Str), Computer Use (Int), Craft (any) (Int), Demolitions (Int), Drive (Dex), Gather Information (Int), Investigate (Int), Jump (Str), Knowledge (behavioral sciences, law, specific culture) (Int), Listen (Int), Profession (Wis), Read/Write Language (None), Search (Int), Speak Language (None), Spot (Wis), Surveillance (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifiers.

Class Features
The following class features pertain to the Security Specialist advanced class.

Sweep
At 1st level, a Security Specialist is able to size up an area with a single sweep of his eyes. He can get the lay of the land and often detects things that are not perceptible to those around him. Sweep provides a +4 circumstance bonus on Spot checks and covers an area 30 feet in front of and to each side of the Security Specialist (but not behind him). The Security Specialist can use this bonus whenever he enters a new area to look for obvious enemies, alarms and surveillance devices, traps, escape routes, and any expensive objects that can easily be concealed and carried away if he so chooses. Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for a concealed or less obvious threat is equal to its Hide check result.

Electronic Tinkering
The Security Specialist has been well trained in most forms of electronics. At 2nd level, he gains a +2 synergy bonus to all skill rolls dealing with electronics and electronic devices.

Bonus Feat
At 3rd and 9th levels, the Security Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the Security Specialist must meet all the prerequisites of the feat to select it: Acrobatic, Alertness, Armor Proficiency (light), Athletic, Attentive, Brawl, Cautious, Defensive Martial Arts, Dodge, Elusive Target, Meticulous, Mobility, Nimble, Renown, Run, Stealthy.

Skill Mastery
At 4th level, a Security Specialist selects a number of skills from his class list equal to 3 + his Intelligence modifier. When making a check using one of these skills, the Security Specialist may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so accomplished in the use of these skills that he can use them reliably even under adverse conditions.

Improvised Implements
The Security Specialist becomes an expert at using improvised weapons and tools. Sometimes a mission calls for the Security Specialist to enter a situation without a

TABLE 3–5: THE SECURITY SPECIALIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+0	Sweep	+0	+0
2nd	+1	+2	+1	+0	Electronic tinkering	+1	+0
3rd	+2	+2	+2	+0	Bonus feat	+1	+1
4th	+2	+3	+2	+1	Skill Mastery	+1	+1
5th	+3	+3	+3	+1	Improvised implements	+2	+1
6th	+3	+4	+3	+1	Improved evasion	+2	+2
7th	+4	+4	+4	+2	Improvised weapon damage	+2	+2
8th	+4	+5	+4	+2	Improved sweep	+3	+2
9th	+5	+5	+5	+2	Bonus feat	+3	+3
10th	+5	+6	+5	+3	Traceless	+3	+3

weapon. In such cases, he can turn ordinary objects into lethal weapons. A chair, a vase, a heavy book, a broken bottle, a full can of beer — these and other ordinary objects can become weapons in the Security Specialist's hands. At 5th level, a Security Specialist no longer takes a -4 penalty when wielding an improvised weapon (see Chapter Four of the *d20 Modern Roleplaying Game Core Rulebook*). Additionally, the Security Specialist no longer takes a -4 penalty when using the Climb and Disable Device skills without the proper tools as he is able to make do without the exact equipment.

Improved Evasion
If a Security Specialist of 6th level or higher is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as getting caught in a grenade blast), the Security Specialist suffers no damage if he makes a successful saving throw and takes only half damage on a failed save. Improved Evasion can only be used when wearing light or no armor. For a Security Specialist who does not have Evasion (see the Fast hero basic class description in Chapter One of the *d20 Modern Roleplaying Game Core Rulebook*), Improved Evasion counts as Evasion for the purpose of meeting the prerequisites on the Fast hero's Defensive Talent Tree.

Improvised Weapon Damage
At 7th level, a Security Specialist's attacks with improvised weapons deal more damage. He treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Improved Sweep
At 8th level, a Security Specialist's ability to get the lay of the land improves. Now he not only spots potential perils with a successful check, but he can also determine the relative strength of these dangers. A successful check relates the danger's strength compared to the Security Specialist: stronger (higher level or HD), on par (same level or HD), or weaker (lower level or HD).

Traceless
At 10th level, the Security Specialist has excelled at his job so well that he can now hide traces of his presence. A successful Spot check must be made to detect the Security Specialist's presence in any given area. At 10th level, a Security Specialist has become so good at what he does that he leaves almost no trace behind when he uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand. Those using Investigate, Listen, Search, or Spot to detect the Security Specialist's activity take a -4 penalty.



Telik Kreg was a Klingon mercenary who worked as a security officer for several Federation corporations. Born on the warrior colony of Walkuria, he considered himself a Walkurian, not a Klingon.

ENGINEERING SPECIALIST

The Engineering Specialist is highly skilled in all manner of technology. These specialists are able to keep starships, ground vehicles, and equipment running, even under the direst of circumstances. Many Engineering Specialists aspire to be the engineering officer on board a starship and that is where they are usually found. Engineering Specialists on board a starship find their critical duties are generally related to attending to the repair of the vessel to which they are assigned.

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements
To qualify to become an Engineering Specialist, a character must fulfill the following criteria:

Skills: Computer Use 6 ranks, Craft (electronic) 6 ranks, Craft (mechanical) 6 ranks, Knowledge (technology) 6 ranks, Repair 6 ranks.

Class Information
The following information pertains to the Engineering Specialist advanced class.

Hit Die
The Engineering Specialist gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points
The Engineering Specialist gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills
The Engineering Specialist's class skills are as follows.

Benchthumping (Int), Computer Use (Int), Craft (electronic, mechanical, structural) (Int), Disable Device (Int), Drive (Dex), Knowledge (physical sciences, technology) (Int) , Navigate (Int) , Pilot (Dex) , Profession (Wis), Read/Write Language (none), Repair (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

Class Features
The following class features pertain to the Engineering Specialist advanced class.

Builder
At 1st level, the Engineering Specialist gains the bonus feat Builder.

Quick Craft
At 2nd level, the Engineering Specialist learns how to craft ordinary scratch-built electronic, mechanical, and structural objects more quickly than normal.

When using the Craft (electronic), Craft (mechanical), or Craft (structural) skill to build an ordinary scratch-built item, the Engineering Specialist reduces the building time by one-quarter.

At 5th level, the Engineering Specialist reduces the building time of ordinary objects and mastercraft objects by half.

Superior Repair

At 3rd level, the Engineering Specialist learns improved ways of repairing robots, vehicles, and starships.

An Engineering Specialist with a mechanical tool kit and an appropriate facility (a workshop, garage, or hangar) can repair damage to a robot, vehicle, starship, or cybernetic attachment. (Without a mechanical tool kit, the Engineering Specialist takes a -4 penalty on the Repair check.) With 1 hour of work, the Engineering Specialist can restore a number of hit points based on his Repair check result, as shown on the table below. If any damage remains, the Engineering Specialist may continue to make repairs for as many hours as needed to fully repair the damaged robot, vehicle, or starship.

Repair Check Result	Damage Repaired
Less than 20	None
20-29	2d6 + Engineering Specialist class level
30-39	3d6 + Engineering Specialist class level
40+	4d6 + Engineering Specialist class level

Bonus Feats

At 3rd, 6th, and 9th level, the Engineering Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the Engineering Specialist must meet all the prerequisites of the feat to select it:

Cautious, Gearhead, Mastercrafter, Salvage, Starship Operation (shuttlecraft/fighter), Surface Vehicle Operation, Vehicle Expert, Zero-G Training.

Sabotage

At 4th level and beyond, the Engineering Specialist can sabotage an electrical or mechanical object so that it operates poorly. The Engineering Specialist must succeed on a Disable Device check (DC 20) to accomplish the downgrade, and sabotaging a mastercraft object is slightly harder (DC 20 + the mastercraft object's bonus feature). Noticing the Engineering Specialist's handiwork without first testing the sabotaged device requires a successful Search check (DC = the Engineering Specialist's Disable Device check result). Fixing the sabotaged item requires a successful Repair.

Sabotage Device: As a full-round action, the Engineering Specialist can reconfigure a device with electrical or mechanical components so that anyone who uses it suffers a penalty equal to the Engineering Specialist's class level on skill checks made to use the device.

Sabotage Weapon: As a full-round action, the Engineering Specialist can sabotage a weapon so that it misfires or breaks the next time it is used. A sabotaged weapon cannot be used effectively until repaired. This use of sabotage also applies to vehicle and starship weapons.

Technophile

At 5th level, the Engineering Specialist adds one-half his class level to any Knowledge (technology) check made to identify an unfamiliar piece of technology or alien artifact.

Miracle Worker

At 7th level, the Engineering Specialist can repair destroyed systems on a spaceship more than once. This ability allows him to execute orders that depend upon the Repair skill two times for the same move action.

Skilled Salvager

An Engineering Specialist of 8th level or higher has a special knack for scavenging useful components from destroyed vehicles, starships, and robots.

When using the Salvage feat, the Engineering Specialist gains a competence bonus on his Search checks equal to one-half his Engineering Specialist class level.

Unflustered

A 10th level Engineering Specialist can perform complicated tasks without provoking attacks of opportunity from adjacent foes.

During any round in which the Engineering Specialist uses the Computer Use, Craft (any), Demolitions, Disable Device, or Repair skill, he can first make a Concentration

TABLE 3–6: THE ENGINEERING SPECIALIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Builder	+0	+0
2nd	+1	+2	+2	+0	Quick craft	+1	+0
3rd	+2	+2	+2	+1	Superior repair, Bonus feat	+1	+1
4th	+3	+2	+2	+1	Sabotage	+1	+1
5th	+3	+3	+3	+1	Technophile	+2	+1
6th	+4	+3	+3	+2	Bonus feat	+2	+2
7th	+5	+4	+4	+2	Miracle worker	+2	+2
8th	+6	+4	+4	+2	Skilled salvager	+3	+2
9th	+6	+4	+4	+3	Bonus feat	+3	+3
10th	+7	+5	+5	+3	Unflustered	+3	+3

check (DC 15) to use the desired skill without provoking attacks of opportunity. Making the Concentration check doesn't cost the Engineering Specialist an action. He may take 10 on the Concentration check, but cannot take 20.

SCIENCE SPECIALIST

The Science Specialist oversees scientific research, surveying, and analysis. He is typically an expert in one or more specific fields, but broadly familiar in all branches of science. The mission of the particular ship, vessel, or base determines the area of expertise of the Science Specialist assigned to it.

The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

Requirements
To qualify to become a Science Specialist, a character must fulfill the following criteria.

Skills: 6 ranks in either Craft (chemical) or Craft (electronic), plus 6 ranks in Knowledge (earth and life sciences), Knowledge (physical sciences), or Knowledge (technology), plus 6 ranks in Research.

Class Information
The following information pertains to the Science Specialist advanced class.

Hit Die
The Science Specialist gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points
The Science Specialist gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills
The Science Specialist's class skills are as follows.

Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (behavioral sciences, earth and life sciences, physical sciences, specific culture, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), and Speak Language (none).

Skill Points at Each Level: 8 + Int modifier.

Class Features
The following class features pertain to the Science Specialist advanced class.

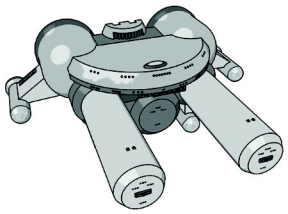
Feat Sacrifice
Each time that a Science Specialist is able to learn a feat, he may sacrifice that feat to gain a number of skill points equal to those gained upon advancing a level (8 + Int modifier).

Skill Mastery
At 1st level, a Science Specialist selects a number of skills from his class list equal to 3 + his Intelligence modifier. When making a check using one of these skills, the Science Specialist may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so accomplished in the use of these skills that he can use them reliably even under adverse conditions.

Scientific Improvisation
At 2nd level, a Science Specialist gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the Science Specialist create objects in a dramatic situation quickly and cheaply, but the items have a limited duration.

By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, the Science Specialist can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function.

Only objects that can normally be used more than once can be improvised.



Seltorian Heavy Cruiser

TABLE 3–7: THE SCIENCE SPECIALIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Feat sacrifice, Skill mastery	+0	+0
2nd	+1	+2	+2	+0	Scientific improvisation	+1	+0
3rd	+1	+2	+2	+1	Primary area of study	+1	+1
4th	+2	+2	+2	+1	Brilliant	+1	+1
5th	+2	+3	+3	+1	Versatility	+2	+1
6th	+3	+3	+3	+2	Bonus feat	+2	+2
7th	+3	+4	+4	+2	Use alien artifact	+2	+2
8th	+4	+4	+4	+2	Brilliant	+3	+2
9th	+4	+4	+4	+3	Bonus feat	+3	+3
10th	+5	+5	+5	+3	10-second solution	+3	+3

Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object by using scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Science Specialist's class level, or until the end of the current encounter, before it breaks down. It cannot be repaired.

Primary Area of Study
At 3rd level, the Science Specialist selects either the Treat Injury skill or one Knowledge skill to be his primary area of study. This is where the Science Specialist focuses his research and study, and he will become extremely proficient within it. He will gain a competence bonus equal to half his class level (rounding down) to any check using this skill.

Brilliant
At 4th level, the Science Specialist's Intelligence score raises by +1, and it raises an additional +1 at 8th level.

Versatility
The Science Specialist can choose two cross-class skills and make them class skills. When multiclassing, these new skills are always considered class skills unless the new class considers them to be cross-class skills.

Bonus Feats
At 6th and 9th level, the Science Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the Science Specialist must meet all the prerequisites of the feat to select it:

Archaic Weapons Proficiency, Attentive, Cautious, Educated, Gearhead, Renown, Studious.

Use Alien Artifact
Upon reaching 7th level, the Science Specialist has gained enough background knowledge that he can study strange and wonderful alien artifacts, perhaps millions of years old, and make them fully functional once more even if he does not know their true purpose. To activate an alien artifact, the Science Specialist must spend at least one hour studying the device and then make an Intelligence check, using half his class level as a bonus, rounding down. The DC for this check is set by the Gamemaster and is dependent upon the complexity of the artifact, but most will have a DC in excess of 20.

10-Second Solution
The team can usually count on the Science Specialist for last-minute solutions that work. At 10th level, once per session, the Science Specialist may make one Intelligence-based skill check with which he is considered to automatically take 20. Finally, the target skill check is accomplished in half the standard amount of time (rounded down, minimum 1 full action). The Science Specialist must declare that he is using this ability *before* making a roll for the chosen activity. This ability can be used without provoking an attack of opportunity.

BRIDGE OPERATIONS SPECIALIST

Frequently referred to as a naval line officer, the Bridge Operations Specialist can perform a variety of tasks onboard a starship. If engineers are the legs of a starship, then the Bridge Operations Specialist must be the arms. Bridge Operations Specialists are assigned to various roles depending on their particular area of expertise, but can readily operate all bridge stations if an emergency arises.

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements
To qualify to become a Bridge Operations Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +2.
Skill: Pilot 4 ranks, Knowledge (any) 4 ranks.

Class Information
The following information pertains to the Bridge Operations Specialist advanced class.

Hit Die
The Bridge Operations Specialist gains 1d8 hit points per level. The character's Constitution modifier applies.

TABLE 3–8: THE BRIDGE OPERATIONS SPECIALIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Bonus feat	+1	+0
2nd	+1	+2	+2	+0	Gearhead	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+2	+0
4th	+3	+3	+3	+1	Skill focus	+2	+0
5th	+3	+3	+3	+1	Bonus feat	+3	+1
6th	+4	+3	+3	+2	Field logistics	+3	+1
7th	+5	+4	+4	+2	Bonus feat	+4	+1
8th	+6	+4	+4	+2	Improved reaction	+4	+1
9th	+6	+4	+4	+3	Commanding presence	+5	+2
10th	+7	+5	+5	+3	Bonus feat	+5	+2

Action Points
The Bridge Operations Specialist gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills
The Bridge Operations Specialist's class skills are as follows.

Bluff (Cha), Computer Use (Int), Concentration (Con), Craft (electronic, mechanical), Diplomacy (Cha), Intimidate (Cha), Knowledge (military science, physical sciences, popular culture, technology) (Int), Read/Write Language (none), Speak Language (none).

Skill Points at Each Level: 5 + Int modifier.

Class Features
The following class features pertain to the Bridge Operations Specialist advanced class.

Bonus Feats
At 1st, 3rd, 5th, 7th, and 10th level, the Bridge Operations Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the Bridge Operations Specialist must meet all the prerequisites of the feat to select it:

Acceleration Tolerance, Armor Proficiency (light), Combat Reflexes, Covert Communication, Data Access, Gunner's Eye, Hailing Frequencies Open, Leadership, Linguist, Nerves of Steel, Starship Gunnery, Starship Operation, Zero-G Training.

Gearhead
At 2nd level, the Bridge Operations Specialist gains the abilities as presented in the Gearhead feat.

Skill Focus
At 4th level, the Bridge Operations Specialist automatically gains Skill focus in one skill that relates to his position on the Bridge (this works just like the Skill focus feat and its bonus stacks with that feat).

Field Logistics
Starting at 6th level, the Bridge Operations Specialist is so experienced with the paperwork needed to run the ship that he is allowed to secure more supplies for away missions than would normally be allowed. Upon returning to the ship, the character may swap supplies up to +2 his Wealth level without taking penalties to his Wealth check.

Improved Reaction
At 8th level, the Bridge Operations Specialist gains the effects of the feat Improved Initiative. If the Bridge Operations Specialist already has this feat, the effects stack.

Commanding Presence
At 9th level, the Bridge Operations Specialist can raise his Charisma score by +2.

GALACTIC INTELLIGENCE AGENT

The Galactic Intelligence Agency's focus is on spies, covert operations, and intelligence gathering outside of the Federation. Civilians are usually recruited or hired as Galactic Intelligence Agents and are used to gather intelligence as needed.

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements
To qualify to become a Galactic Intelligence Agent, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Gather Information 6 ranks, Hide 6 ranks, Surveillance 6 ranks.

Class Information
The following information pertains to the Galactic Intelligence Agent advanced class.

Hit Die
The Galactic Intelligence Agent gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points
The Galactic Intelligence Agent gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

TABLE 3–9: THE GALACTIC INTELLIGENCE AGENT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Astute, Flawless search	+1	+0
2nd	+1	+0	+0	+1	Intuition	+1	+1
3rd	+1	+1	+1	+2	Special ability	+2	+1
4th	+2	+1	+1	+2	Back door	+2	+1
5th	+3	+2	+2	+3	Master cracker	+3	+2
6th	+3	+2	+2	+3	Special ability	+3	+2
7th	+4	+2	+2	+4		+4	+2
8th	+5	+3	+3	+4	Galactic local	+4	+3
9th	+5	+3	+3	+5	Special ability	+5	+3
10th	+6	+4	+4	+5	Master cracker	+5	+3



Class Skills
The Galactic Intelligence Agent's class skills are as follows.

Computer Use (Int), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Surveillance (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features
The following class features pertain to the Galactic Intelligence Agent advanced class.

Astute
Whenever the Galactic Intelligence Agent spends 1 action point to add to an Intelligence-based skill check, two dice are added instead of one (e.g., a 1st-level Galactic Intelligence Agent's bonus of 1d6 becomes 2d6). The extra one is limited to 1d8. Thus, if a 14th-level Galactic Intelligence Agent were to spend 1 action point, he would roll 2d10 and 1d8 and take the highest roll of the three.

Flawless Search
When rolling a Search or Spot check to find clues or other important information, the Galactic Intelligence Agent may never completely fail. If he fails the roll, the player may spend a number of action points necessary to succeed on the roll. The Galactic Intelligence Agent normally finds at least one clue or a vague piece of information — if either exists to be found.

Intuition
When spending 1 action point on an Investigate check, the Galactic Intelligence Agent can roll 2d6 and take the higher result.

Special Ability
At 3rd, 6th, and 9th level, the Galactic Intelligence Agent may select any one of the following special abilities.

Comb the Streets: Once per game session, the Galactic Intelligence Agent may locate someone within the local area using either a physical description or a current ID. This takes one day for each level of the target. This ability may be gained multiple times, allowing an extra use of the ability per game session for each time it has been purchased.

Intercept Communication: Once per game session, the Galactic Intelligence Agent may intercept any communication originating from a specific person or location, and clandestinely listen in without making a Surveillance skill check.

Intelligence Analysis: The Galactic Intelligence Agent may quickly sift through large amounts of data in order to find information relevant to a particular topic. This takes approximately 10 minutes for each IRD chip. Search and Spot checks must still be made to notice important information while using this ability, unless it is obvious, in which case the GM may rule that it is found automatically once the time is taken to sift through the material.

Electronics Familiarity: The Galactic Intelligence Agent is familiar with all types of electronic devices, even control consoles found deep within enemy lairs.

Feat: The Galactic Intelligence Agent gains a bonus feat. He must still meet all of the feat's prerequisites, including ability score and base attack bonus minimums.

Skill Mastery: The Galactic Intelligence Agent selects a number of skills equal to 3 + his Intelligence modifier. He may always take 10 when using these skills, even if stress and distraction would normally interfere.

Back Door
Upon reaching 4th level, the Galactic Intelligence Agent may select one computer system on which he has previously hacked the root account (see *Computer Use* in Chapter Two of the *d20 Modern Roleplaying Game Core Rulebook*). He has managed to install a back door in this computer system, allowing him unlimited access to it without requiring further Computer Use checks. For every 4 levels after 4th, the Galactic Intelligence Agent gains one additional back door. He may save his back doors, leaving them unassigned, as long as he wants. Additionally, the Galactic Intelligence Agent may move any of his back door slots to a different system at any time, as long as he has hacked the new system's root account. However, once he has removed a back door from a system, the Galactic Intelligence Agent must hack that system's root account again before he can reinstall a back door in it.

Master Cracker
Starting at 5th level, once per game session, the Galactic Intelligence Agent may automatically figure out one password or similar piece of information. This ability requires at least a full action to use, and the GM may require the team to perform a task, such as breaking into a certain building, in order to acquire the information. At 10th level, the Galactic Intelligence Agent may use this ability twice per game session.

Galactic Local
Starting at 8th level, once per game session, the Galactic Intelligence Agent may find out what planet anyone is in, anywhere in the galaxy. This requires either a physical

description or current ID of the target, and takes a day for every level of the target. Once the world is determined (or if the world is already known), if the city is desired, then it takes an additional two days for every level of the target.

MEDICAL SPECIALIST

The Medical Specialist is bound by the Hippocratic Oath (or the equivalent for his species) as well as duty to ship, base, organization, etc. He tends to the health of any victims of disease or injury that he comes across.

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

Requirements
To qualify to become a Medical Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +2.
Skills: Treat Injury 6 ranks, Spot 6 ranks.
Feat: Surgery.

Class Information
The following information pertains to the Medical Specialist advanced class.

Hit Die
The Medical Specialist gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points
The Medical Specialist gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills
The Medical Specialist's class skills are as follows.

Computer Use (Int), Concentration (Con), Craft (pharmaceutical) (Int), Diplomacy (Cha), Drive (Dex), Knowledge (behavioral sciences, current events, earth and life sciences, popular culture, specific culture, technology) (Int), Listen (Wis), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Treat Injury (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features
The following class features pertain to the Medical Specialist advanced class.

Survey the Damage
With skills in healing and examination, a Medical Specialist can easily survey the damage in an area and immediately determine who is in the greatest need. Beginning at 1st level, a Medical Specialist may make a Treat Injury check (DC 20) as a move-equivalent action to determine the condition of creatures near death within 20 feet. With a successful check, a Medical Specialist may automatically determine whether a creature is dead, dying, disabled, fragile (alive and wounded, with 3 or fewer hit points remaining), or wounded (alive with 4 or more hit points). With each use of this ability, a Medical Specialist may determine the status of a number of creatures equal to his Wisdom modifier (if any). If without any tools (such as a tricorder), this roll is automatically reduced by 4.

Bonus Feats
At 2nd, 6th, and 9th level, the Medical Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the Medical Specialist must meet all the prerequisites of the feat to select it:

Armor Proficiency (any), Cautious, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Medical Expert, Personal Firearms Proficiency, Surface Vehicle Operation, Toughness.

Expert Healer
At 3rd level and higher, the Medical Specialist's ability to restore hit points with a medical kit or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal hit point recovery rate (1d4 for a medical kit, 1d6 per patient's character level for Surgery), the Medical Specialist restores 1 hit point for every level he has in this advanced class.

Healer's Eyes
The Medical Specialist must remain alert and aware of every nuance of his patient. The Medical Specialist can

TABLE 3–10: THE MEDICAL SPECIALIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+1	Survey the damage	+1	+1
2nd	+1	+3	+0	+2	Bonus feat	+1	+1
3rd	+1	+3	+1	+2	Expert healer	+2	+1
4th	+2	+4	+1	+2	Healer's eyes	+2	+2
5th	+2	+4	+1	+3	Medical mastery	+3	+2
6th	+3	+5	+2	+3	Bonus feat	+3	+2
7th	+3	+5	+2	+4	Minor medical miracle	+4	+3
8th	+4	+6	+2	+4	Mass stimulant	+4	+3
9th	+4	+6	+3	+4	Bonus feat	+5	+3
10th	+5	+7	+3	+5	Medical miracle	+5	+4

make a Sense Motive check against an opposed Bluff check of the patient. If the Medical Specialist makes this check, he now can gain at a glance the same information he would be able to gain via the use of a medical tricorder. This gives the Medical Specialist the ability to determine the hit points of the patient to the nearest 10%. The use of this ability is a free action.

Medical Mastery
When making a Treat Injury skill check, a Medical Specialist of 5th level or higher may take 10 even if stress and distractions would normally prevent him from doing so.

Minor Medical Miracle
At 7th level or higher, a Medical Specialist can save a character reduced to -10 hit points or lower. If the Medical Specialist is able to administer aid within 3 rounds of the character's death, he can make a Treat Injury check. The DC for this check is 30, and the Medical Specialist can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points.

If the Medical Specialist fails the skill check or the patient fails the save, the dead character can't be saved.

Mass Stimulant
At 8th level and higher, the Medical Specialist can deliver drugs in a mist form, genetically tailored to specific individuals. This allows him to grant the effects of a single dose to all allies within 10 feet of him. They must be able to breathe the drugs (thus, not wearing space suits).

Medical Miracle
At 10th level, a Medical Specialist can revive a character reduced to -10 hit points or lower. If the Medical Specialist is able to administer aid within 3 minutes of the character's death, he can make a Treat Injury check. The DC for this check is 40, and the Medical Specialist can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 20) to stabilize and be restored to 1d6 hit points.

If the Medical Specialist fails the skill check or the patient fails the Fortitude save, the dead character can't be restored.

AMBASSADOR

Ambassadors are the preeminent diplomats of their species. Usually assigned to a specific location or embassy, they dedicate their lives to representing their government and its interests with respect to other empires. Although the actual title of "Ambassador" is reserved for only a select few high-ranking officials, the Ambassador advanced class is used to describe the diplomatic staff, aides, and other officials who collectively make up a given embassy. Each level of the Ambassador advanced class represents additional duties, responsibilities, and abilities available to the character. Keep in mind that each time a given ambassadorial "perk" is used, there can be consequences. Diplomatic immunity is good for avoiding local law enforcement, but this can cause incidents with other empires or dire consequences when one's own government takes a hand in the investigation. Abuse of ambassadorial privileges is a sure way to lose those privileges in the future!

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

Requirements
To qualify to become an Ambassador, a character must fulfill the following criteria.

Skills: Diplomacy 8 ranks, Knowledge (civics) 6 ranks, Knowledge (specific culture) 1 rank, Knowledge (theology and philosophy) 6 ranks.

Allegiance: An Ambassador must pledge his primary allegiance to a faction, nation, world, or empire and remain a dutiful servant of this body; if the Ambassador breaks this allegiance, he loses all the benefits of the Diplomatic Immunity and Open Arms class features (see Class Features, below).

Class Information
The following information pertains to the Ambassador advanced class.

Hit Die
The Ambassador gains 1d6 hit points per level. The character's Constitution modifier applies.

TABLE 3–11: THE AMBASSADOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Diplomatic immunity	+1	+1
2nd	+1	+0	+0	+3	Open arms, Diplomatic pouch	+1	+1
3rd	+2	+1	+1	+3	Bonus feat	+2	+1
4th	+3	+1	+1	+4	Information access	+2	+2
5th	+3	+1	+1	+4	Stipend	+3	+2
6th	+4	+2	+2	+5	Bonus feat or Spy	+3	+2
7th	+5	+2	+2	+5	Restricted access	+4	+3
8th	+6	+2	+2	+6	Stipend	+4	+3
9th	+6	+3	+3	+6	Bonus feat	+5	+3
10th	+7	+3	+3	+7	Select consuls	+5	+4

Action Points
The Ambassador gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.



Class Skills
The Ambassador's class skills are as follows.

Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, current events, history, specific culture, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), and Speak Language (none).

Skill Points at Each Level: 4 + Int modifier.

Class Features
The following class features pertain to the Ambassador advanced class.

Diplomatic Immunity
Starting at 1st level, an Ambassador receives diplomatic immunity in the empire, nation, city, or station where he has been assigned. Using this ability, the Ambassador can literally do anything he wants without fear of arrest or similar action. Diplomatic immunity sounds very powerful, and indeed it is — but it must be used sparingly. A person who regularly flaunts immunity will quickly find it has been revoked, often at the very worst possible time. Similarly, producing diplomatic incidents between two empires is not going to make your own government happy, nor does it protect you from the laws of your own people — if you commit murder and use immunity to escape justice on an alien world, you will likely still be tried for the crime when you return home! In general, most members of an Ambassador's staff use diplomatic immunity only as a last resort. A member of the Ambassador class can, as a general rule, benefit from diplomatic immunity only once per month, with an additional infraction permitted for each two levels achieved after 1st. Thus a 3rd level Ambassador could get away with two incidents; a 5th level, three; and so on.

If one of the Ambassador's consuls (see the select consuls class feature, below) is arrested for a crime and unable to secure his own release, the Ambassador may intercede on the consul's behalf. One may aid the other's Diplomacy check.

An Ambassador who routinely invokes the privilege of diplomatic immunity—either on his own behalf or to protect his selected consuls—is likely to be recalled or terminated by those he has sworn to represent.

Open Arms
Beginning at 2nd level, the Ambassador is skilled at initiating peaceful negotiations. He may add a competence bonus equal to one-half his Ambassador class level on all Diplomacy checks.

Diplomatic Pouch
At 2nd level, the Ambassador receives the ability to carry a special sealed diplomatic pouch, which is usually about the size of a briefcase or similar item. By international convention, this container may not be opened by anyone except another member of the same ambassadorial staff. Ambassadors normally use these pouches to hold sensitive information and important data files, but they can also be used to smuggle weapons or other restricted materials into secure locations. Since it is normally expected that such illegal things will not be carried, this is something that should not be flaunted. International or interstellar incidents are not something an ambassador would like to deal with or create.

TABLE 3–12: DIPLOMATIC IMMUNITY

Severity of Crime	Examples	DC	Effect of Successful Diplomacy Check
Class 5	Disturbing the peace, public intoxication, non-injurious traffic violation	15	-2 penalty on subsequent Diplomacy checks in that area
Class 4	Possession of controlled substance, injurious traffic violation, operating business without a license, operating a vehicle or starship without a license, assault without a deadly weapon	20	-5 penalty on subsequent Diplomacy checks in that area
Class 3	Attempted bribery of a public official, robbery or grand theft, aiding and abetting a known felon, assault with a deadly weapon, possession of a concealed weapon	25	-10 penalty on subsequent Diplomacy checks in the area
Class 2	Murder or manslaughter, fraud, smuggling, assault against a public official, trafficking in controlled substances	30	Deportation within 2d6 hours
Class 1	Conspiracy against the government, murder of a public official, sabotage of public utilities	35	Detention pending the diplomatic action by character's affiliated government

Bonus Feats
At 3rd, 6th, and 9th level, the Ambassador gets a bonus feat. The bonus feat must be selected from the following list, and the Ambassador must meet all the prerequisites of the feat to select it.

Attentive, Defensive Martial Arts, Dodge, Educated, Gregarious, Improved Initiative, Level-Headed, Low Profile, Negotiator, Oathbound, Open-Minded, Renown, Trustworthy.

Information Access
Starting at 4th level, the Ambassador can make Gather Information checks without spending money or making Wealth checks, provided he is dealing with individuals or organizations that are helpful, friendly, indifferent, or unfriendly toward him or those he represents. Dealing with individuals or organizations that are hostile requires the Ambassador to make Wealth checks as usual when using the Gather Information skill.

Stipend
Skilled diplomats are well paid for their loyalty and dedication, and they are accustomed to traveling in style. At 5th level, and again at 8th level, the Ambassador gains a one-time Wealth bonus increase of +4.

Spy
At 6th level instead of taking a bonus feat, the Ambassador may gain access to a spy. This GM character operates much like a diplomatic contact, except he is capable of far more insidious activities. A spy can be directed to find out top-secret information, interrogate certain individuals, undertake sabotage, or even assassinate a specific target. While the spy is capable of many things, he cannot do them instantaneously; most require operations that take time to set up, or require the right combination of events to take place. For example, if a top-secret weapon were developed at a secret government facility, it might take two or three days for the weapon to be smuggled out of the site and back into the Ambassador's hands. There is also no guarantee that a given spy will be successful in his mission, and in fact, a spy could even be captured or killed if the operation is sufficiently complicated. The Gamemaster will determine the difficulty and consequences of each such attempt; the Ambassador will not have a direct hand in his spy's operations, and in fact will likely never even know his true identity. Typically, a spy is referred to by a code name or designator, such as “Vigilant”, “X-50”, or “007”.

Restricted Access
At 7th level, the Ambassador gains clearance to access restricted files or classified information from any source that recognizes his faction, organization, nation, world, or stellar empire. He gains a +5 bonus on Computer Use checks made to defeat computer security and a +5 bonus on Research checks.

Select Consuls
At 10th level, the Ambassador may appoint a number of individuals equal to his Reputation bonus as “consuls” or “attachés”. These appointed individuals are GM characters and gain all the benefits of the diplomatic immunity, information access, and restricted access class features (described above). The Ambassador may revoke these privileges at any time and appoint replacement consuls as he sees fit. It takes 1d4 hours for an Ambassador to invoke or revoke a consul’s or attaché’s privileges.

MERCHANT

The Merchant is usually a trader rather than a shopkeeper. He may be a highly paid corporate faction or a member of the crew of a beat-up old merchant starship. Merchants are adept at thinking on their feet, seeking out new business opportunities, and at talking or shooting their way out of situations their business sense has got them into.

The fastest path into this advanced class is from the Charismatic hero basic class, though other paths are possible.

Requirements
To qualify to become a Merchant, a character must fulfill the following criteria.

Skills: Gather Information 6 ranks, Knowledge (business) 6 ranks.

Class Information
The following information pertains to the Merchant advanced class.

Hit Die
The Merchant gains 1d6 hit points per level. The character’s Constitution modifier applies.

Action Points
The Merchant gains a number of action points equal to 6 + one-half character level, rounded down, every time he attains a new level in this class.

Class Skills
The Merchant’s class skills are as follows.

Computer Use (Int), Craft (any) (Int), Diplomacy (Cha), Intimidation (Cha), Knowledge (any) (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Speak Language (none), Survival (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features
The following class features pertain to the Merchant advanced class.

Calculating Eye
At 1st level, the Merchant gains this feature. Merchants make their living through the art of the deal; knowing the potential value of various items and cargo is a large part of the process. Some merchants manage to develop a very

calculating eye towards this task, and may add +2 to their Knowledge skill checks when attempting to appraise the value of common objects and equipment ranging from poor to masterful quality. This does not apply to rare items such as works of art, artifacts, antiques, etc. Merchants with this feature may also take 10 when using their Diplomacy skill to negotiate the price of a speculative trade good or cargo.

Astute
At 2nd level and higher, Merchants are good at appraising objects and knowing their current market value, be they commodities, rare *objects d'art*, or illegal substances. Once per game session, the Merchant can re-roll one Knowledge (any) skill check being used to appraise an item and use the better of the two test results.

Contact
At 3rd, 7th, and 10th level, a Merchant gains a contact as a result of cultivating associates and informants. Each time the Merchant gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany a Merchant on missions or risk his life. A contact can, however, provide information or render a service (make a specific skill check on the Merchant's behalf).

At 3rd level, the Merchant gains a low-level contact, at 8th level a mid-level contact, and at 10th level a high-level contact.

The Merchant can't call on the same contact more than once in a week, and when he does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, instead considering the Merchant owes him a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide. For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

Pandering
At 4th level and higher, Merchants cater to many different cultures and species and know how to pander to their customers' base desires or natures. As a result, the merchant knows how to make logical sales pitches to Vulcans, and how to convince a Romulan that the merchant would be more valuable if left alive. When making Diplomacy skill check, the merchant ignores all penalties. Any Knowledge (specific culture) benefits would also apply.

Pack Rat
At 5th level, the Merchant is considered to have considerable material resources either at hand or easily and cheaply acquired. When making a Wealth check to determine if a particular item is "at hand", add the Merchant's class level as a circumstance bonus.

Narrow Escape
At 6th level, some Merchants (particularly those of somewhat less than sterling reputations) develop a knack for sensing trouble and avoiding it before it spots them, whether it's pirates, local customs frigates, or a navy destroyer. When an encounter with these types of ships occurs, the merchant may attempt to avoid the encounter before it happens. The Merchant rolls 1d20 and adds +1 for every 5 Merchant class levels he has attained (+1 for levels 1-5, +2 for levels 6-10) against a DC of 17. If successful, the encounter does not occur.

Market Analyst
At 7th level, this feature of the Merchant class bestows knowledge of base market values for trade goods, and the ability to predict general sales trends for a specific world. To use this ability, the Merchant must make a successful Knowledge skill check (using the appropriate Knowledge skill) to appraise the item.

Horse-Trading
At 8th level and higher, the Merchant excels in negotiating prices and making business deals. Merchants automatically gain a +2 bonus to all skill checks for Knowledge (business) or Diplomacy.

TABLE 3–13: THE MERCHANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+1	Calculating eye	+1	+1
2nd	+1	+3	+0	+2	Astute	+1	+1
3rd	+1	+3	+1	+2	Contact, low-level	+2	+1
4th	+2	+4	+1	+2	Pandering	+2	+2
5th	+2	+4	+1	+3	Pack rat	+3	+2
6th	+3	+5	+2	+3	Narrow escape	+3	+2
7th	+3	+5	+2	+4	Market analyst, Contact, mid-level	+4	+3
8th	+4	+6	+2	+4	Horse-trading	+4	+3
9th	+4	+6	+3	+4	Credit	+5	+3
10th	+5	+7	+3	+5	Contact, high-level	+5	+4

Credit
At 9th level, by relying on his name and reputation, a Merchant can obtain loans to finance his business activities or take goods and/or services from other merchants on credit. To obtain credit, the Merchant must make a successful Profession test (DC 5 + 1 per Wealth level the merchant wishes to borrow). The Merchant generally has one month to repay 50% of the borrowed sum, and must repay the rest at 10% per month. Failing to repay the full amount plus 10% interest means that the lender automatically gets to make a recognition test (with a +5 DC bonus) to identify the Merchant as a bad credit risk. If so identified, the Merchant's Knowledge (business) check DC doubles for future attempts to use credit with that lender and his associates.

Merchant Knowledge
Over the normal course of business, Merchants pick up a lot of seemingly useless information that could come in handy some day. Once per game session, the Merchant can automatically recall a specific fact (not dependant on a professional skill) that pertains to the current mission. The GM must determine what sort of information to give and how to relay it. For example, while attempting to sneak into Federation space, a Merchant might know which starship patrols the area (and who commands the ship), or, planning to smuggle weapons to rebels, a merchant might know of the local legate's drinking problem.

Procurement
Merchants are able to obtain all kinds of goods on short notice. The Merchant can make a Knowledge (business) skill check to locate a source of goods ranging from common wares (DC 5) to exotic goods (DC10), and even illegal contraband (DC 15) and have it delivered at a moment's notice. When making a Knowledge (business) check, the Merchant adds half his Knowledge (streetwise) skill (rounding down) to the result. The degree of success determines the arrival time: marginal success (1 to 3 days), complete success (12 to 24 hours), extraordinary success (4 to 8 hours).



Would You Buy a Tribble from This Man?

PRESTIGE CLASSES

These are special classes with very high entry levels. Normally a player character cannot start out with these classes (gamemasters may make exceptions), but will aspire to them after a long and successful career.

DEPARTMENT HEAD

Some people are destined to rise in the ranks and become department heads. These characters go to school to learn how to administer their specific department. They are usually destined to become top command personnel aboard a starship, starbase, or other assigned duty station.

Requirements
To qualify to become a Department Head, a character must fulfill the following criteria.

Class Level: 6 character levels, 3 of which must be in the advanced class of which he chooses to become the department head) (i.e., a Science Department Head would need to have 3 levels of the Science Specialist advanced class).

Feats: Leadership, Starship Gunnery, Starship Operation.

Skills: Diplomacy 6 ranks, Knowledge (military science) 3 ranks.

Class Information
The following information pertains to the Department Head prestige class.

Hit Die
The Department Head gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points
The Department Head gains a number of action points equal to 7 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills
The Department Head's class skills are as follows.

Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, history, military science, physical sciences, theology and philosophy), Read/Write Language (none), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level: 4 + Int modifier.

Class Features
The following class features pertain to the Department Head prestige class.

Tactical Expertise
Starting at 1st level, as a full-round action, a Department Head can use his tactical knowledge to coordinate allies. Allies to be affected must be within sight and hearing distance of the Department Head and must be able to understand him. The Department Head must make a Knowledge (military science) check with a DC equal to 15 + the number of allies affected. He cannot take 10 or take 20 on the check. If the check succeeds, all affected allies gain a competence bonus on skill checks, attack rolls, or a dodge bonus to Defense equal to the Department Head's Reputation bonus. The Department Head chooses which of the three benefits to impart and must impart the same benefit to all affected allies. The benefits last for 1 round. If the check fails, the Department Head's allies gain no benefit, but the action is still spent. A Department Head cannot apply the benefits of this ability to himself.

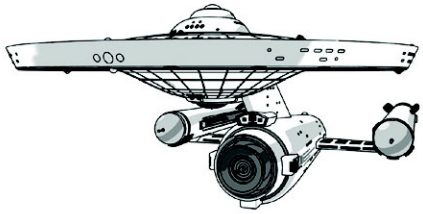
Leadership
Beginning at 2nd level, through his supervision and guidance, a Department Head can improve an ally's chances of succeeding at a skill check. Instead of making a skill check to aid another, the Department Head makes a Diplomacy check (DC 10). He cannot take 10 or take 20 on the check. Success grants a competence bonus on the ally's skill check equal to the Department Head's Charisma bonus or Reputation bonus, whichever is greater. The ally must be within sight and hearing distance of the Department Head and must be able to understand him. A Department Head cannot use this ability on himself.

Tactical Mastery
At 3rd level, the Department Head requires less time to direct his allies. This ability is similar to Tactical Expertise gained at 1st level, but requires an attack action instead of a full-round action.

Commanding Presence
At 4th level and beyond, a Department Head can use an attack action and his commanding presence to enable an ally or weaken a single foe's resolve. Enabling an ally requires an attack action and a successful Diplomacy check (DC 20). If the check succeeds, the Department Head can negate any one of the following harmful conditions affecting a single ally: cowering, dazed, fatigued, nauseated, panicked, shaken, or stunned. The ally to be affected must be within sight and hearing distance of the Department Head and must be able to understand him. The Department Head cannot use this ability on himself.

Weakening a foe's resolve requires an attack action and a successful Intimidate check (DC = target's level check). If the check succeeds, the target is shaken for a number of rounds equal to 1d6 + one-half the Department Head's class level + the Department Head's Charisma modifier. The target must be within sight and hearing distance of the Department Head and must be able to understand him. A target that resists the Department Head's attempt to weaken its resolve has a 24-hour immunity to the Department Head's use of this ability.

Action Trust
At 5th level, the Department Head's mere presence inspires, safeguards, and motivates his allies. As a free action, a Department Head may spend 1 action point to modify an ally's attack roll, skill check, ability check, level check, or saving throw result by +2d6 (applying a bonus of +2 to +12). The ally to be affected must be within sight and hearing distance of the Department Head to gain the benefits of the Department Head's spent action point. A Department Head may use this ability once per round, and not on himself (he gains the normal benefits for spending an action point on himself). Any character may transfer some or all of his action points to the Department Head as a free action. The Department Head must consent to the transfer, and these action points become the Department Head's to spend as he sees fit.



Federation Battlecruiser

TABLE 3–14: THE DEPARTMENT HEAD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Tactical expertise	+0	+0
2nd	+1	+1	+1	+2	Leadership	+1	+1
3rd	+2	+1	+1	+3	Tactical mastery	+1	+2
4th	+2	+2	+2	+4	Commanding presence	+2	+3
5th	+3	+2	+2	+5	Action trust	+2	+4

CAPTAIN

One of the most prestigious positions available, the Captain is the commander of a starship. This can be a Star Fleet vessel, a merchant transport, or a pirate ship. However, the prestige class of Captain is reserved for those few men and women who are born to lead. These individuals naturally rise to the top regardless of their assigned stations, and it is only a matter of time before they are commanding their own ships. It's important to note that a character can be promoted to the rank of captain or captain a ship without being a member of this class. The Captain prestige class represents those who are born to the position, work hard to gain the knowledge and abilities to command a starship, and excel at leading others in expeditions. A character with the rank of captain is not always in command of a ship. In addition, a character in the Captain prestige class may hold a rank other than captain.

Requirements
To qualify to become a Captain, a character must fulfill the following criteria:

Base Attack Bonus: +4

Feats: Iron Will, Leadership, Skill Focus (Knowledge [military science]), Starship Gunnery, Starship Operation.

Skills: Computer Use 6 ranks, Craft (electronic) 6 ranks, Craft (mechanical) 6 ranks, Knowledge (military science) 6 ranks, Knowledge (technology) 6 ranks, Pilot 4 ranks, Repair 6 ranks, Sense Motive 5 ranks, Survival 4 ranks.

Class Information
The following information pertains to the Captain prestige class.

Hit Die
The Captain gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points
The Captain gains a number of action points equal to 7 + one-half his character level, rounded down, every time he attains a new level in this class.



Class Skills
The Captain's class skills are as follows.

Balance (Dex), Bluff (Cha), Computer Use (Int), Concentration (Con), Craft (mechanical, structural) Diplomacy (Cha), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Knowledge (military science, streetwise) (Int), Listen (Wis), Pilot (Dex), Profession (Wis), Read/Write Language (none), Search (Wis), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features
The following class features pertain to the Captain prestige class.

Cunning Plans
At 1st level, a Captain hones his ability to form airtight battle plans. If the Captain spends 2 uninterrupted rounds explaining his plan to his allies, he may make a Knowledge (military science) skill check. The result divided by 10 may be applied as a bonus to attack and damage rolls, as well as defense (a total roll of 20 would yield a +2 modifier). The Captain and all his allies then receive this bonus for the duration of the next combat.

Rallying Call
At 2nd level, the Captain may shout encouragement to any faltering allies within earshot (communications devices may be used) as a standard action. All allies hearing the call may make an immediate Will save (DC 15 minus the Captain's Charisma modifier) to recover from any cowering, frightened, panicked or shaken effects. This ability may be used once per day.

Special Abilities
On attaining 3rd level, and at every level thereafter, a Captain gains a special ability of his choice from among the following options:

Aura of Fear: The Captain's legend has grown such that enemies don't wish to fight him. All opponents within 50 feet of the Captain must make a Will saving throw. If the subject succeeds on a Will save, it is shaken for 1 round. Opponents with 6 or more hit dice are immune to this effect. The DC for the saving throw is 3 + the Captain's level.

Inspire to Greatness: Captains of this level are legends. Those who fight with them feel privileged and honored to serve under such a Captain and would gladly die

TABLE 3–15: THE CAPTAIN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+2	Cunning plans	+1	+1
2nd	+2	+1	+1	+3	Rallying call	+2	+2
3rd	+2	+1	+1	+3	Special ability	+3	+3
4th	+3	+2	+2	+4	Special ability	+4	+4
5th	+4	+2	+2	+4	Special ability	+5	+5

for the character. During battle, all allies within range of the Captain receive a + 2 Inspiration bonus to all die rolls. Effective range is five feet times the Charisma modifier of the Captain.

Legendary Leadership: The Captain receives a bonus to his Leadership score equal to twice his Captain level.

Legendary Speech: The Captain has become a true leader of men, regardless of his prior background. Before entering battle, the Captain may make an inspiring speech to the men he leads. This takes one minute and affects all allies who can hear his words. At the end of this time, the Captain makes a Charisma check (DC 15). If successful, all allies will gain a +1 morale bonus to all saving throws, attack and damage rolls for the next 1d3 hours. In addition, they will not surrender during this time. At the Gamemaster's discretion, Legendary Speech may be used to gain other bonuses, such as swaying potential allies to join the Captain's side in a forthcoming battle or war. Legendary Speech may be used once per month.

Master Planner: The Captain has truly mastered combat tactics. At a moment's notice he may formulate a seamless plan. He may take 10 on Knowledge (military science) check. Note that taking 10 on this skill only takes one round.

Strategy of Legend: The Captain is legendary in his ability to formulate tactics and strategies. He may take 20 on Knowledge (military science) checks. Note that taking 20 on this skill only takes one round. Furthermore, the Captain now only requires one round when using his Cunning Plans ability.

Way of Command: The Captain exudes an aura of confidence while under fire that steadies those under his command and makes them more receptive to his orders. It doesn't matter if the character is in command of a starship, a battle group, or a wing, all allies within the ship or group of ships gain a +1 bonus to any attack roll, ability check, skill check, or saving throw.

THE FIELD RESEARCHER

It is an accepted fact in mainstream science that the most important research is done in the laboratory. There a thesis is followed and the results are checked and rechecked, and the researchers' worries about securing and keeping government or corporate grants abound, all in the hope that, one day, a major discovery will be made and the scientist's name will go down in history to be remembered for all time.

There are, however, some scientists who reject the traditional location of their craft. Traveling across the stars, these researchers are eager to see and learn things that cannot be found in a laboratory. Some are hooked upon tales of ancient and technologically advanced civilizations, whose discovery and study could yield a century's worth of data in just one expedition while others simply flee from an unknown bump in the road to seek the "greener pastures" on the other side of the galaxy. Gathering the resources for an exploratory team, the Field Researcher visits long forgotten worlds, excavating ruins, wreckage, and underground chambers millennia old. The object is to be



the first in this age to gaze upon secrets that would otherwise remain hidden. While often profitable, the work of a Field Researcher is not without its risks. He must contend with hostile alien forces, ancient traps, foreign agents, and the greed of corporations who will do all they can to claim what he has found.

Requirements

To qualify to become a Field Researcher, a character must fulfill all the following criteria.

Skills: Computer Use 6 ranks, Knowledge (specific culture) 9 ranks (may be 9 ranks distributed among various cultures), Search 4 ranks, Survival 4 ranks.

Required Feats: Alertness, Nerves of Steel.

Recommended Feats: Leadership.

Special: Must possess the Science Specialist Primary Area of Study class feature.

Class Information

The following information pertains to the Field Researcher prestige class.

Hit Die

The Field Researcher gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Field Researcher gains a number of action points equal to 7 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills
The Field Researcher's class skills are as follows.

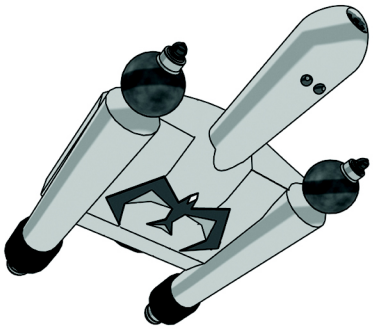
Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Read/Write Language (none), Search (Int), Speak Language (none), Spot (Wis), Survival (Wis).

Skill points at each level: 4 + Int modifier.

Class Features
The following class features pertain to the Field Researcher prestige class.

Dodge Trap
The ancient ruins the Field Researcher discovers are often rigged with traps that have lain for centuries waiting to be triggered. A person engaging in this dangerous pursuit soon develops the sixth-sense ability to second-guess these devices or he will soon become a victim to them. At 1st level, the Field Researcher may add his Intelligence modifier to any saving throw required to avoid a trap.

Instinctive Survival
Cut off from civilization, survival in the wilderness becomes second nature to the Field Researcher and he will subconsciously take action to safeguard against the worst the elements can throw at him on whatever planet he finds himself. At 2nd level, the Field Researcher gains a +2 circumstance bonus to any and all Fortitude saving throws made to resist the effects of the elements or of any natural disasters.



Romulan SeaHawk Frigate

Expert Researcher
While traveling between the stars, the Field Researcher picks up a lot of information, rumors, and stories that can be utilized in his research. At 3rd level, the Field Researcher may make a Knowledge check at any time, using his Intelligence modifier and half his class level (rounding down) as a bonus, to see if the he knows something about any specified species or uninhabited location — nothing else may be discovered by the use of Expert Researcher, the check may never be retried for the same subject, and he may never take 10 or 20 while attempting this. The Gamemaster sets the DC of this check using the following table as a guide.

DC	Type of Knowledge	Example
10	Common knowledge	The location of a well-known Klingon emperor's tomb.
20	Uncommon knowledge, known only to a small number of individuals	The name of a planet that has seen a lot of xeno-archaeological activity in recent years.
25	Obscure knowledge known only to a select few	Biology of a species extinct for centuries.
30	Extremely obscure or forgotten knowledge, virtually unknown by anyone else	The specific location of suspected biotechnology.

Sense Danger
At 4th level, the Field Researcher's considerable experience in encountering and dealing with ancient traps allows him to use the Search skill to find them without triggering their effects at a DC set by the Gamemaster. When attempting to disarm them, he gains a +2 competence bonus to his Technical checks. In addition, the Gamemaster should make a Spot check on behalf of the Field Researcher whenever he moves within 10 feet of a trap. If he succeeds in the Spot check at a DC equal to the Search check required to actively find the trap, he will notice it without triggering it.

Superior Knowledge
Not only is the Field Researcher in possession of a great deal of knowledge on his specialist subjects, he also gains a general understanding on a wide range of subjects. At 5th level, the Field Researcher may gain two ranks in a Knowledge skill he does not already possess.

TABLE 3–16: THE FIELD RESEARCHER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+1	Dodge trap	+1	+0
2nd	+1	+1	+3	+2	Instinctive survival	+2	+1
3rd	+2	+2	+4	+3	Expert researcher	+2	+1
4th	+3	+2	+5	+4	Sense danger	+3	+2
5th	+3	+3	+6	+5	Superior knowledge	+4	+3

ORION SLAVE GIRL/ESCORT

The Orion "Slave Girl" or Escort (as the few males who choose this profession prefer to be called) is a highly paid and time-honored profession. No real slavery is actually involved.

Requirements
To qualify to become an Orion Slave Girl or Escort, a character must fulfill the following criteria.

Species: Orion

Skills: Diplomacy 3 ranks, Perform (dance) 3 ranks, Perform (any) 3 additional ranks (this can be comprised of 3 more ranks in dance, if desired), Sense Motive 3 ranks

Ability Scores: Dex 13, Cha 15

Feats: Sex Appeal

Class Information
The following information pertains to the Orion Slave Girl/Escort prestige class.

Hit Die
The Orion Slave Girl/Escort gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points
The Orion Slave Girl/Escort gains a number of action points equal to 7 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills
The Orion Slave Girl's class skills are as follows.

Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Disguise (Cha), Disable Device (Int), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (behavioral sciences, specific culture) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Tumble (Dex).

Skill Points at each level: 5 + Int modifier. (Skill point note: This class is not generally available to other species and therefore has already figured in the fewer points given for being non-human)

Class Features
All of the following are class features of the Orion Slave Girl/Escort prestige class.

Mesmerizing Gaze
At 1st level, the Orion Slave Girl's most powerful weapons are her eyes. The Orion Slave Girl simply chooses a target within range, and that opponent must attempt a saving throw. An opponent can shut his eyes, turn his back on the Orion Slave Girl, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. An opponent can avert his eyes from the Orion Slave Girl's face, choosing instead to look at the Orion Slave Girl's body, watch her shadow, or track her by using a reflective surface. Each round, an opponent who has chosen to defend in this manner has a 50% chance of not having to make a saving throw. It is possible for an opponent to save against an Orion Slave Girl's gaze twice during the same round, once before her own action and once during the Orion Slave Girl's action. The Orion Slave Girl with a successful gaze attack gains concealment relative to the opponent. The DC of the ability is 10 + half the character level + Cha modifier.

Conversationalist
An Orion Slave Girl is a master of conversation, both in speech and in reading the clues her audience and patrons unwittingly reveal about themselves. As such, at 2nd level she gains +2 to Bluff, Diplomacy, and Sense Motive.

Persuasive Art
At 3rd level, by making a successful Perform (dance) skill, the Orion Slave Girl can charm a humanoid creature, making the humanoid regard her as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

Cross the Line
Beginning at 4th level, the Orion Slave Girl can substitute her Charisma bonus for the relevant ability of a given skill while in conversation when she is trying to seduce a client or potential client.

Counter Culture
At 5th level, the Orion Slave Girl can totally immerse herself into one culture that is not her own. She gains all the relevant abilities as if she were a native of that culture. She knows what to say, how to say it, and where it's said. Any other culture (other than her own) has a -4 penalty to all success roles dealing with cultural icons and ceremonies.

TABLE 3–17: THE ORION SLAVE GIRL/ESCORT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+0	+2	Mesmerizing Gaze	+1	+2
2nd	+1	+0	+0	+3	Conversationalist	+2	+2
3rd	+2	+1	+1	+3	Persuasive Art	+2	+2
4th	+2	+1	+1	+4	Cross the line	+3	+3
5th	+3	+2	+2	+4	Counter Culture	+4	+3

MILITARY RANKS, GRADE, & SENIORITY

NOTE: This section only applies to characters who are in Star Fleet or some other military organization. If you are generating a nonmilitary character, feel free to skip this section!

Military rank reflects your position in a military or paramilitary organization; *PD20M* treats military rank as a social contract issue, much as it treats contacts. In some military campaigns, being a major of Marines means that your character's roleplaying focus is geared around becoming a colonel. In others, the fact that the player playing the captain happens to be a "follower" as their basic play style means that the military ranks don't matter much at all, and a sergeant may be leading the party, because the player who happens to lead the social group wanted to play the Ground Combat Specialist, while everyone else is playing the bridge crew from the Original Series (sort of a Sergeant Rock visits *Star Trek* campaign). Regardless, if you and your play group are having fun, we're not going to tell you to do it another way!

For campaigns that *do* focus around "rank climbing", *d20M's* basic mechanics don't quite work. A character's level indicates his overall effectiveness as an adventurer, but it may not impact how he advances in the service hierarchy, particularly if he advances in capabilities faster than he'd "realistically" advance in grade.

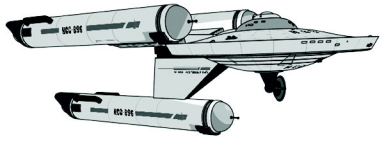
The *Star Fleet Universe* uses more than 20 grades. The lower ten are "enlisted" and range from private (crewman) to sergeant major (chief petty officer). The upper ten are "officers" and range from ensign (2nd lieutenant) to captain (colonel) to grand admiral (field marshal). For those familiar with US military ranks, Star Fleet uses basically the same system.

Characters go up in grade when they generate enough seniority points. Seniority points are accrued by time in grade, or by earning large amounts of experience points in a way that gets noticed by a superior officer. (If you save the galaxy by beating a being of godlike intelligence at a game of Eleven Dimensional Poker and nobody witnesses it, it becomes a bar story rather than a citation for the Federation Bronze Star.)

Starting characters can be of nearly any rank agreeable to the play group; however, if you want the competence to go with the rank, it's worth your time to talk to the GM about starting at a higher character level. We recommend that the average frigate's captain be a minimum of level 8 or 9. His crew would range anywhere from 1st level for a cadet to 6th level for a department head. However, if you're interested in playing a captain who got the job early (due to political patronage, or being in the right place at the right time and being noticed for it), it's entirely possible to play a captain who has a lower level than anyone else on the ship. Just make sure the story works for your play group.

Note that unlike the other Federation services, the GIA has *no* enlisted personnel; GIA agents are always officers.

Federation War Destroyer



Promotion/Grade Table

This table is used for Federation military services and others with a similar grade structure. Other empires may have their own Promotion Tables representing the unique nature of their services, which will be presented in future sourcebooks.

TABLE 3-18: PROMOTION TABLE

Grade	Seniority	Reputation
E1	0	0
E2	5	0
E3	10	0
E4	20	0
E5	30	+1
E6	40	+1
E7	50	+1
E8	75	+1
E9	100	+2
E10	150	+3
WO*	175	+2
O1	0	0
O2	10	0
O3	30	+1
O4	50	+1
O5	70	+2
O6	90	+2
O7	110	+3
O8	130	+3
O9	150	+4
O10	200	+4
O11	**	+4

Explanation of Terms and Notes:

Grade: The military rank of the character.

Seniority: The number of seniority points needed to advance to this grade. In general, seniority points accrue at 1 point per month; when enough seniority points have been accrued, roll a Charisma check against DC 15. If it succeeds, the character has gone up in grade; if it fails, the character loses 5 seniority points and can attempt again in 6 months. At much higher grades (E7 and above, O5 and above), each DC check (with the chance to go up in grade) is separated by wider spans of time, and happens only when the GM approves it.

For actions of heroism and gallantry that can be documented, the general rule of thumb is 1 seniority point per 3 Challenge Ratings of opponents defeated for everyone involved in the combat. (GMs should feel free to be suitably vindictive to PCs who blatantly "stage manage" incidents to maximize their promotion chances...)

* WO = Warrant Officer. In Star Fleet, Warrant officers are civilians who are given temporary status as officers for the duration of a specific mission. In other services, a warrant officer was previously enlisted and due to seniority and high levels of competence was granted officer status. Warrant officers generally specialize in one skill or area of competence, for example warp engine maintenance, communications, or shuttlecraft pilot.

** There are only three O11s in the Federation: the Grand Admiral of Star Fleet, the Marshal of the Star Fleet Marines, and the Field General of the National Guard. These are normally GM characters, making this rank unobtainable by player characters in most campaigns.

The E10 and O10 ranks are extremely senior and not generally available as player characters.

Fleet Captain and Regimental Colonel are honorary titles used in special cases.

TABLE 3-19: GRADE TITLES

Officer...Star Fleet	Marines
O11 ..... Grand Admiral	Marshal
O10 .... Fleet Admiral	Colonel General
O9 ..... Vice Admiral	Lieutenant General
O8 ..... Rear Admiral	Major General
O7 ..... Commodore	Brigadier General
O7 ..... Fleet Captain	Regimental Colonel
O6 ..... Captain	Colonel
O5 ..... Commander	Lieutenant Colonel
O4 ..... Lt. Commander	Major
O3 ..... Senior Lieutenant	Captain
O2 ..... Junior Lieutenant	1st Lieutenant
O1 ..... Ensign	2nd Lieutenant
O0 ..... Cadet	Cadet

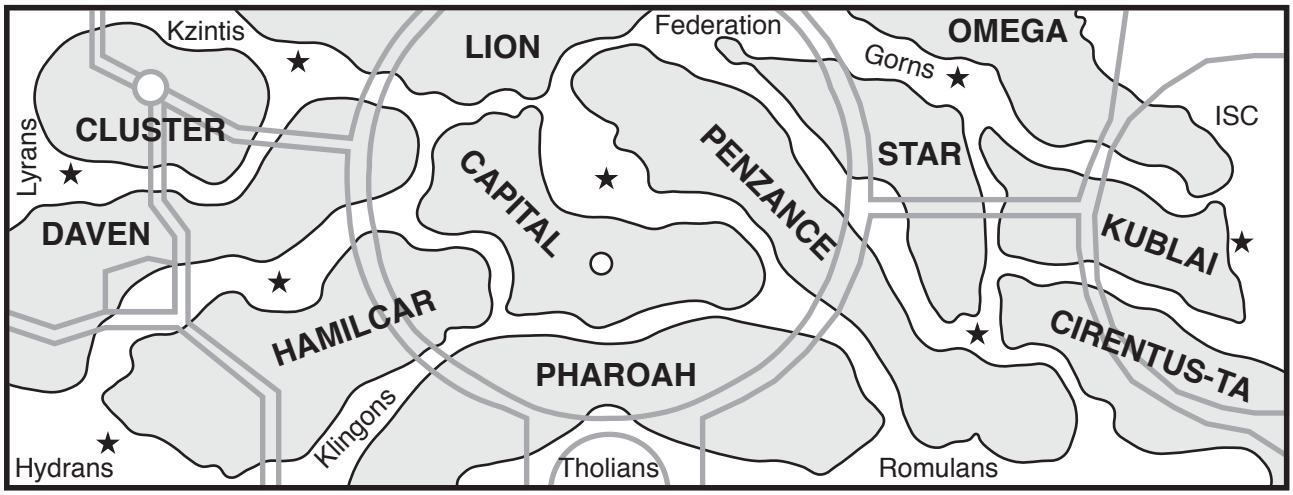
Enlisted...Star Fleet	Marines
E10 ..... Command Master Chief	Command Sgt Major
E9 ..... Master Chief Petty Officer	Sergeant Major
E8 ..... Senior Chief Petty Officer	Master Sergeant
E7 ..... Chief Petty Officer	Gunnery Sergeant
E6 ..... Petty Officer 1st Class	Staff Sergeant
E5 ..... Petty Officer 2nd Class	Team Sergeant
E4 ..... Petty Officer 3rd Class	Corporal
E3 ..... Crewman	Lance Corporal
E2 ..... Crewman Apprentice	Private First Class
E1 ..... Crewman Recruit	Private

GIA Titles (officer only)	Marshal Titles
GS10 .. Director	Chief Marshal
GS9 .... Deputy Director	Deputy Chief Marshal
GS8 .... Division Chief	Division Marshal
GS7 .... Branch Chief	Sector Marshal
GS6 .... Section Chief	Section Marshal
GS5 .... Agent in Charge	Marshal in Charge
GS4 .... Senior Agent	Senior Marshal
GS3 .... Special Agent	Marshal, 1st Grade
GS2 .... Agent	Marshal, 2nd Grade
GS1 .... Probational Agent	Marshal, 3rd Grade



Orion Salvage Cruiser

OPERATING SECTORS, ORION PIRATE CARTELS



CHAPTER 4: SKILLS

All characters within the *Prime Directive* game have access to a range of skills and feats, representing a variety of different abilities and areas of knowledge. As a character goes up in level, he also becomes better at these skills and accumulates more feats, extending his knowledge and capabilities until he is able to perform truly amazing actions. The *Prime Directive* campaign setting has many new feats and skills for players to experiment with, allowing them to create characters well adapted to life on board starships, space stations and planetary bases.

A diplomat may excel at his innate knowledge of laws and customs, or at communicating successfully with a wide range of alien species. A Galactic Intelligence Agency agent is likely to be good at identifying high-value targets, while any good rogue will be able to weigh up the value of goods he has manage to steal. These are all examples of the use of skills within *Prime Directive*.

Bold skills in the table indicate new skills presented in the *PD20M* book and *Italicized* skills in the table indicate those that have been modified from their descriptions in the *d20 Modern Roleplaying Game Core Rulebook*.

TABLE 4–1: SKILLS

Skill	Ability	Untrained?	Strong	Fast	Tough	Smart	Ded	Char	Action
Balance [1]	Dex	Yes	X	C	X	X	X	X	Move
Benchthumping	**Int**	**No**	**X**	**X**	**X**	**C**	**X**	**X**	**Move**
Bluff	*Cha*	*Yes*	*X*	*X*	*X*	*X*	*X*	*C*	[2]
Climb [1]	Str	Yes	C	X	C	X	X	X	Full or move
Computer Use	*Int*	*Yes*	*X*	*X*	*X*	*C*	*X*	*X*	*Full* [2]
Concentration	Con	Yes	X	X	C	X	X	X	[2]
Craft									
Chemical	Int	No	X	X	X	C	X	X	[2]
Electronic	Int	No	X	X	X	C	X	X	[2]
Mechanical	Int	No	X	C	C	C	X	X	[2]
Pharmaceutical	Int	No	X	X	X	C	C	X	[2]
Structural	Int	Yes	C	X	C	C	X	X	[2]
Visual art	Int	Yes	X	X	X	C	C	C	[2]
Writing	Int	Yes	X	X	X	C	C	C	[2]
Decipher Script	Int	No	X	X	X	C	X	X	[2]
Demolitions	Int	No	X	X	X	C	X	X	Full [2]
Diplomacy	Cha	Yes	X	X	X	X	X	C	Full
Disable Device	*Int*	*No*	*X*	*X*	*X*	*C*	*X*	*X*	*Full* [2]
Disguise	Cha	Yes	X	X	X	X	X	C	[2]
Drive	Dex	Yes	X	C	C	X	X	X	Move
Escape Artist [1]	Dex	Yes	X	C	X	X	X	X	Full [2]
Forgery	Int	Yes	X	X	X	C	X	X	[2]
Gamble	Wis	Yes	X	X	X	X	C	X	[2]
Gather Information	Cha	Yes	X	X	X	X	X	C	[2]
Handle Animal	Cha	No	C	X	X	X	X	C	[2]
Hide [1]	Dex	Yes	X	C	X	X	X	X	Attack
Intimidate	Cha	Yes	X	X	C	X	X	C	Full
Investigate	Int	No	X	X	X	C	C	X	Full [2]
Jump [1]	Str	Yes	C	X	X	X	X	X	Attack

Knowledge									
Arcane lore	Int	No	X	X	X	C	C	C	React or full
Art	Int	No	X	X	X	C	C	C	React or full
Behavioral sciences	Int	No	X	X	X	C	C	C	React or full
Business	Int	No	X	X	X	C	C	C	React or full
Civics	Int	No	X	X	X	C	C	C	React or full
Current events	Int	No	C	C	C	C	C	C	React or full
Earth and life sciences	Int	No	X	X	X	C	C	X	React or full
History	Int	No	X	X	X	C	C	X	React or full
Law	**Int**	**No**	**X**	**X**	**X**	**C**	**C**	**C**	**React or full**
Military Science	**Int**	**No**	**C**	**X**	**X**	**C**	**C**	**X**	**React or full**
Physical sciences	Int	No	X	X	X	C	C	X	React or full
Popular culture	Int	No	C	C	C	C	C	C	React or full
Specific culture	**Int**	**No**	**X**	**C**	**X**	**C**	**C**	**C**	**React or full**
Streetwise	Int	No	C	C	C	C	C	C	React or full
Technology	*Int*	*No*	*X*	*X*	*X*	*C*	*C*	*X*	*React or full*
Theology and philosophy	Int	No	X	X	X	C	C	C	React or full
Listen	Wis	Yes	X	X	X	X	C	X	React or move
Move Silently [1]	Dex	Yes	X	C	X	X	X	X	Move
Navigate	*Int*	*Yes*	*X*	*X*	*X*	*C*	*X*	*X*	*Full* [2]
Perform									
Act	Cha	Yes	X	X	X	X	X	C	[2]
Dance	Cha	Yes	X	X	X	X	X	C	[2]
Keyboards	Cha	Yes	X	X	X	X	X	C	[2]
Percussion instruments	Cha	Yes	X	X	X	X	X	C	[2]
Sing	Cha	Yes	X	X	X	X	X	C	[2]
Stand-up	Cha	Yes	X	X	X	X	X	C	[2]
Stringed instruments	Cha	Yes	X	X	X	X	X	C	[2]
Wind instruments	Cha	Yes	X	X	X	X	X	C	[2]
Pilot	*Dex*	*No*	*X*	*C*	*X*	*X*	*X*	*X*	*Move*
Profession	Wis	Yes	C	C	C	C	C	C	[2]
Read/Write Language	None	No	C	C	C	C	C	C	—
Repair	*Int*	*No*	*C*	*X*	*X*	*C*	*X*	*X*	*Full* [2]
Research	Int	Yes	X	X	X	C	X	X	[2]
Ride	Dex	Yes	X	C	C	X	X	X	Move [2]
Search	Int	Yes	X	X	X	C	X	X	Full
Sense Motive	Wis	Yes	X	X	X	X	C	X	[2]
Sleight of Hand	Dex	No	X	C	X	X	X	X	Attack
Speak Language	None	No	C	C	C	C	C	C	—
Spot	Wis	Yes	X	X	C	X	C	X	React or full
Surveillance	**Wis**	**No**	**X**	**C**	**X**	**C**	**C**	**C**	**React or full**
Survival	Wis	Yes	X	X	C	X	C	X	[2]
Swim	Str	Yes	C	X	X	X	X	X	Move or full
Treat Injury	*Wis*	*Yes*	*X*	*X*	*X*	*X*	*C*	*X*	[2]
Tumble [1]	Dex	No	X	C	X	X	X	X	React or move

C: Class skill. **X**: Cross-class skill.

[1] Your armor penalty, if any, applies.

[2] See skill description for details.

Untrained? Yes: The skill can be used untrained (with 0 ranks). No: You can't use this skill unless you have at least 1 rank in it.

SKILL DESCRIPTIONS

Every skill unique to *Prime Directive*, as well as those that have been altered from their original entries in the *d20 Modern Roleplaying Game Core Rulebook*, are fully detailed in this section, allowing characters to use them anywhere within the *Prime Directive* universe.

Benchthumping (Int)

Trained Only

Sometimes equipment or machinery becomes fouled up to the point that no amount of tinkering or repair will fix it. At this point, as a last ditch effort, a good, solid hit is all that can get the machinery working again.

Check: On a successful check with this skill, the machine will operate for a number of Turns equal to the DC of the check.

Try Again?: On a failed check, the equipment is inoperable until it can be repaired.

Bluff (Cha)

In addition to all the standard uses, you can use the Bluff skill to feint in starship combat.

Check: With a successful Bluff check, you mislead another starship so that it can't dodge your attack effectively. This check is opposed by the target pilot's Sense Motive check. If you succeed, the next attack your starship makes against the target ignores its pilot's Dexterity bonus to Defense (if it has one), thus lowering the target's Defense score.

You cannot use this tactic against a starship that's flying on autopilot.

Using Bluff as a feint in starship combat is an attack action.

Special: If you have the Starship Feint feat, you gain a +2 bonus on Bluff checks when using the skill to feint in starship combat.

Computer Use (Int)

In addition to all the standard uses, this skill can be used to operate shipboard sensors as well as to send, jam, scramble, and unscramble transmissions sent through space or across dimensions.

Check: The following applications of the Computer Use skill can be used untrained.

Conduct Active Sensor Scan: Using a starship's sensors to analyze another ship or object in sensory range requires a Computer Use check (DC 15). An active sensor scan conducted over a vast distance (for example, across a star system) or subjected to some form of disturbance (such as interference from a solar flare) applies a -5 or higher penalty on the check.

Send Transmission: Routine communications (hailing a nearby ship, using the subspace radio, and so on) are accomplished with a Computer Use check (DC 10). Communications sent over incredibly long distances (such as between star systems) are subject to distortion; correcting that distortion to ensure a message reaches its intended destination requires a successful Computer Use check (DC 20).

The following applications of the Computer Use skill cannot be used untrained.

Jam Transmission: This skill can be used to prevent a ship or facility from receiving an incoming transmission. An opposed Computer Use check between the individual receiving the message and the individual attempting to jam the message determines whether or not the message gets through. If an unmanned computer receives the transmission, jamming the transmission requires a Computer Use check (DC 15).

Scramble/Unscramble Transmission: Computer Use can be used to scramble a transmission. This is done with an opposed Computer Use check between the individual sending the message and anyone attempting to intercept or unscramble it.

Time: Scrambling or unscrambling a transmission is a full-round action. Conducting an active sensor scan or sending/ jamming a transmission is a move action.

Disable Device (Int)

Trained Only

In addition to all the standard uses, you can use this skill to disable a robot.

Check: Disabling a robot is a full-round action and requires a successful Disable Device check (DC 30). The robot must be pinned before the check can be made.

Special: A disabled robot can be re-enabled with a successful Repair check.

Knowledge (law) (Int)

Trained Only

You can use the Knowledge (law) skill to correctly identify the laws in the area you are currently in. An area you are familiar with will have a smaller number for DC than an area you may just be visiting. If there is any question if the character knows the laws of a given area he should make a roll and consult the DC on the chart below.

Familiarity	DC
Home area	12
Neighboring area	15
Studied in a book	20
Familiarity only by watching other citizens	25

Familiarity with Alien Technology

A character who is trained in Computer Use, Drive, or Pilot is only familiar with equipment of his culture's creation. While many technological systems share common principles, different species implement those principles in drastically different ways. Therefore, whenever a character attempts to use one of these skills on a piece of equipment created by a different species, the skill check suffers a -4 penalty. If a character has 4 or more ranks in Knowledge (specific culture which made the equipment), he is sufficiently familiar with the alien species to interact with their equipment without penalty.

Knowledge (military science) (Int)

Trained Only

This skill replaces the Knowledge (tactics) skill and adds to it in other ways. This skill covers the ability to set forth strategies for military operations, plan tactics, lay ambushes, and rally troops. It also covers military history, military justice and law, and the culture of the military.

Ambush: A skill check is used to prepare or recognize an ambush. To recognize an ambush you must roll against a DC 20; if you make the check you recognize areas that would make effective ambush points.

Hunch: By making a successful skill check against a DC 25 you have a strong intuitive feeling on the enemy's battle plans. For example, if you are shadowing a Romulan vessel, you have a good idea of the next move its captain will make.

Find Weakness: By making a successful skill check at DC 30, you can find a weakness in your opponent's battle strategy.

Knowledge (specific culture) (Int)

Trained Only

This skill covers the culture, history, and customs of a particular species. Each time it is taken, the species must be specified.

Knowledge (technology) (Int)

Trained Only

In addition to all the standard uses, you can make a Knowledge (technology) check in order to correctly identify starships and robots, as well as identify unfamiliar technological devices.

Check: The DCs for identifying technological items vary depending on the type of information required:

Identifying a starship by its type and subtype, or identifying a robot by its frame: DC 10.

Determining the function or purpose of a particular mechanical system: DC 15.

Recalling the standard, factory-model design specs of a particular type or class of starship or robot: DC 20.

When confronted with an unfamiliar piece of technology or alien artifact, you can make a Knowledge (technology) check to correctly surmise the primary (if not singular) purpose of the device. A successful check result does not enable you to activate the item, nor does it make you proficient with the item. The DC of the Knowledge (technology) check depends on the item being identified and the difference in progress level, as shown below:

Unfamiliar Item	DC
Basic tool or instrument	10
Robotic or vehicular component	15
Cybernetic attachment	20
Alien weapon or nanotechnology	25
Alien artifact	30
Each step in progress level (up or down)	+5

Navigate (Int)

Check: The rules for plotting a course over a great distance work as described in the Navigate skill description in the *d20 Modern Roleplaying Game Core Rulebook*, with the following modifications and additions. Aboard a starship, you need a functional Class II sensor array (or better) to plot a course through space. You don't need to make a Navigate check when traveling along a pre-established space route.

Time: Plotting a course is a full-round action.

Pilot (Dex)

Trained Only

In addition to all the standard uses, you can use the Pilot skill to fly any kind of spacecraft.

Check: Unless you have the Starship Operation feat (Chapter 5), you take a -4 penalty on Pilot checks made to pilot a starship. The pilot of a starship can make a Pilot check to escape after being held or immobilized by another starship's tractor beam.

Special: For primitive (PL 5) spacecraft such as the space shuttle, the Aircraft Operation (spacecraft) feat is sufficient to negate the -4 penalty on Pilot checks; however, this feat cannot negate the penalty as it applies to PL 6 or higher spacecraft.



Repair (Int)

Trained Only

In addition to all the standard uses, you can use this skill to repair vehicles, starships, and constructs (including robots). You can also use the Repair skill to safely remove the "brain" of a destroyed robot.

Check: Repairing damage to a vehicle or starship takes one hour of work, a mechanical tool kit, and a proper facility such as a workshop, hangar bay, or spacedock. (Without a tool kit, you take a -4 penalty on your Repair check.) At the end of the hour, make a Repair check (DC 20). Success repairs 2d6 points of damage. If damage remains, you may continue to make repairs for as many hours as it takes to restore the vehicle or starship to full hit points.

The same rules apply to robots, other constructs, and cybernetic attachments, except that each successful application of the Repair skill restores 1d10 points of damage (instead of 2d6), and the Repair check is more difficult to achieve (DC 30).

This skill may also be used to transplant the "brain" of a destroyed robot into a similar but intact robot frame.

Special: A vehicle, starship, robot, or other construct that is reduced to 0 hit points cannot be repaired. It can be salvaged for parts, however (see the Salvage feat description in Chapter 5).

Surveillance (Wis)

Trained Only

Surveillance is used to analyze and enhance intelligence photographs and video. You can also use it to notice important events during a long stakeout or spot signs of someone watching you.

Check: The time taken and DC vary depending on what you want to accomplish.

Task	Time	DC
Analyze photograph or video frame	1 hour	20
Enhance photograph or video frame	5 min	10[1]
Notice important event during stakeout	Free action	10[2]
Notice signs of surveillance	Full action	Opposed
Hide or find a bug	5 min	Opposed

[1] Add 5 to this DC for each previous enhancement

[2] Add 2 to this DC for each day spent on a stakeout

Analyze Photograph or Video: You can carefully examine an image to get a clear picture of an individual shown in it, read any visible text, or otherwise extract information from it. The Gamemaster sets the DC based on the quality of the recording equipment and the conditions when the image was taken. Any appropriate concealment bonuses that would apply when the image was taken (such as light fog or darkness) are also added to the DC.

Condition	DC
Black and white security camera	25
Infrared camera	30
Color security camera	25*
Professional film footage or photo	25

*Ignores concealment bonuses from darkness, but doesn't allow identification of individuals.

Enhance Photograph or Video: You must have a computer to enhance an image. Add your skill level in Computer Use to the check. If successful, reduce the image's DC purposes of analysis by 2.

Stakeouts and Surveillance: When something happens while you're on a stakeout, your Gamemaster checks secretly to see if you notice the event immediately. You can also actively watch your surroundings try to spot signs that you are under surveillance. The Gamemaster makes a secret opposed Surveillance check against the Surveillance check of anyone spying on you. If the total of your check beats your opponent's result, you see the opponent.

Hide/Find Bugs: You can find listening devices by using an opposed Surveillance check against the person who hid the bug in the first place. If using a bug detector, you receive +5 to this check.

Try Again?: When noticing events during a stakeout, no. When analyzing an image, yes, but only after enhancing the image again. You cannot retry enhancement; if you fail once, the image is as clear as you can make it. When looking for bugs, yes. When hiding, yes, as long as the bug hasn't been found yet.

Treat Injury (Wis)

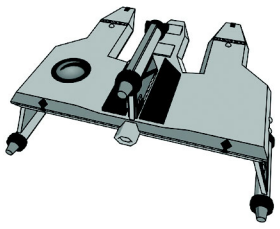
In addition to the standard uses, this skill can be used to treat members of other species, provided that they are not constructs.

Check: For all uses of this skill except surgery, the skill check's DCs are unchanged.

Performing surgery on creatures of a type different from your own carries a -8 penalty. The Surgery feat reduces the penalty to -4, while the Xenomedic feat negates the penalty entirely.

Special: The Treat Injury skill cannot be used on nonliving or inorganic creatures, such as constructs.

Lyran
War Destroyer



PSIONIC SKILLS

The following psionic skills are always considered to be cross-class skills providing you meet the prerequisites for the skill; otherwise, it is not learnable.

Detect Minds (Wis)

Trained Only

Detect Minds is like "brain radar." It lets you detect the presence of any mind within about 100 feet, although it does not permit you to scan thoughts and emotions.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent feat.

Check: Detect Minds is an active psionic ability. It requires a full round action to use. With a successful skill check against DC 15, you can sense the presence of all minds within a radius of 100 feet, centered on you. The detection ignores all barriers, though some exotic force fields and psionic effects may block it. You know the direction towards and distance from each mind within your area of effect. You can tell the difference between animal and sapient minds. As long as you concentrate on maintaining the detection field, you can perceive all minds entering and leaving your area of effect. You may track their movements. Each round you maintain the detection field, you may attempt to identify a single mind (one per round). This requires a skill check against DC 20. If you identify the mind, you can determine its relative mental power (e.g., "This individual seems to have a much more powerful mind than you do.") and can recognize it, as you would a face. You may also sense whether or not that mind is psionic. (Minds with whom you are familiar, such as a pet or friend, require no skill check to identify — unless they are using Hide Mind to obscure their presence.) If you cease concentrating, you must expend another full round action and perform a successful skill check to reactivate the power. Once you have detected and identified a mind, you can attempt to contact or control it via Empathy, Influence Mind, or Telepathy. Only these skills and psionic feats based on these skills may be used while you concentrate on detecting minds. A -2 penalty is applied to all skill checks with these powers if you use them while concentrating on detection. (Detecting a mind counts as having Line of Sight for the aforementioned powers.)

Try Again?: If you fail to activate this power, you can not use it again for another minute (10 rounds).

Special: If an individual with Hide Mind is within your detection radius, you must perform an opposed skill check to sense them. (This check is separate from the skill check to activate Detect Minds.) If you succeed, you can sense the presence of that person for one minute. A minute later, you have to roll again. If you attempt to identify a mind that is protected by Hide Mind, you roll a Detect Minds skill check opposed by the target's Hide Mind. If you roll higher than DC 15 and your opponent's result, you identify the mind. If not, you cannot attempt to identify that mind again for one hour. Your Gamemaster should perform this roll in secret and inform you of the person's presence if the roll succeeds.

Empathy (Wis)

Trained Only

Empathy is the ability to sense and project emotions. You can use Empathy to determine the general emotional state of a person or animal, giving you bonuses to interact with the being. You may also use Empathy to instill an emotion in a creature, causing it to feel afraid or happy.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent feat.

Check: Empathy is an active psionic ability. It requires a full round action to use. You can perform two tasks with Empathy: Empathic Scan and Instill Emotion. The range of either ability is line of sight.

Empathic Scan: Empathic Scan allows you to detect the emotional state of a single creature, gaining insight into the target's mood and attitude. To perform an Empathic Scan, you must expend a full round action and make a skill check against DC 15. It is an active use of psionics. If the roll succeeds, you receive a general description of the target's emotional state. For example, if you met someone who thinks that you remind them of a mean-spirited ex-lover, you might receive the following impression: "The woman is in high spirits, but whenever she looks at you, you sense that she feels deep anger and regret." A successful Empathic Scan grants you a +4 insight bonus to Bluff, Diplomacy, Handle Animal, Influence Mind, Intimidate, Perform, Sense Motive, and Telepathy skill checks against that creature. This bonus lasts for 2d6 + your Wisdom modifier in rounds. You may scan only one creature at a time. If your target has Psychic Defense, you must succeed in an opposed skill check (your Empathy vs. their Psychic Defense) roll higher than DC 15 to read the target's emotions. If you fail in your skill check to read a target's emotions, you cannot use Empathic Scan against that target for ten minutes.

Instill Emotion: Instill Emotion lets you project emotion at an opponent and cause them to feel it. For example, you could cause someone to feel afraid or hopeless, giving you an advantage in combat. To use this ability, you must expend a full round action and perform an Empathy skill check. If the check succeeds, your target makes a Will saving throw. If the target fails the save, he is affected by the emotion as long as you concentrate. Once you cease concentrating, the effects linger for 1d4 + your Wisdom modifier in rounds. The DC of your skill check depends on the degree of difficulty associated with emotion you choose to project. Emotions are rated as Easy, Average, or Hard; several emotions are listed in the following table.

TABLE 4–2: EMOTION AND DIFFICULTY LEVEL

Emotion	Difficulty
Amiability: The target's attitude is improved by two steps (e.g., from Indifferent to Helpful).	Medium
Discord: The target's attitude is worsened by two steps (e.g., from Friendly to Indifferent).	Easy
Fright: The target is frightened, fleeing as well as it can. If unable to flee, the target may fight, but is shaken.	Medium
Good Will: The target's attitude is improved by one step (e.g., from Indifferent to Friendly).	Easy
Hopelessness: The target loses all hope and submits to simple demands from opponents, such as to surrender or get out. If no foes are present to make demands, there is a 25% chance that a hopeless creature is unable to take any action except hold its ground. If the creature remains free to act, there is a 25% chance that it retreats at normal speed.	Hard
Love: The target is charmed.	Medium
Nausea: The target is unable to attack, cast spells, concentrate, or do anything else requiring attention. The target can only take a move-equivalent action per turn.	Hard
Panic: The target is panicked and suffers a -2 morale penalty on all saving throws and must flee. If cornered, the target cowers.	Hard
Rage: The target enters a blind rage and immediately attacks the nearest creature.	Medium
Trepidation: Target is shaken, suffering a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws.	Easy
Weariness: The target feels fatigued.	Medium

The result of your skill check determines the DC of the target's Will saving throw. The table below shows the DCs for each type of emotion and dice result.

Easy Emotion (DC 15)	Medium Emotion (DC 20)	Hard Emotion (DC 25)	Will Save DC
15-19	20-24	25-29	10
20-24	25-29	30-34	13
25-29	30-34	35-39	16
30-34	35-39	40-44	19
35+	40+	45+	22

If you fail in your skill check, you may retry next round. If your target's Will saving throw is successful, you may not use Instill Emotion against them again until 24 hours have passed.

Hide Mind (Wis)

Trained Only

Hide Mind is the mental equivalent of Hide and Move Silently. It is the ability to obscure your thoughts and avoid mental detection.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent feat.

Check: Hide Mind is a passive psionic ability that operates constantly and unconsciously. It is used to oppose any Detect Minds skill checks made against you. On the round you perform a skill check for an active psionic power (such as using Telepathy or Telekinesis), all Hide Mind skill checks suffer a -10 penalty. If you are under the influence of an active psionic effect, your Hide Mind skill checks suffer a -5 penalty. (These penalties are not cumulative.)

Try Again?: If you fail a Hide Mind check, you may try again a minute later.

Influence Mind (Wis)

Trained Only

Influence Mind permits you to telepathically suggest a course of action to one thinking creature. The target feels compelled to follow this course of action and may perform the task you suggest. Influence Mind is a difficult, but potent ability.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent feat, Empathy 6 ranks, Telepathy 6 ranks.

Check: Influence Minds is an active psionic ability with line-of-sight range. It requires a full round action to use. You may affect only a single being per normal use of this skill. To influence a mind, you must expend a full round action, choose the course of action you wish to suggest, and perform an Influence Mind skill check. If you roll less than 15, the skill check fails, and you may not attempt Telepathy or Influence Mind against that target for ten minutes. If you roll 15 to 19, the target receives a telepathic message with your suggestion, but has no compulsion to obey. If you roll 20 or higher, the suggestion is sent to the target, and the target feels compelled to obey. Your target must make a Will saving throw to resist obeying the suggestion. The DC of the saving throw is based on the result of your skill check, per the table below.

Skill Check Result	Will Save DC
20-24	10
25-29	13
30-34	16
35-39	19
40+	22

The course of activity you suggest to your target must be no more than a sentence or two in length and complexity. The creature must be able to accomplish the activity suggested within a relatively short period of time, no more

than an hour. The suggestion must be worded in such a manner as to make the activity sound reasonable to the target. Asking a creature to perform an obviously harmful act, such as shooting itself, automatically permits it to resist influence. Suggesting that a vial of poison is a tasty beverage to be consumed immediately is another matter. Extremely reasonable suggestions may increase the DC of the target's saving throw by +1 to +3, depending on circumstance and the Gamemaster's discretion. Language is a barrier to the use of this ability. If the target cannot understand your language, you cannot suggest a course of action. The Non-Verbal Telepathy feat overrides this limitation.

Try Again?: If you fail your activation skill check, you may not attempt Telepathy or Influence Mind against that target for ten minutes.

Metabolic Control (Wis)

Trained Only

Metabolic Control is a potent psionic ability by which your will overrides your body. It is an act of mind over matter. Through Metabolic Control, you can resist the effects of fatigue, starvation, thirst, and exposure. You control your body's automatic responses to adverse conditions. For example, you can alter your body temperature and adapt to survivable extremes of heat and cold. You can control your heartbeat and respiration, permitting you to survive with less breathable air. By controlling your perspiration and digestion, you can survive for longer periods of time without food and water. With this skill, you could conceivably sit naked in a snowstorm for several days without food and suffer no ill effects.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent feat.

Check: Metabolic Control is considered a passive psionic ability. It operates constantly and unconsciously. Metabolic Control helps in the following situations: starvation, thirst, fatigue and exhaustion from a forced march or heavy labor, sleep deprivation, asphyxiation, oxygen deprivation, holding your breath, and very hot or cold conditions (but not heat- or cold-based attacks). If you fail a Constitution check or Fortitude saving throw against the harmful effects of these situations, you then perform a Metabolic Control skill check against the situation's DC. If the skill check succeeds, you gain the same benefits as making the resistance roll. In other words, you get two rolls to resist the situation: one using the normal Fortitude save or Constitution check and a second one using Metabolic Control. Both rolls must fail in order for you to suffer the harmful effects of the situation.

Mind Meld (Wis)

Trained Only

Note: This psionic skill may normally be purchased only by Vulcans; other species may purchase it with the Gamemaster's permission.

Mind Meld is a form of Telepathy that allows the user to exchange or gather information with another subject's mind. The telepath should be in physical contact with the subject, with his hand touching the subject's face (as it contains the nerve centers closest to the brain). If the face cannot be touched, the skill check is made with the character taking a -4 penalty to his skill, -10 if physical contact cannot be made at all. In the case of an unfamiliar species in which the location of the face is not immediately discernible, a telepath in contact with the body of the subject can either accept the -4 penalty to his skill roll or roll versus his Knowledge skill, as appropriate, to locate the proper nerve centers. In addition, if the subject is unwilling, it may be necessary to restrain him in some fashion.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent feat.

Check: Mind Meld is a range of touch only, but GMs can allow it to be used within 15 feet at a -10 to the skill in extreme cases. Also, while using the Mind Meld skill, neither you nor your target may move. It is best to apply some restraints to an unwilling target. [The target can yell, beg, and plead to avoid the mind meld. The target can thrash about and swat at you with his hands (probably provoking a Concentration check), but the process is spoiled if the target walks or runs away.] You must maintain physical contact with the target of your probe, during the entire time you probe him. To scan someone's thoughts, you must expend a full round action and perform a Mind Meld skill check against DC 15. If successful, you peer into the target's mind, accessing his stream of consciousness, as long as you concentrate upon it. If your target has Psychic Defense, you must make a Mind Meld skill check opposed by their Psychic Defense *and* roll higher than DC 20 to initiate and maintain the contact. Unlike Telepathy this is obtrusive and can be used to learn a person's deepest and darkest secrets. If the subject is unwilling, then the character needs to add +5 to his DC check to find out this information. If the character gains a critical success, then all the subject's memories are exposed, but a separate Mind Meld skill check at DC 15 is required to locate the specific memory if it is over one-year old. The following chart has a series of suggested modifiers when dealing with a subject being mind melded. The condition of the subject is also a factor; the Gamemaster should apply modifiers as applicable; more than one modifier may apply to any given situation. Factors related to damaging the subject usually generate negative modifiers, while factors that are not the result of physical damage usually generate positive modifiers.

Target is …	Skill modifier…
Asleep	+6 to skill check
Nerve Pinch	+4 to skill check
Stunned	+3 to skill check
Surprised	+1 to +3 skill check depending on the level of the surprise
At 0 hit points	-4 to skill check
At -1 to -9 hit points	-8 to skill check
Insane/ Under Influence	-4 to skill check

Psychic Defense (Wis)

Trained Only

Psychic Defense protects you from unwanted Empathic and Telepathic scanning and influence, as well as psychic attacks.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent feat.

Check: Psychic Defense is a passive psionic ability that operates constantly and unconsciously. Psychic Defense opposes Empathy, Telepathy, and Influence Mind. In the case of scanning by Empathy and Telepathy, your opponent must succeed in an opposed skill check or it is not possible to read your mind. In the case of a psionic effect that permits a Will saving throw (such as Influence Mind, Telepathic Stun, and Empathy's Instill Emotions), you get two saves: one using your Will, the other using your Psychic Defense. You must fail both rolls in order to be affected.

Try Again?: No, though you make a separate Psychic Defense check for each effect.

Self Healing (Wis)

Trained Only

With this psionic skill, you can exert your will over your flesh and force your tissues to heal rapidly.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent feat.

Check: Self Healing is a multi-faceted ability. It allows you to perform four tasks: Augment Normal Healing, Control Bleeding, Quick Recovery, and Relieve Fatigue.

Augment Normal Healing: Because you can mentally control your body's automatic healing processes, you tend to heal faster and better than normal people do. If you are wounded, at the end of each day you perform a Self Healing skill check against DC 15. If you succeed, you recover 1 hit point, in addition to any other healing that may have taken place.

Control Bleeding: With a full round action and successful skill check against DC 15, you can cause a single wound to clot and stop bleeding. The clotting is about as effective as having the wound bandaged, so vigorous action may reopen it and start the bleeding again. If you fail in your skill check, you may try again next round. This is an active use of your psionics.

Quick Recovery: With ten minutes of total concentration and a skill check against DC 20, you can force your body to rapidly heal itself. This regenerates lost hit points equal to 1d6 + your Wisdom modifier. If you succeed in the skill check and heal yourself, you must perform a Fortitude saving throw against DC 15 or suffer fatigue. Your body burns up a lot of energy in the regenerative process. You may not use Quick Recovery more than once per hour. A failed skill check counts as use. Quick Recovery is an active use of psionic power. It requires a full round action to activate.

Relieve Fatigue: With ten minutes of total concentration and a skill check against DC 20, you can rally your body's energy and undo the effects of fatigue, almost as if you had rested for eight hours. You may only attempt Relieve Fatigue once per day. Fail or succeed in your skill check, you may not try again for 24 hours. Relieve Fatigue is an active psionic effect. It requires a full round action to activate.

Telekinesis (Wis)

Trained Only

Telekinesis permits you to levitate objects, including yourself, with the power of your mind.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent feat.

Check: The use of Telekinesis is a full round action. It has a maximum range of 100 feet. Telekinesis is an active psionic power. There are three steps in its use.

Grab Object: To levitate an object, you must first "grab" it using your Telekinesis skill. This requires a ranged touch attack against the object you wish to move. Your base attack bonus, plus your Intelligence modifier is used for this roll. The attack roll suffers a -2 penalty for every 50 feet separating you and the object.

Lift Object: Compare the object's mass using the following table to find the DC for lifting it. Make a Telekinesis skill check against this DC. If you fail this skill check, you cannot lift the object. You may retry in a later round, but must begin the levitation process from Grab Object. If you succeed, you move to the third step.

Move Object: You may move the object horizontally, vertically, or both, a limited distance based on its mass category. The total movement of the object cannot exceed this distance. The maximum distance you can move the object (in feet) is listed in the Move column of the table below.

Mass Category	Mass (in pounds)	DC	Move
Light	(Telekinesis rank + Wisdom modifier) x 1 or less	15	20 ft.
Medium	(Telekinesis rank + Wisdom modifier) x 5 or less	20	15 ft.
Heavy	(Telekinesis rank + Wisdom modifier) x 10 or less	25	10 ft.
Very Heavy	(Telekinesis rank + Wisdom modifier) x 15 or less	30	5 ft.
Extreme	(Telekinesis rank + Wisdom modifier) x 20 or less	40	1 ft.

Maintaining Control: After the initial round of grabbing, lifting, and moving an object with Telekinesis, you can continue to levitate the object if you concentrate and make another Telekinesis skill check. If this check succeeds, you can move the object or hold it stationary. If the check fails, the object drops or stops moving. (In other words, each round you must make a skill check to maintain your telekinetic hold on an object.) You must concentrate to use the Telekinesis skill. If you cease concentrating for any reason, the object drops or stops moving. You can attempt to pick up the object again with a ranged touch attack and starting with the Lift Object step.

Degree of Control: An object can be manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and a button pushed, as long as you can exert enough force on it to move it. Fine manipulation of an object, such as tying a knot or operating a keyboard, is not possible.

Opposing Telekinesis: If two characters are attempting to telekinetically manipulate the same object, an opposed Telekinesis skill check is necessary. The winner gains control of the item for the round. If the target object is physically held by a resisting individual, perform a Telekinesis check against the target's full Strength score + 1d20. The higher result controls the item for the round.

Miscellaneous: Levitated objects move too slowly to damage anything they strike. You can attempt to levitate yourself.

Try Again?: If you fail your skill check, you may not attempt to use Telekinesis for one minute (10 rounds).

Telepathic Stun (Wis)

Trained Only

You can overwhelm an opponent's mind with a focused thrust of pure thought.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent feat, Telepathy 4 ranks.

Check: Telepathic Stun is an active use of psionics. It requires a full round action to use. Its range is line of sight: as long as you can see a target, you can blast its mind. To perform a Telepathic Stun, make a Telepathy skill check. If you roll less than 15, the attempt fails. If you roll more than 15, the attempt succeeds and your target may be stunned for one round, unless it makes a successful Will saving throw. Consult the table below to determine the DC of your target's Will saving throw.

Skill Check Result	Will Save DC
15-19	10
20-24	13
25-29	16
30-34	19
35+	22

Telepathy (Wis)

Trained Only

Telepathy is the psionic skill of reading minds and projecting your thoughts into another person's mind.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent feat.

Check: With Telepathy, you can do two tasks: Thought Projection and Thought Scan. Telepathy is an active psionic ability. It requires a full round action to use. Its range is line of sight, perhaps even farther.

Thought Projection: You can project your current emotional state and a single, brief message to one thinking being. The message should be nothing more than a single sentence. For example, you could project your emotional distress and a message that says, "I'm imprisoned in a nearby cave." With a full round action and successful Telepathy skill check against DC 15, you can project a thought to one thinking individual within your line of sight. You may also project your thoughts to a target not within your line of sight. To do so, you must be reasonably familiar with the person (better than a casual acquaintance) or you have performed at least one recent Empathic Scan or Thought Scan on the person. As long as the target is within the same universe, you can send a thought to the person with a Telepathy skill check against DC 20. Thought Projection communicates in language. If the target does not understand your language, then he receives only some emotional impressions. Because Thought Projection does rely on language, you can broadcast "encrypted" thought. Combining this ability with Gödelized Communication (see Chapter 5) can allow you to transmit incredibly detailed information in a single burst. Thought Projection does not permit two-way mental communication.

Thought Scan: With this facet of Telepathy, you can read a person's mind and perceive his surface or active thoughts. To scan someone's thoughts, you must expend a full round action and perform a Telepathy skill check against DC 20. If successful, you peer into the target's mind, accessing his stream of consciousness, as long as you concentrate upon it. Each round you maintain the scan, you must make another Telepathy skill check against DC 20. If you fail the check, contact is broken and may not be resumed for ten minutes. If your target has Psychic Defense, you must make a Telepathy skill check opposed by his Psychic Defense and roll higher than DC 20 to initiate and maintain a Thought Scan. Language is a barrier to Thought Scan. When you read a person's mind, you perceive his thoughts in words, not pictures. If you do not know the target's language, then you cannot understand his thoughts. You do receive some limited emotional sensations, but little else. Thought Scan is useful for detecting lies. You cannot use this ability to scan someone's memories or penetrate into his subconscious mind. If you fail a skill check, you cannot perform a Thought Scan against that target for ten minutes.

INTERSPECIES MEDICINE

As an optional rule, medical skills are specialized by species, just as technical skills are specialized by PL. With rare exceptions, medical professionals are initially trained to treat members of their own species, and only after gaining proficiency do they receive training for other species. It is assumed that the character learns them first for his own species; exceptions to this must be cleared with the Gamemaster during character creation.

Once a character has received the initial skill training for his own species, application of his medical skills and/or training for other species is handled by penalties for different species groups. These penalties are canceled out on a group-by-group basis by the Xenomedic feat. When the Xenomedic feat is taken, you must choose which sub-group is considered to be "the same species" as your character, for the purposes of determining sub-group penalties (shown below).

Some species are very similar to each other, while some are very alien. The table below which classifies species into groups and sub-groups was first proposed by Doctor Zorski of New Texas, and has been updated as new species have been discovered. In it, groups are designated by Roman numerals, and sub-groups within a group have letters appended after the group number.

Default Modifiers

When attempting Treat Injury for a different species than your own for the first time, the DC is increased as follows:

- within a sub-group: +1 to +3. Examples: Human to Deian (both are Sub-Group I-a), Romulan to Vulcan (both are Sub-Group III-a), or Gorn to Hilidarian (both are Sub-Group V-b).
- within a group: +4 to +8. Examples: Human to Cygnan (both are Group I but in different sub-groups), Dunkar to Klingon (both are Group II), Vulcan to Andorian (both are Group III but in different sub-groups), or Ranel to Phelen (both are Group IV but in different sub-groups).
- between Groups I, II, III, or IV: +8.
- between Group V and Groups I through IV: +15.
- between Groups I-V and any of Groups VI-IX: +20.
- between any of Groups VI-IX: +20.

Group "X" species cannot be treated by a non-native doctor, unless that doctor has specifically taken the Xenomedic feat for that specific species.

Examples: A Dunkar doctor attempting to treat a Klingon patient would do so at +2 to the DC of the task. The same doctor when attempting to treat a Hilidarian patient would do so at a DC of +15. That doctor could not treat a Tholian patient unless he had the Xenomedic (Tholians) feat.

If the patient is of a completely unknown species, then the modifier is doubled. Note that this doubling is only applied during unusual circumstances, such as the emergency treatment of an enemy casualty during a key First Contact event. (This is sometimes referred to as the "What the devil is this on my operating table, Captain?" rule.)

A successful roll on an appropriate Knowledge skill would cut the normal penalties in half; round fractions up.

Field Dressings and Medical Miracles

Because the Medical Miracle class feature focuses on obvious injuries and symptoms, and stabilizing characters at negative hit points relies on gross trauma responses, it is not penalized as severely as surgery or internal medicine would be. Any doctor within Groups I, II, III, and IV could treat any other species within the class feature at +5 to the DC. This includes such things as stopping bleeding, setting broken bones, or restoring breathing. (Think of it this way: any Human Boy Scout could manage to bandage a cut on his own dog to keep it from bleeding to death until they can reach a veterinarian.) Outside of Groups I-IV, the normal medical penalties would apply to Treat Injury.

Hybrids

These are individuals composed of mixed species, for example a half-Human/half-Vulcan. The Gamemaster has two options as to how to handle these characters.

1. Treat the patient (for penalties) as being of the most different type. Thus, a Human-Klingon hybrid would be treated as a different group by a Deian.

2. The character in question is a hybrid whose composition is uncommon and/or unique. In this case, the medical skill modifier is calculated as follows: calculate the medical skill modifier for each species the patient is composed of, and determine the worst-case modifier. Then double that worst-case modifier and subtract 1; this is the applicable medical skill modifier for that doctor and patient.

For example, a Deian doctor wishes to treat a Human/Klingon patient. The modifier for Deian-Human is +2 DC (both are Sub-Group I-a), while the modifier for Deian-Klingon is +8 (one group different). Thus the worst case modifier is +8, which doubled becomes +16, minus 1, gives a final medical DC of +15.



The Semi-Intelligent Terrilek Boar



TABLE 4–3: INTERSPECIES COMPATIBILITY

Group I-a (humans): Alpha-Centaurans, Deians, Humans, Rigellians
Sub-Group I-a Satha'hi††
Group I-b (near-human): Brecon, Cygnans, Prellarians, Yitlians, Zoolies
Group II (humanoids): Arcturians, Cromargs, Dunkars, Klingons, Bargantines, Tellarites, Veltressai
Group III-a (copper-blooded): Romulans, Vulcans
Group III-b (copper-blooded): Andorians, Antareans, Orions
Group IV-a (felinoid mammals): Carnivons, Kzintis, Lyrans†
Group IV-b (other felinoid mammals): Korlivilar†
Group IV-c (omnivores): Ranel, Slirdarians
Group IV-d (aquatic mammals): Phelen, Rovilians
Group IV-e (flying mammals): none yet known
Group V-a (avians): Paravians
Group V-b (cold-blooded reptiles): Gorn, Hilidarians, Pronhoulites
Sub-Group V-b Gurlunians
Group V-c (warm-blooded reptiles): Skoleans, Vudar
Group VI-a (crustaceans): Vergarians
Group VI-b (insectoids): Seltorians
Group VI-c (invertebrates): Jindarians, Mynieni
Group VII (undifferentiated): Dionaeans
Group VIII-a (ammonia-breathers): Q'Naabians
Group VIII-b (chlorine-breathers): none yet known
Group VIII-c (fluorine-breathers): none yet known
Group IX-a (methane-breathers): Hydrans
Group IX-b (hydrogen-breathers): none yet known
Group X (uniques): Tholians

Notes

Group I species are all moderately compatible in terms of blood and biochemistry. (Alpha-Centaurans are genetically human.) All members of Sub-Group I-b are treated (to each other) as members of the same group, not the same sub-group.

Group II species are dissimilar in biochemistry to Group I species, and/or have significant internal differences including extra or unique internal organs.

Group III species all have copper-based blood.

Group IV species are all mammalian with moderately compatible biochemistries but have significant internal and external differences.

Group V are reptilian; Paravians are in fact descended from the original Gorn species.

Group VI, loosely described as exoskeletal, is a "catch all" group of unrelated species. Every species in that group should be considered a separate group unrelated to other species but still one group for purposes of determining how many groups apart other groups are.

Group VII species do not have individual internal organs or their equivalents, and include plantlike species.

Group VIII species do not breathe oxygen and come from sub-zero climate worlds, while Group IX species come from worlds with cryogenic temperatures.

Group X species are highly unique, so different from any others that they defy classification; essentially, "Group X" is a catch-all equivalent to "none of the above".

Groups VI through X are simply "general categories" and reflect totally different biologies rather than a range of variations such as Groups I through V. As such, any doctor would treat any species in Groups VI through IX as the maximum difference (+20 DC).

Some of the sub-groups listed above are currently empty; they just haven't been discovered (well, published in *PD20M* products) ... yet.

† The original Zorski table listed the Korlivilar in Sub-Group IV-a and the Carnivons in Sub-Group IV-b, but this was proven wrong once DNA testing was done. In fact, the "cat" Kzintis and Lyrans, and the "dog" Carnivons, all descended from a common ancestor, while the "cat" Korlivilar (from the opposite end of the Alpha Sector) are only superficially felinoid; their internal structure and blood chemistry are different from the other "cat species".

†† The Satha'hi are technically Sub-Group I-ar with the "r" meaning they require ionizing radiation to live.

Medicine is not an exact science and assuming that an alien who is superficially like some other species is internally similar to that species can be very dangerous.





CHAPTER 5: FEATS

This chapter contains the feats that are available in the *Prime Directive* campaign setting. The list contains all the available feats (see Table 5-1: Feats), but only those feats that are not already described in the *d20 Modern Roleplaying Game Core Rulebook* are described in this book. Also this table contains Psionic Feats. These feats (along with the psionic skills, see Chapter 4: Skills) are used in place of any existing psionic system.

Bold feats in the table indicate new feats presented in the *PD20M* book and Italicized feats in the table indicate those that have been modified from their descriptions in the d*20 Modern Roleplaying Game Core Rulebook.*

TABLE 5–1: FEATS

Feat	Prerequisite	Benefit
Acceleration Tolerance	**Con 13**	**+4 to Fortitude saves when accelerating**
Acrobatic	—	+2 on Jump and Tumble checks
Action Boost	**—**	**d8 rolled for action points**
Aircraft Operation [1]	*Pilot 4 ranks*	*No -4 penalty on Pilot checks or attack rolls with selected class of aircraft*
Alertness	—	+2 on Listen and Spot checks
Alien Weapon Proficiency	**—**	**Proficient in alien weapons**
Animal Affinity	—	+2 on Handle Animal and Ride checks
Archaic Weapons Proficiency	—	Proficient in swords, bows, etc.
Armor Proficiency (light)	—	Add equipment bonus for armor type to your Defense; no armor penalty for skill checks
Armor Proficiency (medium)	Armor Proficiency (light)	Add equipment bonus for armor type to your Defense; no armor penalty for skill checks
Armor Proficiency (heavy)	Armor Proficiency (light, medium)	Add equipment bonus for armor type to your Defense; no armor penalty for skill checks
Athletic	—	+2 on Climb and Swim checks
Attentive	—	+2 on Investigate and Sense Motive checks
Blind-Fight	—	Reroll miss chance
Brawl	—	+1 on unarmed attacks, 1d6 + Str bonus nonlethal damage
Improved Brawl	Brawl, base attack bonus +3	+2 on unarmed attacks, 1d8 + Str bonus nonlethal damage
Knockout Punch	Brawl, base attack bonus +3	Nonlethal unarmed attack is automatically critical hit
Improved Knockout Punch	Brawl, Knockout Punch, base attack bonus +6	Nonlethal unarmed critical hit deals triple damage
Streetfighting	Brawl, base attack bonus +2	+1d4 damage once per round with unarmed attack or light melee weapon
Improved Feint	Int 13, Brawl, Streetfighting	+2 on Bluff checks to feint; feint as move action
Builder	—	+2 on any two of Craft (chemical, electronic, mechanical, structural) checks
Cautious	—	+2 on Demolitions and Disable Device checks
Charismatic Plus	**Charismatic Hero 3**	**Character gains bonus talents**
Combat Expertise	Int 13	Reduce attack bonus by up to -5, increase Defense bonus by up to +5
Improved Disarm	Int 13, Combat Expertise	Disarm does not provoke attack of opportunity
Improved Trip	Int 13, Combat Expertise	Trip opponent and make an immediate melee attack
Whirlwind Attack	Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4	One melee attack at each opponent within 5 feet
Combat Martial Arts	Base attack bonus +1	1d4 + Str lethal or nonlethal damage, considered armed
Improved Combat Martial Arts	Combat Martial Arts, base attack bonus +4	Unarmed strike threatens critical hit on 19 or 20

Advanced Combat Martial Arts	Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8	Unarmed strike critical hit deals x3 damage
Combat Reflexes	—	Additional attacks of opportunity
Command Voice	**—**	**+2 to Charisma checks on Leadership and Intimidation**
Confident	—	+2 on Gamble and Intimidate checks
Covert Communication	**Character level 2**	**Character can use communication gear under fire.**
Creative	—	+2 on any two of Craft (visual arts, writing), or Perform checks
Data Access	**Wis 13, Computer Use 1 rank, Skill Focus (computer use)**	**Has access to data that others may not be able to obtain**
Deceptive	—	+2 on Bluff and Disguise checks
Dedicated Plus	**Dedicated Hero 3**	**Character gains bonus talents**
Defensive Martial Arts	—	+1 dodge bonus to Defense against melee attacks
Combat Throw	Defensive Martial Arts	+2 to Str, Dex on trips and grapples
Improved Combat Throw	Defensive Martial Arts, Combat Throw, base attack bonus +3	Free trip attack when opponent misses you
Elusive Target	Dex 13, Defensive Martial Arts	-4 on ranged attacks against you while engaged in melee combat
Unbalance Opponent	Defensive Martial Arts, base attack bonus +6	Opponent receives no Str bonus to attack, only to damage
Dodge	Dex 13	+1 dodge bonus against selected opponent
Agile Riposte	Dex 13, Dodge	Make one attack of opportunity when your designated target fails a melee attack against you
Mobility	Dex 13, Dodge	+4 dodge bonus against attacks of opportunity
Spring Attack	Dex 13, Dodge, Mobility, base attack bonus +4	Move before and after melee attack
Drive-By Attack	—	No speed penalty when attacking from moving vehicle
Educated [1]	—	+2 on any two Knowledge checks
Endurance	—	+4 on certain Swim and Con checks, some Fort saves
Exotic Melee Weapon Proficiency	Base attack bonus +1	Proficient in specific exotic melee weapon
Far Shot	—	Multiply range increments by 1.5 (2 for thrown weapons)
Dead Aim	Wis 13, Far Shot	+2 on ranged attack if full round spent aiming
Fast Plus	**Fast Hero 3**	**Character gains bonus talents**
First Contact Protocol	**Commander Rank**	**Allows first contact with alien species**
Focused	—	+2 on Balance and Concentration checks
Frightful Presence	Cha 15, Intimidate 9 ranks	Lower-level foes are shaken (Will save negates)
Gearhead	—	+2 on Computer Use and Repair checks
Great Fortitude	—	+2 on Fortitude saves
Gregarious	**Cha 15**	**+2 on Charisma-based skills**
Guide	—	+2 on Navigate and Survival checks
Gunner's Eye	**—**	**No penalty when shooting from a moving vehicle**
Hacker	**Computer Use 1 rank**	**+2 bonus to Knowledge (physical sciences) and Computer Use checks**
Hailing Frequencies Open	**—**	**Able to boost power to communications equipment**
Heroic Surge	—	Extra move or attack action
Hobby [1]	**—**	**Chose one cross-class skill to be a class skill**
Improved Damage Threshold [2]	—	Massive damage threshold = Con +3 instead of Con
Improved Initiative	—	+4 on initiative checks
Improved Natural Healing	**Base Fortitude save bonus +5**	**Healing rate doubles per day**
Improved Repair	**Int 15**	**Add Int bonus to Repair checks**
Influence	**—**	**+2 on Reputation checks**
Iron Will	—	+2 on Will saves
Jack of All Trades	**Character level 8**	**Can use skills normally trained as untrained**
Leadership	**Character level 6**	**Attracts loyal companions and devoted followers**
Legal Protection	**—**	**Legal protection from local authorities**
Level-Headed	**—**	**May take 10**
Licensed and Authorized	**—**	**You have the right connections**
Lightning Reflexes	—	+2 on Reflex saves
Linguist	**Read/Write Language and Speak Language skills in four languages**	**Gain languages skills at two for one**
Low Profile	—	Reduce Reputation bonus by 3
Mastercrafter	**Craft (electronic, mechanical) 8 ranks each**	**Can build mastercraft items**
Medical Expert	—	+2 on Craft (pharmaceutical) and Treat Injury checks

Meditation	**—**	**Can enter a meditative state**
Merchant	**Profession 4 ranks**	**Gains additional class skills**
Meticulous	—	+2 on Forgery and Search checks
Multidexterity	**Dex 15, 3 or more arms**	**Off-hand penalties are ignored**
Negotiator	**—**	**+2 on Diplomacy and Sense Motivechecks**
Nerve Pinch	**Combat Martial Arts, base attack bonus +4**	**Successful attack paralyzes target**
Nerves of Steel	**—**	**+4 to Concentration checks**
Nimble	—	+2 on Escape Artist and Sleight of Hand checks
Oathbound	**A declared allegiance**	**Provide aid to others with the same allegiance**
Open-Minded	**—**	**+4 when dealing with a different culture**
Personal Firearms Proficiency	—	Proficient in use of personal firearms
Advanced Firearms Proficiency	Personal Firearms Proficiency	No -4 penalty for autofire
Burst Fire	Wis 13, Personal Firearms Proficiency, Advanced Firearms Proficiency	-4 on attack, +2 dice damage
Exotic Firearms Proficiency[1]	*Personal Firearms Proficiency, Advanced Firearms Proficiency*	*Proficient in specific class of exotic firearms*
Strafe	Personal Firearms Proficiency, Advanced Firearms Proficiency	Autofire area 5 by 20 ft. instead of 10 by 10 ft.
Suppressive Fire	**Wis 13, Personal Firearms Proficiency**	**Threaten a 10 by 10 ft. area until your next action**
Photographic Memory	**Int 16**	**Perfect recall**
Planetary Adaptation	**—**	**Vary by planet type**
Point Blank Shot	—	+1 on attack and damage up to 30 ft.
Double Tap	Dex 13, Point Blank Shot	-2 on attack, +1 die damage
Precise Shot	Point Blank Shot	No -4 penalty for shooting into melee
Dead Shot	**Dex 13, Point Blank Shot, Precise Shot, base attack bonus +4**	**Adept at hitting targets behind cover**
Skip Shot	Point Blank Shot, Precise Shot	Ignore cover, -2 on attack, -1 die damage
Shot on the Run	Dex 13, Point Blank Shot, Dodge, Mobility	Move before and after ranged attack
Political Influence	**—**	**+4 to Reputation with politicians**
Power Attack	Str 13	Subtract from melee attack to add to melee damage roll
Cleave	Str 13, Power Attack	Extra attack after dropping target to 0 hp
Great Cleave	Str 13, Power Attack, Cleave, base attack bonus +4	No limit to Cleave in a round
Improved Bull Rush	Str 13, Power Attack	No attack of opportunity for bull rush
Sunder	Str 13, Power Attack	+4 on attack, no attack of opportunity when striking weapon
Psionic Talent	**Int 9, Wis 9**	**Gain the ability to have psionics**
Addle Mind	**Int 9, Wis 9, Psionic talent, Empathy 6 ranks, Influence Mind 6 ranks, Telepathy 6 ranks**	**Confuse target**
Blank Mind	**Int 9, Wis 9, Psionic Talent, Hide Mind 8 ranks**	**Hide emotions and thoughts**
Cloud Awareness	**Int 9, Wis 9, Psionic Talent, Detect Mind 6 ranks, Empathy 6 ranks, Hide Mind 6 ranks, Influence Mind 4 ranks, Telepathy 6 ranks**	**Cause beings to ignore you**
Compartmentalize Mind	**Int 13, Wis 9, Psionic Talent, Concentration 12 ranks**	**Create multiple minds**
Deep Scan	**Int 13, Wis 13, Cha 13, Psionic Talent, Empathy 13 ranks, Influence Mind 8 ranks, Telepathy 13 ranks, Mind Link, Subtle Influence**	**Scan for a specific piece of information**
Empathic Rapport	**Int 9, Wis 9, Psionic Talent, Empathy 4 ranks**	**Create empathic rapport with willing subject**
Encrypted Thought	**Int 15, Wis 15, Psionic Talent, Concentration 12 ranks**	**Encode the contents of your mind**
Gödelized Communication	**Int 16, Wis 9, Psionic Talent, Knowledge (physical sciences) 10 ranks, Concentration 10 ranks, Total Recall**	**Allows a Gödelized message to be encoded or decoded**
Healing Trance	**Int 9, Wis 9, Meditation, Psionic Talent, Self Healing 6 ranks**	**Rapidly repair damage to your body**
Mind Link	**Int 9, Wis 9, Psionic Talent, Telepathy 4 ranks**	**Establish a two-way telepathic link**

Non-Verbal Telepathy	**Int 9, Wis 15, Psionic Talent, Empathy 8 ranks, Telepathy 8 ranks**	**Allows telepathic sharing of thoughts, images, sensations**
Subtle Influence	**Int 9, Wis 9, Cha 13, Psionic Talent, Empathy 8 ranks, Influence Mind 8 ranks, Telepathy 11 ranks**	**Send a telepathic suggestion to another via Influence Minds**
Total Recall	**Int 13, Wis 9, Psionic Talent, Concentration 6 ranks**	**Enhance your memory temporarily**
Transcend Sleep	**Int 9, Wis 9, Psionic Talent, Concentration 10 ranks, Metabolic Control 10 ranks**	**Can go without sleep for a number of days equal to Wisdom**
Quick Draw	Base attack bonus +1	Draw weapon as free action
Quick Reload	Base attack bonus +1	Reload as free or move action, instead of as move or full-round action
Rapid Aim	**Base attack bonus +10**	**Aim ranged weapon as move action**
Remote Operation	**Engineering Specialist 1**	**Remotely operate a robot**
Renown	—	+3 Reputation bonus
Run	—	Move up to 5 times normal speed, +2 on running Jump checks
Fleet of Foot	**Run**	**Can turn corners without loosing momentum**
Salvage	**—**	**Knows how to salvage destroyed materials**
Sex Appeal	**Cha 15**	**Bonus to Charisma-based skills when dealing with the opposite sex**
Simple Weapons Proficiency	—	Proficient with clubs, knives, etc.
Sixth Sense	**Base attack bonus +9**	**You know you are being targeted**
Skill Focus [1]	**—**	**+3 bonus to the chosen skill**
Smart Plus	**Smart Hero 3**	**Character gains bonus talents**
Spacer	**—**	**+2 on Computer Use, Pilot, and Navigate checks**
Spark of Genius	**Int 13**	**+4 skill bonus to any one Knowledge skill**
Starship Gunnery	**—**	**Proficient in use of starship weapons**
Starship Operation	**Pilot 4 ranks**	**No -4 penalty on Pilot checks**
Space Jockey	**Pilot 4 ranks, Starship Operation**	**+2 on Pilot and Repair checks**
Starship Feint	**Pilot 9 ranks, Starship Operation**	**+2 on Bluff to feint in starship combat**
Stealthy	—	+2 on Hide and Move Silently checks
Studious	—	+2 on Decipher Script and Research checks
Strong Plus	**Strong Hero 3**	**Character gains bonus talents**
Supernatural Strike	**Base attack bonus +2**	**Critical hits when not usually allowed**
Surface Vehicle Operation [1]	*Drive 4 ranks*	*No -4 penalty on Drive checks or attack rolls with selected class of vehicle*
Surgery	*Treat Injury 4 ranks*	*No -4 penalty for performing surgery*
Field Surgeon	**Treat Injury 5 ranks, Surgery**	**You can perform surgery in the field**
Xenomedic	**Knowledge (earth and life sciences) 6 ranks, Treat Injury 6 ranks, Surgery**	**You can perform surgery on species other than your own**
Tough Plus	**Tough Hero 3**	**Character gains bonus talents**
Toughness [2]	—	+3 hit points
Track	—	Use Survival skill to track
Trustworthy	—	+2 on Diplomacy and Gather Information checks
Two-Weapon Fighting	Dex 13	Lessen two-weapon penalties by 2
Improved Two-Weapon Fighting	Dex 13, Two-Weapon Fighting, base attack bonus +6	Extra attack with off-hand weapon
Advanced Two-Weapon Fighting	Dex 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11	Third attack with off-hand weapon
Ultra Immune System	**Con 13**	**Higher immunity**
Urban Tracking	**—**	**Use Gather Information skill to track**
Vehicle Expert	—	+2 on Drive and Pilot checks
Force Stop	Drive 4 ranks, Vehicle Expert	Force a surface vehicle to stop
Vehicle Dodge	Dex 13, Drive 6 ranks, Vehicle Expert	+1 dodge bonus to Defense
Weapon Finesse [1]	Proficient with weapon, base attack bonus +1	Use Dex modifier instead of Str modifier with melee weapon
Weapon Focus [1]	Proficient with weapon, base attack bonus +1	+1 on attack rolls with selected weapon
Windfall [2]	—	+3 Wealth bonus increase, +1 on Profession checks
Zero-G Training	**Dex 13, Tumble 4 ranks**	**Have been trained in movement in zero gravity**

[1] You can take this feat multiple times; each time it applies to a different skill or weapon.
[2] You can take this feat multiple times; its effects stack.

New and Modified Feats

The following feats are either new or modified from their original entry in the *d20 Modern Roleplaying Game Core Rulebook*.

Acceleration Tolerance

This is the ability to withstand the sudden high-G forces of extreme acceleration for short periods of time. It is most useful for fighter pilots, especially those pilots that fly jets or other high-speed vehicles.

Prerequisite: Constitution 13.

Benefit: The character gets a +4 to Fortitude saving rolls to avoid the effects of acceleration.

Action Boost

You have the ability to alter your luck drastically in dire circumstances.

Benefit: When you spend 1 action point, you roll d8s instead of d6s for the action result.

Addle Mind

You can confuse another person's mind via telepathy.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent, Empathy 6 ranks, Influence Mind 6 ranks, Telepathy 6 ranks.

Benefit: Addle Mind is an active psionic ability. It requires a full round action to use and has a range of 100 feet. To activate this ability, you must perform an Influence Mind skill check against DC 20. If the skill check succeeds, you telepathically broadcast a series of conflicting commands at a single target. Your target must perform a Will saving throw or be confused. The confusion lasts as long as you concentrate upon that target. The DC of your target's Will saving throw depends on your Influence Mind skill check result (see the following table).

Skill Check Result	Will Save DC
20-24	10
25-29	13
30-34	16
35-39	19
40+	22

If you roll 15 to 19 on the Influence Mind skill check, the target receives a telepathic message of contradictory commands, but has no compulsion to obey. If you roll 14 or less on the Influence Mind skill check, you have failed to initiate the power. You may not use Telepathy or Influence Mind (or feats based on either of those skills) on that target for ten minutes.

Aircraft Operation

This feat now applies to the following classes of aircraft: heavy aircraft, helicopters, jet fighters, or primitive spacecraft. The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets. Primitive spacecraft are vehicles such as the old Terran space shuttle and the old Terran lunar lander.

The prerequisite, benefit, normal, and special aspects of this feat still apply as found in the *d20 Modern Roleplaying Game Core Rulebook*.

Alien Weapon Proficiency

You have been trained in the use of weapons belonging to species outside of your culture.

Benefit: You take no penalty on attack rolls when using any kind of alien weapon.

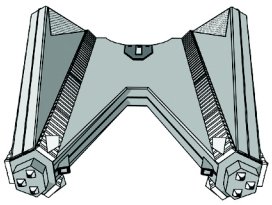
Special: A creature without this feat takes a -4 nonproficient penalty when making attacks with an alien weapon.

Blank Mind

You have mastered the ability to obscure your thoughts. It is very difficult for anyone to actively scan your mind and emotions, even if you are standing in front of him.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent, Hide Mind 8 ranks.

Benefit: Whenever anyone attempts to scan your emotions or thoughts with Empathy or Telepathy, the person must first perform a skill check opposed by your Hide Mind skill. If the person fails this opposed check, he cannot sense the presence of your mind. It is as if nothing is there. During the round you perform a skill check for an active psionic ability, you suffer a -10 penalty on your Hide Mind skill checks that oppose scanning. If you are under the influence of any active psionic effects, you suffer a -5 penalty on your Hide Mind skill checks. (These penalties are not cumulative.) This is a passive psionic ability that operates constantly and unconsciously. The benefits from Blank Mind are in addition to those of Psychic Defense.



Tholian
Heavy Cruiser

Charismatic Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly charismatic hero.

Prerequisite: Charismatic Hero 3.

Benefit: You gain two talents from the Charismatic hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it.

Favor, Captivate, Dazzle, Taunt, Inspiration, Greater Inspiration, "Freeze!", Shakedown, Heirloom, Inherited Treasure.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

Cloud Awareness

As long as you concentrate, you can emanate a powerful, telepathic suggestion that causes all living beings to ignore your presence. Using this ability, you could walk through a crowded room, and no one would notice you.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent, Detect Minds 6 ranks, Empathy 6 ranks, Hide Mind 6 ranks, Influence Mind 4 ranks, Telepathy 6 ranks.

Benefit: This is an active psionic ability. To initiate the telepathic emanation, you must expend a full round action and perform an Influence Mind skill check against DC 20. If successful, you begin radiating a subtle, but powerful, telepathic field that affects anyone who perceives you directly. (The field has no effect on inanimate objects or recordings of you. However, if someone were watching you through a live television transmission or the like, the field would affect him.) The field lasts as long as you concentrate upon it. Any time someone would notice your presence, that person must perform a Will saving throw opposed by 10 + one-third of your Influence Mind skill + your Wisdom modifier. If he wins the skill check, he notices your presence until you pass beyond his line of sight or the range of the ability he uses to sense you. Sight, hearing, smell, and Detect Minds are but some of the means a person can use to detect your presence. If you make physical contact with a person, he gains +10 on his Will save to sense your presence. If you attack someone, he automatically perceives you. You can use Hide and Move Silently to great benefit while clouding awareness of your presence. Opponents must first beat your Hide or Move Silently skill normally to have an inkling of your presence. After that, they succeed with a Will save to avoid ignoring you. If a person attempting to detect you has Psychic Defense, he gets a Psychic Defense against Influence Mind check in addition to his normal Will saving throw. If you fail your Telepathy skill check to activate Cloud Awareness, you may not attempt it again for one minute (10 rounds).

Command Voice

Benefit: This feat allows a character to add +2 to any Charisma check concerning Leadership or Intimidate. Under normal conditions a shout made by the character can be heard up to 120 feet.

Compartmentalize Mind

You can create "partitions" inside your mind, allowing you to function as if you have two or more brains.

Prerequisites: Intelligence 13, Wisdom 9, Psionic Talent, Concentration 12 ranks.

Benefit: Creating a compartment in your mind requires one minute of total concentration. (You can use no other psionic powers or take any actions during that time.) At the end of this period, you make a Concentration skill check against DC 20. If successful, you have created a compartment that functions like a second, fully functional mind. The compartment lasts for 2d6 + your Wisdom modifier minutes. You may attempt to create more than one compartment. Each one is a separate, lengthy action. The compartments must be created one at a time, and each additional compartment you create imposes a cumulative +5 to your skill check DC. (When you created a second compartment, the DC is 25. The third compartment is DC 30, and so on.) If you fail any of your skill checks, you may not use Compartmentalize Mind for four hours. Each compartment in your mind can function as an independent entity, as if you have become two people sharing one body. Both parts communicate fully with one another. Both parts can use psionic powers, even different psionic powers, at the same time. One part can use psionic powers while the other part operates the body normally, permitting you to engage in physical and psionic combat simultaneously. One part could use a psionic power requiring total concentration while the other part functions normally, or both parts could concentrate on completely different things. (For example, you could use one part of your mind telekinetically levitate an object and concentrate on maintaining that control while the other part of your mind composes a sonata.) If you are affected by something that causes dazed or stunned conditions or by anything that influences your cognitive processes, each compartment of your mind gets a separate saving throw against the effect. As long as one of your partitions is unaffected, it maintains control of your body and may shut down the affected partitions, preventing the effect from harming you (other than losing a compartment). Note: Compartments may not create other compartments. It is a process involving the entire mind. All actions from all your minds must shut down when you attempt to create a new compartment.



Cromarg Technicians in Klingon Service

Covert Communication

You may make contact with friendly forces as long as the enemy is not actively jamming your signal.

Prerequisite: Character level 2.

Benefit: You are able to make a call for assistance while under enemy fire. This includes making calls for extraction, aid, and fire support, although the GM can decide if the request is granted or not.

Data Access

You are trained to access and comprehend huge amounts of data very rapidly. You have an almost inhuman ability to locate and analyze the information you search for.

Prerequisites: Wisdom 13, Computer Use 1 rank, Skill Focus (computer use).

Benefit: When using the Computer Use skill, the time required for any action is halved, as detailed in the *d20 Modern Roleplaying Game Core Rulebook*.

Dead Shot

You are a skilled marksman and have learned to hit targets hiding behind cover.

Prerequisites: Dexterity 13, Point Blank Shot, Precise Shot, base attack bonus +4.

Benefit: When firing a ranged weapon at a target taking advantage of cover, the target is considered to be at one cover category less.

Special: This feat does not stack with other feats or abilities that lend modifiers to hit targets behind cover.

Dedicated Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly dedicated hero.

Prerequisite: Dedicated Hero 3.

Benefit: You gain two talents from the Dedicated hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it.

Improved Aid Another, Intuition, Healing Touch 1, Healing Touch 2, Aware, Faith, Cool Under Pressure.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.



Deep Scan

You can perform a quick, subtle telepathic scan of an individual's subconscious mind and memory, retrieving a single piece of information.

Prerequisites: Intelligence 13, Wisdom 13, Charisma 13, Psionic Talent, Empathy 13 ranks, Influence Mind 8 ranks, Telepathy 13 ranks, Mind Link, Subtle Influence.

Benefit: Deep Scan is an active psionic ability. It requires a full round action to use and has a 50 foot range. To perform a Deep Scan, you must state a single question that you wish to "ask" the subject. This is the "target" piece of information you wish to retrieve by means of your scan. You then make a Telepathy skill check against DC 25. If successful, you initiate the scan and your subject makes a Will saving throw. The DC of the save depends on your skill check result, per the following table.

Skill Check Result	Will Save DC
25-29	13
30-34	16
35-39	19
40-44	22
45+	25

If your target fails the saving throw, you acquire the answer to your question and the target does not know that his mind has been invaded. If your target has Psychic Defense, he automatically knows that someone has attempted to breach his defenses, even on a failed saving throw. If the information you seek does not exist in your target's mind, you gain nothing.

Empathic Rapport

You can establish an empathic rapport between yourself and another thinking creature.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent, Empathy 4 ranks.

Benefit: Establishing rapport takes ten minutes of total concentration from both yourself and your target. It is an active use of psionics and has a range of touch only. Only willing participants may be drawn into rapport; otherwise, the attempt automatically fails. At the end of ten minutes, you make an Empathy skill check against DC 20. If successful, the rapport is established. It has unlimited range and lasts for 2d4 + your Wisdom modifier in hours. While in rapport, you and your target can sense each other's emotional state. You can also sense the general direction towards one another (e.g., "to my left"), as well as perceive the general distance separating you (e.g., "near," "very far"). A permanent rapport may be established between you and another. This requires a full day's concentration, a successful Empathy skill check against DC 25, and the expenditure of 500 experience points by yourself and the target. (The experience points are spent only if the link is successfully created.)

Encrypted Thought

Just as cryptographers can encode a message and make it unintelligible to those without the proper key, you have encoded all of your thought processes, making it nearly impossible for anyone to understand the contents of your mind with any sort of telepathic scan.

Prerequisites: Intelligence 15, Wisdom 15, Psionic Talent, Concentration 12 ranks.

Benefit: When someone attempts to read your mind via Telepathy, he perceives a garbled mess unless he can roll his Intelligence score or less on 1d100. Each round he attempts to scan your mind, he must make this roll. Therefore, one round he might be able to understand you; the next, he loses comprehension. Non-Verbal Telepathy provides no aid to comprehending your mind. While someone is scanning you, he may only receive emotional impressions, but not distinct thoughts, images, or words. Unfortunately, this effect is double-edged. If you attempt to communicate with someone via Telepathy or Influence Mind, your thoughts are incomprehensible. You can willingly shut down the encryption, as a free action. However, reactivating it is a full round action.

Exotic Firearms Proficiency

Choose a weapon type from the following list: cannons, heavy machine guns, grenade launchers, heavy phasers, heavy disruptors, and rocket launchers. You understand how to use all weapons within that type in combat.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: You can gain this feat as many as six times. Each time you take the feat, you select a different weapon group.

Fast Plus

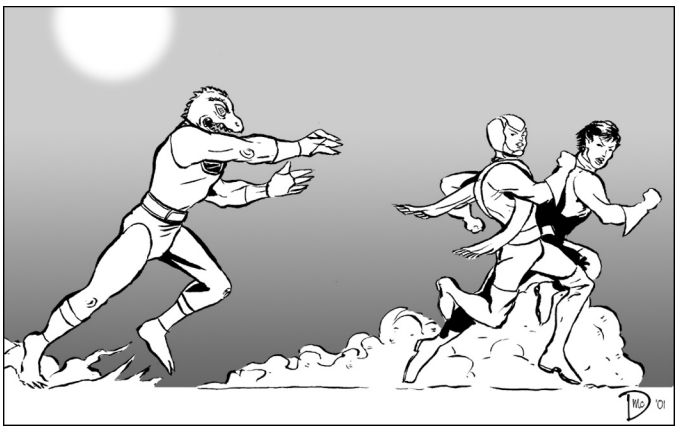
Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly dexterous hero.

Prerequisite: Fast Hero 3.

Benefit: You gain two talents from the Fast hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it.

Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll, Opportunist, Improved Increased Speed, Advanced Increased Speed, Creeping Reflexes, Catlike Reflexes, Improved Fancy Footwork, Celeritous Skulking, Improved Evasion, Heightened Reflexes, Speed Racer, Offensive Driving, Speed Demon, Improved Precision, Advanced Precision, Precise Critical.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.



"I don't have to be faster than *him...*"

Field Surgeon

Your awareness of anatomy allows you to perform simple surgery to treat wounds.

Prerequisites: Surgery, Treat Injury 5 ranks.

Benefit: You can perform simple field surgery, allowing creatures to recover more quickly from their wounds. Field surgery expends one use from a healer's kit. To perform field surgery, you must make a Treat Injury check and spend time treating an injured creature; success means that on the creature's next rest period it heals 1d4 points of damage (this is in addition to the normal amount healed from resting and with being under long-term care from a person with the Treat Injury skill).

The amount of time you take treating the injury determines the DC of the check according to the following table.

Treatment Time	DC
1 minute	25
5 minutes	20
10 minutes	15

You decide how long you will perform the field surgery before making the check. You cannot take 20 on this check. If you fail the check by 4 or less, nothing happens. If you fail this check by 5 or more, the patient loses 1 hit point. If this puts the patient below 0 hit points, he starts dying.

You can use field surgery on a creature multiple times, but the additional healing from field surgery in one day cannot exceed the patient's Constitution score (additional surgeries have no effect).

Example: A patient with Constitution 10 cannot recover more than 10 additional hit points from field surgery per day.

Try Again?: You may try again as long as the patient is alive.

First Contact Protocol

You have been trained in and authorized for First Contact Protocol, allowing you to encounter and meet alien species so far unknown to Star Fleet.

Prerequisite: Must be a Star Fleet officer having attained at least the rank of Commander, or otherwise authorized for First Contact Protocol.

Benefit: You may communicate with any sentient being, even if you cannot speak its language. You may only use two-word sentences, with no word having more than one syllable. This is, of course, a very basic form of communication. However, you can usually utilize it to make meaningful, if brief, contact with previously unknown alien species. First Contact Protocol may be used over a communications link, but it requires video contact as well as audio. In addition, you gain a +4 competence bonus to all Sense Motive and Diplomacy checks made while using this feat.

Special: An officer in Star Fleet cannot rise above the rank of Captain without having first gained this feat.

Fleet of Foot

You can turn corners without losing momentum.

Prerequisite: Run.

Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You cannot use this feat while wearing medium or heavy armor, or if you're carrying a medium or heavy load.

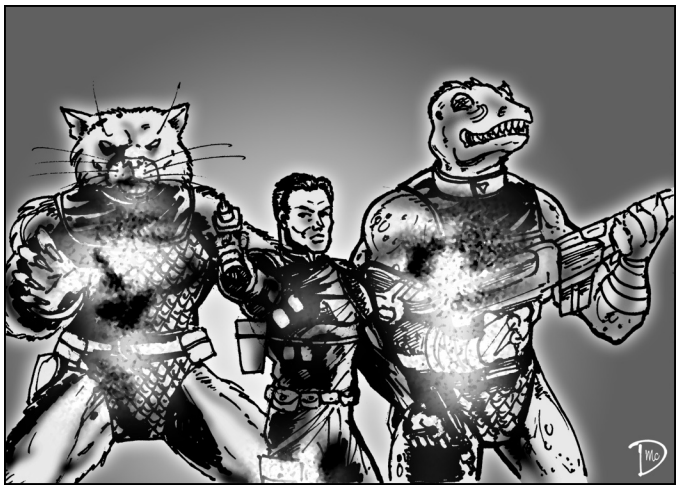
Normal: Without this feat, you can run or charge only in a straight line.

Gödelized Communication

Gödelized Communication is a system of encoding any message of any kind as an extremely large number, a product of prime bases and exponents. Using a Gödelized communication, you can communicate or remember a message in an incredibly compact manner. A single number, in scientific notation, could store more information than an entire set of encyclopedias. Gödelized communication also has the advantage of reducing extremely long and complicated verbal to messages that can be delivered in a single utterance. You could conceivably memorize the contents of a dictionary or encyclopedia by memorizing a single number. This ability is named after the mathematical theories of Kurt Gödel, a German mathematician of the twentieth century.

Prerequisites: Intelligence 16, Wisdom 9, Psionic Talent, Knowledge (physical sciences) 10 ranks, Concentration 10 ranks, Total Recall.

Benefit: To encode or decode a Gödelized message, you must enter an alternate state of awareness in which your mind performs complicated, hyper-fast mathematical and linguistic calculations. To enter this state, you must expend a full round action and perform a Concentration check against DC 20. If the check is successful, you convert the message to or from a number. If the check is failed, you can try again, but the DC increases by a cumulative +2. Some Gödelized messages may be in other languages or special codes. Depending on all the factors involved in the message, you may need several different skills to interpret it properly. Once the number has been converted, it takes the normal amount of time to process the information contained in it. For instance, if the number contained an entire encyclopedia, it would still take as long as the normal encyclopedia to be read.



Gregarious

You get along well with people and truly understand how to get inside their mindset.

Prerequisite: Charisma 15.

Benefit: You gain a +2 on all Charisma-based skills. In the event you have to use a Charisma-based skill that is trained only and that you do not have as a skill, you may attempt it as untrained.

Gunner's Eye

You are skilled at acquiring targets in vehicle combat.

Benefit: You get a +4 bonus to acquire targets in vehicle combat.

Hacker

You are skilled at breaking codes and cracking computer systems.

Prerequisite: Computer Use 1 rank.

Benefit: You get a +2 bonus on all Knowledge (physical sciences) and Computer Use checks.



Hailing Frequencies Open

You have the ability to operate any communication device with a minimum of training.

Benefit: When boosting the signal of any communications array with which you are familiar, add +2 to your Craft (electronic) skill check. You may gain familiarity with an alien communications array by making a successful Knowledge (technology) skill check.

Normal: The use of any standard communication device requires a Craft (electronic) skill check.

Healing Trance

You can cause your body to rapidly repair damage.

Prerequisites: Intelligence 9, Wisdom 9, Meditation, Psionic Talent, Self Healing 6 ranks.

Benefit: A Healing Trance hyper-accelerates your body's regenerative processes. It requires total concentration. You must remain still and free from distraction. You cannot speak, move, fight, or use other psionics in this trance. Your awareness of your surroundings is impaired, so you suffer a -6 penalty to Spot and Listen checks while in the trance. To enter the trance, you must spend ten minutes preparing your mind and body and then make a Self Healing skill check against DC 20. If successful, your body begins to heal at an incredibly fast rate. As long as you remain in the trance, you heal 1 hit point per minute. Lost fingers, toes, and small body parts may be regrown with eight hours of Healing Trance and an expenditure of 100 experience points. Lost limbs and non-vital organs (like the intestinal tract or spleen) require twenty-four hours and 150 experience points. Restoring a major or complex organ, like a lung, eye, or part of the brain, takes seventy-two hours and 200 experience points. The trance burns up a lot of your body's energy. At the end of it, you must perform a Fortitude save against DC 20. If you fail, you are fatigued. If you regenerate a lost body part, you are automatically exhausted after the Healing Trance ends. If you fail your Self Healing skill check, you cannot use Healing Trance for one hour. Healing Trance is an active psionic ability.

Hobby

You have developed a hobby outside your normal career path.

Benefit: You may select any cross-class skill. From this point on, it will be regarded as a class skill, no matter what character class you choose.

Special: You may select this feat a number of times, up to your Intelligence modifier with a minimum of once. Each time this feat is selected, a new cross-class skill is chosen.

Improved Natural Healing

You recover from wounds and injury faster than normal.

Prerequisite: Base Fortitude save bonus +5.

Benefit: You recover 2 hit points per character level per rest period (8 hours of sleep). If you undergo complete bed rest (doing nothing for the entire day), you recover 4 hit points per character level per day. Ability damage returns at 2 points for resting 8 hours, or 4 points per day with complete bed rest.

Normal: Normal natural healing is 1 hit point per character level for 8 hours rest, or 2 hit points per character level per day for complete bed rest. Ability damage returns at 1 point for 8 hours rest, or 2 points per day with complete bed rest.

Improved Repair

Prerequisite: Intelligence 15.

Benefit: The character has a knack for fixing things. Therefore, he gets to add a bonus equal to his Intelligence bonus to any Repair check.

Influence

You have a knack for getting the desired result and swaying opinions.

Benefit: You get a +2 circumstance bonus on all Reputation checks.

Jack of All Trades

You've picked up a smattering of even the most obscure skills.

Prerequisite: Character level 8.

Benefit: You can use any skill untrained, even those that normally require training and those that are exclusive to classes you don't have. You cannot, however, gain ranks in a skill unless you are allowed to select it.

Leadership

Prerequisite: Character level 6.

Benefits: This feat enables the character to attract loyal companions and devoted followers, subordinates who assist him. See the following table for the sort of cohort and number of followers the character can recruit.

Leadership Modifiers: Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Charisma modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Other modifiers may apply when the character tries to attract a cohort:

The Leader . . .	Modifier
Recruits a cohort with a different allegiance	-1
Caused the death of a cohort	-2*

* Cumulative per cohort killed.

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the following modifiers that apply.

The Leader . . .	Modifier
Has a starship, stronghold, base of operations, guild house, etc.	+2
Moves around a lot	-1
Caused the death of other followers	-1

Leadership Score	Cohort Level	Number of Followers by Level – 1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Leadership Score: A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

Cohort Level: The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular species, class, and allegiance. The cohort's allegiance may not be opposed to the leader's allegiance, and the leader takes a Leadership penalty if he recruits a cohort with an allegiance different from his own.

Cohorts earn experience points as follows:

• The cohort does not count as a party member when determining the party's experience points.

• Divide the cohort's level by the level of the player character with whom he is associated (the character with the Leadership feat who attracted the cohort).

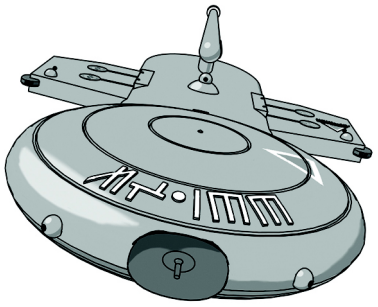
• Multiply this result by the total experience points awarded to the player character and add that number of experience points to the cohort's total.

If a cohort gains enough experience points to bring him to a level one lower than the associated player character's character level, the cohort does not gain the new level; his new experience point total is one less than the amount needed attain the next level.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level gamemaster characters. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the previous table to determine if she has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)

Gorn Heavy Destroyer



Legal Protection

Somehow, your security file has a little red line across it that makes local security forces think twice before they haul you in on minor crimes.

Benefit: The character gains a free affiliation with the local security forces and his circumstantial Reputation bonus when dealing with them increase by +4.

Level-Headed

You keep your calm under pressure.

Benefit: Whenever faced with a situation where you would normally be unable to take 10, you may now do so.

Licensed and Authorized

You have the right connections or know a very good forgery artist; you have the licenses needed to buy a certain level of restricted goods without a bump in price.

Benefit: The character can attain goods requiring a license without an increase in the Purchase DC. This feat can be taken four times, with the second feat allowing the acquisition of Restricted goods, the third feat bringing Military items into reach, and the fourth granting access to illegal goods without a modification to Wealth check DCs for purchasing them.

Linguist

You have a natural ability with languages; you look at or hear foreign words and can work out the common denominator between them. This makes you an invaluable commodity as an interpreter, if nothing else.

Prerequisites: You must be able to Read/Write and Speak four or more languages.

Benefit: When you spend a skill point to learn to speak or read/write a language you may choose either to be able to speak and read/write the language or to speak two languages or to read/write two languages.

Mastercrafter

You are adept at creating mastercraft electronic and mechanical devices (including tools, vehicles, weapons, robot manipulators, and armor).

Prerequisites: Craft (electronic) 8 ranks, Craft (mechanical) 8 ranks.

Benefit: When successfully completed, a mastercraft electronic or mechanical object provides an equipment bonus on skill checks made to use the object (in the case of mastercraft vehicles, this includes Drive or Pilot checks). A mastercraft weapon provides a bonus on attack or damage rolls (your choice). A mastercraft suit of armor improves the armor's equipment bonus to Defense. In each case, the bonus can be +1, +2, or +3, and no single object can have more than one mastercraft feature. (For instance, you cannot build a mastercraft weapon that gains a bonus on attack rolls and damage rolls.)

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the object (or its components) + the bonus provided by the mastercraft feature (+1, +2, or +3).

In addition to the Wealth check, you must also pay a cost in experience points equal to 250 x the bonus provided by the mastercraft feature. The experience points must be paid before making the Craft check. If the expenditure of these experience points would drop you below the minimum needed for your current level, then the experience points can't be paid and you can't make the mastercraft object until you have sufficient experience points to remain at your current level after the expenditure is made.

Apply the following modifiers to the Craft check DC for mastercraft items:

Mastercraft Feature	DC Modifier
Mastercraft (+1)	+3
Mastercraft (+2)	+5
Mastercraft (+3)	+10

You can add the mastercraft feature to an existing ordinary object or a lower-grade mastercraft object by making a Wealth check and then making the Craft check as though you were constructing the object from scratch.

Meditation

You can enter a trance-like state that cleanses the mind and rests the body.

Benefit: Entering a meditative trance requires 2d6 minutes of mind-clearing exercises. At the end of this time, you make a Concentration skill check. If you succeed, you enter the trance. If you fail, you can try again after another 2d6 minutes. You can maintain the trance for a number of hours equal to your Wisdom score, plus any ranks you have in Concentration. The DC of the skill check depends on your surroundings. If your surroundings are conducive to meditation, such as a temple or in a quiet forest, the DC is 10. In an area with many distractions, such as an inn, the DC is 15. If you are in physical discomfort, like being trapped in a cramped cage, it is DC 20. One hour of uninterrupted meditative trance is as restful as two hours of sleep. Also, while you are meditating, you do not feel the effects of hunger, thirst, or physical discomfort, though you still suffer damage from them. While you are meditating, you have some awareness of your surroundings and may make Listen and Spot checks at a -4 penalty. If you engage in any sort of activity, even walking or conversation, your meditative trance ends.

Merchant

As long as something can be sold, there will be merchants.

Prerequisite: Profession 4 ranks.

Benefit: The following skills are considered class skills for you regardless of class: Bluff, Knowledge (any), Sense Motive, and Speak Language.

Mind Link

You can establish a two-way telepathic link between yourself and another person. This link allows you to communicate freely.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent, Telepathy 4 ranks.

Benefit: Establishing a Mind Link is full round action. You can create the link with one target per attempt. The target must be willing to participate in the link; otherwise, the attempt automatically fails. A Telepathy skill check against DC 20 is necessary to create the link, if the target is within your line of sight. You may also erect a link with a target not within your line of sight. To do so, you must be reasonably familiar with the person (better than a casual acquaintance) or have performed at least one recent empathic or thought scan on the person. As long as the target is within the same universe, you can establish the Mind Link with a Telepathy skill check against DC 25. Once the Mind Link is established, it lasts 2d6 rounds or until you cease concentrating upon its operation (whichever comes last). While in the link, you and your target may perform two-way mental communication. The other party may perceive only thoughts that you desire to send, and vice versa. Mind Link communicates in language. If the target does not understand your language, then he receives only some emotional impressions. You may Mind Link several people simultaneously, adding one person to the link per use of the Telepathy skill. Members of the "mass link" may communicate freely with one another. You act as a "switchboard" for all communications, so you know the content of all messages sent.

Multidexterity

Multi-armed creatures ignore off-hand penalties.

Prerequisites: Dexterity 15, three or more arms.

Benefit: The creature ignores all penalties for using an off-hand.

Normal: Without this feat, a creature who uses an off-hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. A creature has one primary hand, and all the others are off-hands; for example, a four-armed creature has one primary hand and three off-hands.

Special: This feat replaces the Two Weapon Fighting feat for creatures with more than two arms.

Negotiator

You are able to negotiate well and can use those skills in other situations.

Benefit: You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

Nerve Pinch

You can incapacitate foes with a vice-like pinch.

Prerequisites: Combat Martial Arts, base attack bonus +4.

Benefit: You can make an unarmed attack against a living creature. If the attack succeeds, the target takes no damage but must succeed on a Fortitude save (DC 10 + one-half your character level + your Strength modifier) or be paralyzed for 1d4+1 rounds. If the target's attack of opportunity hits you and deals damage, the nerve pinch automatically fails.

Special: This ability does not work on creatures without nervous systems or discernible anatomies, such as oozes and plants.

Nerves of Steel

Utterly unshakeable in the midst of great danger, you can remain calm at all times, focusing your energy and effort into battling your enemies.

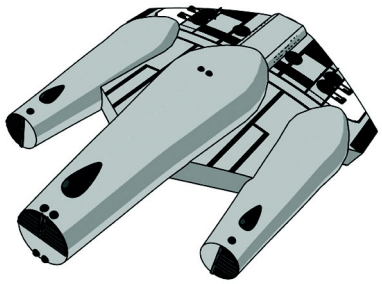
Benefit: You gain a +4 bonus to all Concentration checks you are forced to make.

Non-Verbal Telepathy

Language is no longer a barrier to you in telepathic communication. You can perceive your target's thoughts as images and sensations, as well as broadcasting your thoughts in the same manner.

Prerequisites: Intelligence 9, Wisdom 15, Psionic Talent, Empathy 8 ranks, Telepathy 8 ranks.

Benefit: In addition to perceiving or sending word-based thoughts, you can communicate telepathically in images and sensations. This broadens your capacity for communication and eliminates the telepathic language barrier.



ISC Heavy Cruiser

Oathbound

You swear undying allegiance to a person, group, organization, nation, planet, stellar empire, ethical philosophy, moral philosophy, or belief system. By doing so, you can better influence others who share your allegiance and more effectively oppose those who don't.

Prerequisite: At least one declared allegiance.

Benefit: Choose one of your allegiances. The allegiance you select becomes your primary allegiance and cannot be broken, except by you. The strength of your allegiance enables you to better assist other beings who have the same allegiance; if your combat aid another attempt succeeds, your ally gains a +3 circumstance bonus (instead of +2) on his skill check result or attack roll. Your dedication also grants you a +1 bonus on attack rolls made against creatures that do not have this allegiance.

Special: You cannot apply the benefits of this feat to multiple allegiances. If you break your oathbound allegiance, you forever lose the benefits of this feat but may take the feat again and then apply the benefits to a new allegiance.

Open-Minded

You are accepting of other cultures and beliefs.

Benefit: When engaging a culture that is not your own you are no longer at a -4 penalty with things related to other cultures.

Photographic Memory

Prerequisite: Intelligence 16.

Benefit: You can recall perfectly everything you've seen, read, or experienced. If you forget some detail your character should remember, you can ask the Gamemaster to remind you. You get a +2 bonus to any skill rolls for which rote memorization is useful (at the GM's judgment). Knowledge skills and Research should both always gain this bonus.

Planetary Adaptation

Your physiology has been altered by life on a planet with a harsh climate or adverse environmental conditions.

Benefit: You gain one of the benefits listed below, depending on your planet of origin.

Barren World: You gain +4 on Survival checks and +4 on Constitution checks against starvation and thirst.

Cold World: You gain +4 on Fortitude saves against extreme cold.

Dark World: You gain darkvision out to a range of 60 feet. Darkvision is black and white only, but otherwise works as normal sight.

High-G World: You gain +2 to your Strength. Reduce your base height by 6 inches.

Hot World: You gain +4 on Fortitude saves against extreme heat.

Low-G World: You gain +2 to your Dexterity. Increase your base height by 6 inches.

Water World: You gain +4 on Swim checks and can hold your breath for a number of rounds equal to twice your Constitution score.

Special: You may only take this feat at 1st level. You may select this feat more than once, if you get multiple feats at 1st level; the worlds may not be opposites (i.e., you cannot be from both a high-G world and a low-G world or a cold world and a hot world). Each time you choose this feat, you gain a different benefit.

Political Influence

For better or worse, the political machine has indexed you as an influential member of your community.

Benefit: You gain a free affiliation with politicians. Your circumstantial Reputation bonus when dealing with them increases by +4.

Psionic Talent

You possess a higher "quantum level" of consciousness, allowing you to affect reality with the power of your mind.

Prerequisites: Intelligence 9, Wisdom 9.

Benefit: Assuming you meet the proper prerequisites, you may develop any psionic skill as a cross-class skill. You may also purchase psionic feats or skills. All psionic skills count as cross-class skills for all species except Vulcans.

Normal: Characters without Psionic Talent may not purchase psionic skills or psionics-related feats.

Rapid Aim

After having trained long and hard on shooting ranges, you are able to aim extremely rapidly, greatly enhancing your accuracy.

Prerequisite: Base attack bonus +10.

Benefit: You can aim with a ranged weapon as a move-equivalent action.

Remote Operation

You know how to operate a robot remotely.

Prerequisites: Engineering Specialist 1.

Benefit: If you have a remote operation rig and access to a robot with the remote operation upgrade, you can control the robot's actions through a wireless communications link. The robot will do any task you command to the best of its ability. If you make an attack using the robot, you may either use your attack bonus with a - 4 penalty or you may simply issue the commands and use the robot's attack bonus.

Salvage

You can salvage electrical and mechanical parts from destroyed vehicles, starships, and robots.

Benefit: Salvaging a destroyed vehicle, starship, or robot takes time, as noted in the following table.

Salvaged Machine	Time Required	Search Check	DC Wealth Increase
Vehicle			
Huge or smaller	30 min.	15	+1
Gargantuan	1 hr.	20	+2
Colossal	3 hr.	25	+3
Starship			
Huge	1 hr.	30	+3
Gargantuan	3 hr.	35	+5
Colossal	6 hr.	40	+8

At the end of this time, make a Search check. If the check succeeds, you may increase your Wealth score by the amount indicated on the table, either by selling the salvaged parts for scrap or using them to offset the cost of future building projects.

Special: A particular vehicle or starship can be successfully salvaged only once. Any further attempts to salvage the wreckage fail automatically.

Sex Appeal

For some reason, members of the opposite sex find you almost irresistible, and members of your sex are more than a bit jealous of your natural gifts. Your charm and looks are especially effective when you use them in a friendly or amorous fashion.

Prerequisite: Charisma 15.

Benefit: You receive double your Charisma modifier to all Charisma-based skills and ability checks when dealing with members of the opposite sex. However, when dealing with members of your sex, you suffer a -2 penalty to all Charisma-based skills and ability checks because of their irrational jealousy.

Sixth Sense

You have developed a sixth sense. You are warned that someone is taking aim at you when the hairs rise on the back of your neck and you feel distinctly uncomfortable.

Prerequisite: Base attack bonus +9.

Benefit: You know when someone is taking aim at you, even if you cannot see your opponent. Note that this feat only lets you know when someone is aiming at you and no information as to your opponent's location or what weapon they are using may be gained.

Skill Focus

You have a specialized focus in a particular skill.

Benefit: You get a +3 bonus on all checks involving that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Smart Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly intelligent hero.

Prerequisite: Smart Hero 3.

Benefit: You gain two talents from the Smart hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it.

Savant, Linguist, Exploit Weakness, Plan, Trick, Brilliant Tactician, Knowledge is Power, Defensive Fighting, Talk a Good Game, Implacable, Improved Learning, Cross Training, Spark of Genius.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents. The exception is the savant talent, which you can select multiple times. However, each time you select the savant talent, you must choose a different skill (see the savant talent's description).

Spacer

You have a special affinity for spacecraft and space travel.

Benefit: You gain +2 on Computer Use checks made to use onboard spacecraft computer systems, +2 on Navigate checks when plotting a course through space, and +2 on all Pilot checks made to fly a spacecraft.

Space Jockey

You are more at home behind the controls of a starship than anywhere else, and you don't mind getting your hands dirty to keep your craft in tip-top shape.

Prerequisites: Pilot 4 ranks, Starship Operation.

Benefit: You get +2 on all Pilot and Repair checks involved in the operation of a starship.

Spark of Genius

The character has an intuitive understanding of one academic field. He is able to solve difficult problems related to that field without the use of scratch paper (or the electronic equivalent) or referring to his notes.

Prerequisite: Intelligence 13.

Benefit: Pick a Knowledge skill. You gain a +4 competence bonus when making rolls with that skill.

Starship Feint

You are skilled at misleading your enemy during starship combat.

Prerequisites: Pilot 9 ranks, Starship Operation (of the appropriate type).

Benefit: When piloting a ship with which you are proficient (see the Starship Operation feat), you can make a Bluff check in starship combat as a move action. In addition, you receive a +2 bonus on Bluff checks made to feint in starship combat.

Normal: Feinting in starship combat requires an attack action.

Starship Gunnery

You have been trained to use starship weapon systems.

Benefit: You take no penalty on attack rolls when firing a starship weapon.

Normal: Without this feat, you take a -4 nonproficient penalty on attack rolls when firing a starship weapon.

Starship Operation

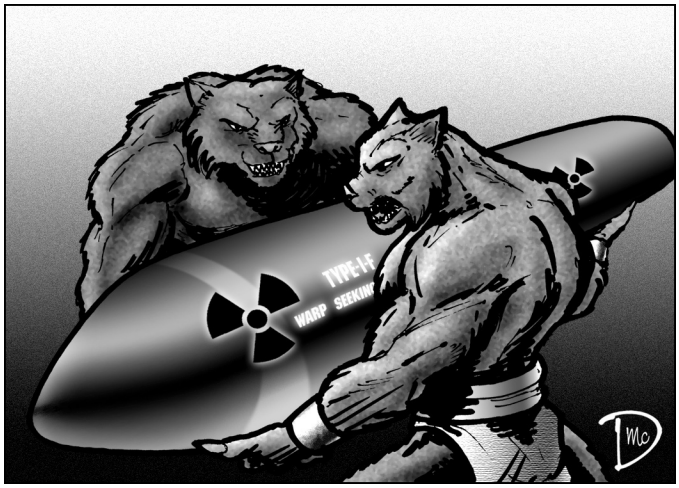
Select one of the following types of starships: starship, gunboat, or shuttlecraft/fighter. You are proficient at operating starships of that type.

Prerequisite: Pilot 4 ranks.

Benefit: When operating a starship of the selected type, you take no penalty on Pilot checks made when operating the starship, and you also apply your full character level to the ship's Defense.

Normal: Without this feat, you take a -4 nonproficient penalty on Pilot checks made to operate a starship, and you apply only one-half your class level (rounded down) to the ship's Defense.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different type of starship (starship, gunboat, or shuttlecraft/fighter).



Strong Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly strong hero.

Prerequisite: Strong Hero 3.

Benefit: You gain two talents from the Strong hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it.

Improved Extreme Effort, Advanced Extreme Effort, Improved Ignore Hardness, Advanced Ignore Hardness, Improved Melee Smash, Advanced Melee Smash, Improved Tackle, Mighty Grapple, Grip of Iron, Punishing Grapple, Unhindered, Armor.

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different pair of talents.

Subtle Influence

You can send a telepathic suggestion to a target and make the target believe that the suggestion is his own idea. If the target obeys the suggestion, he won't later think that what it did was unreasonable or out of the ordinary. He believes he initiated the behavior of his own free will.

Prerequisites: Intelligence 9, Wisdom 9, Charisma 13, Psionic Talent, Empathy 8 ranks, Influence Mind 8 ranks, Telepathy 11 ranks.

Benefit: Whenever you use Influence Mind on a target, you can attempt to exert Subtle Influence. This imposes a -5 penalty on your skill check, but the target will not believe his mind has experienced outside influence. Even if the target succeeds in a saving throw against a Subtle Influence ability, he does not detect anything amiss.

Supernatural Strike

You may score critical hits against creatures that are normally unaffected by critical hits.

Prerequisite: Base attack bonus +2.

Benefit: When you roll a threat against a creature normally unaffected by critical hits (such as an android), you may check for a critical hit and deal the increased damage if the threat is confirmed. Creatures unaffected by massive damage are still unaffected by massive damage resulting from a critical hit.



Suppressive Fire

You can lay down a barrage of gunfire, giving you the chance to hit your opponent even when it's not your turn.

Prerequisites: Wisdom 13, Personal Firearms Proficiency.

Benefit: When the last thing you do during your turn is attack a target that is at least 30 feet away and you use a semiautomatic or automatic firearm to do so, you threaten the target's square until your next action. (If using autofire, you threaten the targeted 10-by-10-foot area). You may make ranged attacks of opportunity into that square. If you attack more than one target (or more than one 10-by-10-foot area, if using autofire) during your turn, you only threaten the square (or 10-by-10-foot area) that you last attacked.

Surface Vehicle Operation

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, hovercraft, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semitrucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

Prerequisite: Drive 4 ranks.

Benefit: The character takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

Normal: Characters without this feat take a -4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose surface vehicle.

Special: A character can gain this feat as many as five times. Each time the character takes the feat, he selects a different class of surface vehicle.

Surgery

You are trained to perform surgical procedures to heal wounds.

Prerequisite: Treat Injury 4 ranks.

Benefit: The character can use the Treat Injury skill to perform surgery without penalty. See the Treat Injury skill description.

Normal: Characters without this feat take a -4 penalty on Treat Injury checks made to perform surgery.

Total Recall

Through use of your psionic abilities, you can temporarily enhance your memory and can recall an event with total clarity.

Prerequisites: Intelligence 13, Wisdom 9, Psionic Talent, Concentration 6 ranks.

Benefit: With Total Recall, you can make yourself remember just about anything you've experienced. The recollection is perfect, almost as good as experiencing the event a second time. To recall something, you must spend a minute in deep concentration. Then, you perform a Concentration skill check. (The DC of the skill check depends on how long ago the memory occurred and its significance (see the following table). If you succeed in the skill check, you remember the event with total clarity. However, the memory is still from your perspective, with all the limitations that implies. If you fail in the skill check, you cannot attempt to enhance the memory of that event for 24 hours. These enhanced memories fade back to normal in 1d4 hours. After that time, you will need to perform another Concentration skill check to retrieve them again with total clarity.

DC of Total Recall	Circumstance DC
Memory is no older than one month	5
Memory is no older than one year	10
Memory is older than one year but less than10 years	15
Memory is over ten years old	20
Significant or traumatic memory (e.g., getting married, having a limb chopped off)	+0
Casual or insignificant memory (e.g., everything you had for breakfast for a month, the color of the shirt of the man whose hand you shook two years ago)	+5
Unconsciously acquired details (e.g., the face of every person you passed in a day)	+10

Tough Plus

Advancements in science coupled with your drive to excel enable you to progress faster toward becoming a truly tough hero.

Prerequisite: Tough Hero 3.

Benefit: You gain two talents from the Tough hero's talent trees. The talents must be selected from the following list, you cannot select more than one talent from a single talent tree, and you must meet all the prerequisites of a talent to select it.

Damage Reduction 2/-, Damage Reduction 3/-, Energy Resistance (choose one energy type), Remain Conscious, Second Wind, Stamina, Whirling Frenzy, Rage 2/Day, Rage 3/Day, Greater Rage, Rage 4/Day, Tireless Rage, Indomitable Will, Improved Harsh Weather Endurance, Fast, Camel's Endurance.

Special: You may select this feat multiple times. Each

time you select this feat, you must choose a different pair of talents.



Transcend Sleep

You have taught yourself how to survive comfortably without sleep for extended periods of time.

Prerequisites: Intelligence 9, Wisdom 9, Psionic Talent, Concentration 10 ranks, Metabolic Control 10 ranks.

Benefit: For a number of days equal to your Wisdom score, you can go without sleep and experience no ill effects. After that time, you suffer from sleep deprivation normally.

Ultra Immune System

You are less susceptible to the ravages of poison, disease, and radiation poisoning.

Prerequisite: Constitution 13.

Benefit: You gain +2 on Fortitude saving throws to resist poisons, diseases, and radiation sickness. Furthermore, any permanent ability drain inflicted upon you is treated as temporary ability damage instead.

Urban Tracking

You can track down the location of missing persons or wanted individuals.

Benefit: To find the trail of an individual or to follow it for one hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community population and the conditions:

Population	DC	Checks Required
Fewer than 2,000	5	1d4
2,000–9,999	10	1d4+1
10,000–49,999	15	2d4
50,000–99,999	20	2d4+1
100,000–499,999	25	3d4
500,000+	30	3d4+1

Condition	DC Modifier
Every three creatures in the group being sought	-1
Every 24 hours the quarry has been missing or sought	+1
Tracked quarry “lies low”	+5

Try Again?: If you fail a Gather Information check, you can retry after one hour of questioning. The Gamemaster rolls the number of checks required secretly, so the player doesn't know exactly how much time the task requires.

Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: You can cut the time per Gather Information check in half (to 30 minutes per check rather than one hour per check), but you suffer a -5 penalty on the check.

Xenomedic

You know how to provide safe medical treatment to alien life forms.

Prerequisites: Knowledge (earth and life sciences) 6 ranks, Treat Injury 6 ranks, Surgery.

Benefit: You can, without penalty, use the Treat Injury skill to perform surgery on a living creature within a Zorski group (see pages 94-95) regardless of its sub-group.

Normal: Characters without this feat take a -8 penalty on Treat Injury checks (-4 if they have the Surgery feat) when performing surgery on creatures of different types.

Special: This feat cannot be used to heal or repair nonliving or inorganic creatures such as robots. A character can select this feat multiple times, and each time it covers a different Zorski group.

Zero-G Training

You can function normally in low gravity or zero gravity.

Prerequisites: Dexterity 13, Tumble 4 ranks.

Benefit: You take no penalty on attack rolls in low-gravity or zero-gravity environments.

Normal: Without this feat, you take a -4 penalty on attack rolls while operating in zero-gravity environments, or a -2 penalty on attack rolls while operating in low-gravity environments.



Klingon Women

CHAPTER 6: END GAME AWARDS

At the end of each gaming session, the GM may reward characters for good play. "Good play" is anything that advances your mission, impresses the audience, or shows good roleplaying. Clever use of equipment and personnel, making do with less than optimal resources, bonus successes (stealing the Orion tax records while rescuing the hostage), are deserving of reward.

There are many kinds of awards listed below.

EXPERIENCE POINTS

These are the most common reward, and can be issued for virtually any mission. The *d20 System* uses Challenge Ratings (see the *d20 Modern Roleplaying Game Core Rulebook*) to help set baselines for experience points. Experience points are used to advance the character's level. As a character gets more experience, he rises in level, improving skills, feats and other abilities.

SENIORITY POINTS

Seniority Points are used to advance the character's military rank in Star Fleet, which is independent of the character's level. A 9th level character might be a corporal while a 3rd level character could be an officer.

ACTION POINTS

Heroic actions are rewarded with action points (which are used in later adventures to gain special advantages), and GMs should hand out action points in a manner appropriate to their campaign. It is our estimate that at the end of most of the episodes in the source material that the three primary characters spent between one and three action points apiece per episode, and usually got that many in return at the end of the program.

BONUS POINTS

Characters that do impressive things, particularly when watched by a senior officer, are likely to gain field promotions. Treat these as bonuses of Seniority Points, and perhaps a temporary Reputation bonus (or the justification for taking the appropriate Feats if you want the bonus to be permanent).

LEVELING UP

Characters gain levels in a manner consistent with the *d20 Modern Roleplaying Game Core Rulebook*. GMs may want to state that some time was spent "off scene" when the characters went through some additional training to refine the things they've learned from adventuring.

PROMOTION

Promotion happens when a character gains enough Seniority Points to meet the requirements for the next grade in his service; at that point, he may make a Charisma check against a DC of 15. If he succeeds, he has risen in grade. If he fails, he may try again in six (in-game) months or the end of the next adventure, whichever comes first. More information on promotions is on page 82.

Any temporary Reputation bonus the character has DOES add to the Charisma check for promotion, but obviously only while the bonus is still in force.

Special note: This process varies by empire and will be detailed in the various sourcebooks.

MEDALS AND DECORATIONS

As are detailed on pages 116-117, the Federation has many military and civilian awards for valor (heroism), service (spending time on duty, the more dangerous the duty, the less time is required), and achievement (actually doing something beyond an assigned job). These can be awarded by the GM along with Experience Points (service medals and campaign ribbons), action points (valor), and Seniority Points (command). The ubiquitous Commendation medals can be given for a host of reasons.

Other empires and species have similar awards as will be detailed in each of their books. The Klingons, for example, have not only medals, but titles of honorary nobility (e.g., Knight of the Sword) and Orders (societies honoring a previous hero).

OTHER REWARDS

The GM can find many other ways to reward the characters, some of which may or may not have any direct effect in the game. A character could be allowed to keep an interesting weapon picked up in combat (a great military tradition that is almost always illegal but frequently winked at), or sent on a special training course.

RANK INSIGNIA

Star Fleet enlisted insignia are usually shown as small brass pins on the collar, but can be shown as green patches on dungarees. Marine enlisted insignia consist of red stripe patches on the sleeves of the dress uniform and black pins on the collar of the combat uniform.

Star Fleet officer insignia consist of combinations of gold and blue pins (e.g., lieutenant commander has two gold and one blue). Marine officer insignia are silver (2nd lieutenant and major are gold) on the dress uniform, and black pins (brown for 2nd lieutenant and major) on the collars of the combat uniform. Marine cadets wear silver pips while Star Fleet cadets wear blue pips.

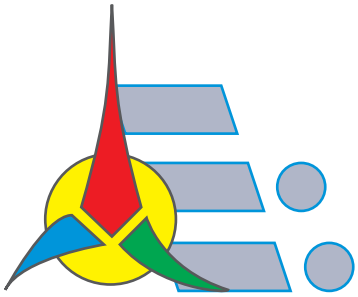
National Guard ground forces and planetary defense officers wear insignia similar to the Marine insignia, but Gunnery Sergeant is called Sergeant First Class and Lance Corporal is called Specialist. National Guard space personnel wear insignia similar to Star Fleet insignia except that the gold pins are brass.

Police space personnel wear Star Fleet insignia except that the gold is replaced by silver.

Merchant Marine personnel wear Star Fleet insignia but the gold is replaced by bronze.

Foreign Rank Insignia

Other powers use their own distinctive insignia, a few of which are shown below. Klingon officers are noted by bars attached to their national insignia; Klingon enlisted personnel have large triangles under the emblem and smaller insignia to indicate grade.





Romulan officers have a separate stylized bird insignia; the more bars and "feathers", the higher the rank.



Other empires have their own systems. Kzinti ranks, for example, come in lieutenant, commander, and captain, but each "rank" has five "grades" and a very high commander outranks a very low captain. Gorns have eight officer ranks where most empires have six. Orion rank insignia is based on the original Orion Merchant Marine regalia. Hydrans use a succession of triangles with dots and bars. The ISC uses an eight-pixel pattern for insignia.

Star Fleet	Marines
Commodore	Brigadier
Fleet Captain	Regimental Colonel
Captain	Colonel
Commander	Lt Colonel
Lieutenant Commander	Major
Sr Lieutenant	Captain
Jr Lieutenant	1st Lieutenant
Ensign	2nd Lieutenant
Cadet	Cadet
Command Master Chief	Command Sergeant Major
Master Chief Petty Officer	Sergeant Major
Senior Chief Petty Officer	Master Sergeant
Chief Petty Officer	Gunnery Sergeant
Petty Officer 1st Class	Staff Sergeant
Petty Officer 2nd Class	Team Sergeant
Petty Officer 3rd Class	Corporal
Crewman	Lance Corporal
Apprentice	Private 1st Class
Recruit	Private

FEDERATION MEDALS

The Federation has numerous awards which fall into broad categories of valor, service, and command. GMs can, in some cases, select an award from more than one category. This section provides only a brief summary of the most general awards; additional awards (and more information about these) are listed in *Federation PD20*.

Most awards are medals hung on ribbon; for informal occasions, only a small rectangular ribbon is worn.

Awards for Valor

The highest award for valor in the Federation is the Star Fleet Gold Star (which is also the highest award for anything). This is a military award, although it can (rarely) be awarded to civilians. It is awarded for multiple consecutive heroic actions at the risk of life above and beyond all expectation of duty. (Most are awarded posthumously.)

The second highest valor award is the Star Fleet Silver Star, given for heroic actions at the risk of life beyond the requirements of duty. The Star Fleet Bronze Star is awarded for a single act of heroism at risk to one's own life. This can be given for non-combat heroism; the Gold Star and Silver Star cannot. (See Champion or Guardian of Life.)

The Star Fleet Commendation Medal can be given for valor, and ranks as the lowest valor award.

Awards for Service

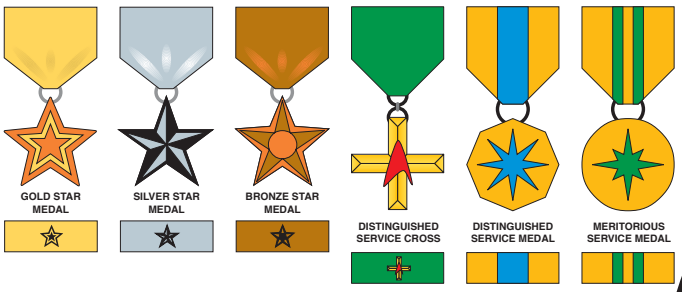
Awards for service cover situations where an individual has done a lot of good things over a period of time, none of which would result in a specific award. The highest award for service is the Star Fleet Distinguished Service Cross. This is given for major achievements over an extended period of time, such as commanding a fleet in wartime.

The Distinguished Service Medal is a lesser award given for specific acts (or extended periods) in which the individual is distinguished as having gone far beyond what would be expected of Star Fleet personnel.

The Meritorious Service Medal is given for singular acts of service or achievement which were performed with great merit. Combat is not required for this award.

The Star Fleet Commendation can also be given for service (ranking lower than the above medals) as can campaign ribbons.

Star Fleet also has medals for those who complete five, ten, or twenty years of service. For extra decades, a star is added to the twenty-year medal.



Command Awards

The Federation has a special set of awards for command accomplishments. These include:

The Command Star (also known as the Fleet Captain's Medal) given for spectacular accomplishment under extremely difficult conditions.

The Command Achievement Medal (sometimes known as the Squadron Major Medal) is given to a commander who, while exposed to personal risk, achieved more than could have reasonably been expected.

The Command Accomplishment Medal (sometimes known as the Commander's Medal) is given for the accomplishment of a mission. This is the most likely award for a GM to give to a team leader who performed well on a mission. Superior performance rates a higher award.

Commendations

The Star Fleet Commendation is, in some regards, a generic "catch-all" award. It can be given to military or civilian personnel for any valid reason, from a university professor who conducted two years of research into new materials to a junior officer who conducted a minor mission with above average results. It is an iron-gray medal in the shape of a six-armed cross. Commendation medals always come with an "honor scroll" reflecting the specific type of service which merited the commendation. Some examples of these scrolls (there are dozens) include:

Search: Conducting a successful search (under unusually arduous conditions) for a missing person or thing.

Rescue: Rescuing someone from imminent danger.

Research: Given to scientists or engineers.

Discovery: Finding some specific and unique fact, truth, or item (for example, finding a mineral deposit on a world ripe for colonization).

Exploration: Conducting a survey of a new world.

Valor: Given for minor events.

Service: Lower than the Meritorious Service Medal.

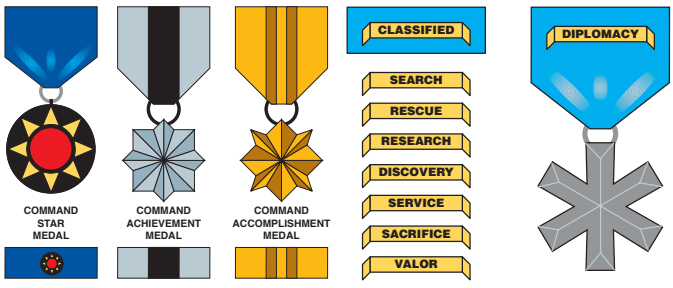
Sacrifice: Awarded to those who give up something of great personal importance in order to pursue their duty to the Federation.

Achievement: For a single specific accomplishment.

Diplomacy: Given for a notable success.

Classified: Some awards are for incidents which must remain secret for the good of the Federation. Such an award is, of course, never worn in public.

GMs: You should not give these out as freebies, but could award them to any military team member after any mission that was a bit more than merely successful.



Campaign Ribbons

Star Fleet awards a series of Campaign Ribbons for those who participate in various campaigns. A campaign is defined as an extended series of operations in a single area, such as a series of battles for a planet. Star Fleet personnel get a General Service campaign ribbon after each five-year tour. Prime Teams and other special forces types receive a "special campaign ribbon" for each mission (e.g., stopping Klingon arms smuggling on Sherman's Planet, thwarting the Romulan-backed coup on Debrock) no matter how long the mission takes. If non-special forces characters wander into such a situation and achieve success, they could also get a special campaign ribbon.

Civilians can be given a campaign ribbon if they participated to the same extent as military personnel.

Beyond simply receiving the ribbons, each individual may have a device affixed to the center square of the ribbon to denote how illustrious his service was. There are three such devices:

Star: Outstanding Service Ribbon: This is given to personnel who achieve complete success in a manner beyond all reasonable expectation (for example, conducting a successful campaign against Orion Pirates and stealing their tax records at the same time).

Cross: Superior Service Ribbon: This is given to personnel who participate in a superior manner, to the highest level of performance that could be expected (for example, rescuing hostages held by Orion Pirates without losses and without causing excessive damage).

Diamond: Meritorious Service Ribbon: Given to personnel who completed their mission successfully.

No Device: General Service Ribbon: Given to personnel who went on the mission or served in the theater but did not accomplish anything of any particular merit. Except in the cases of actual dereliction of duty, this award basically means "you showed up and you didn't screw up".

Special Awards

The rarest special award is the First Contact Medal. This is given to Star Fleet personnel (or civilians who are officials, delegates, or employees of the Federation or one of the member planet governments) who successfully complete a First Contact mission with a new species. These missions are especially critical, as they can accidentally start wars. The ribbon of the First Contact medal is White-Blue-White; the medal itself is blue with a white cross. A symbol affixed to the ribbon represents the planet contacted.



The Guardian of Life Medal is given in cases of multiple consecutive acts of valor, leadership, and service equivalent to those required to earn the Star Fleet Gold Star but which did not take place in conditions of wartime combat. For example, it was once given to a doctor who, knowing it could mean her own death, remained in a highly contagious plague zone to coordinate relief operations, control panic, deliver supplies, inspire others, and search for a cure when all common sense would have dictated leaving the area immediately. The similar Champion of Life medal is equivalent to the Silver Star.

The Lifesaving Medal is given to anyone (military or civilian) who saves a sentient life at the risk of his own life.

The Combat Action Ribbon (a rectangular red ribbon) is given to anyone who performed his duty under enemy fire. You can only earn this medal once in your career. Crossed swords are added for hand-to-hand combat and a arrowhead for an assault on an enemy ship or planet.

The Prime Directive Clasp can be added to any medal if the actions which earned the medal were, at least in large part, taken to enforce and protect the Prime Directive.

Civil Merit Awards (lower right) are the civilian equivalent of the Gold Star (star, equal to the Nobel Prize), Silver Star (four-armed cross), Bronze Star (disc), and Commendation (six-armed cross). They can be awarded for valor.

The Special Forces badge is given to those military personnel (and rare civilians) who complete the grueling sixteen-week course taught by the Star Fleet Marines. Every member of a Prime Team, as well as most Marines assigned to a Commando Squad, will have this badge.

The Star Fleet Wound Badge is given to those wounded in action. The wreath of oak and laurel symbolizes strength and honor. The heart is purple. It comes in three grades for minor, major, and crippling wounds.

The Federation's Galactic Intelligence Agency has its own awards, which parallel the Star Fleet Awards exactly. The main difference is that the ribbons are black and the various "stars" (Gold, Silver, Bronze) have four points instead of five. Most such awards are classified.

Each Federation member planet has its own equivalent military and civilian awards which it gives to its citizens who perform acts that deserve decoration. Player characters might hold reserve commissions from their home planets and could be given such awards.



CHAPTER 7: TECHNOLOGY OF THE *STAR FLEET UNIVERSE*

PROGRESS LEVELS

A Progress Level (PL) is an indication of the state of technology that exists in a particular society or civilization (which in the *Star Fleet Universe* may be located on a planet other than Earth). This state of technological development generally pervades all aspects of a culture, particularly at higher levels (PL 5 and beyond) when long-range communication is virtually instantaneous. Even at lower levels, it's unlikely — but not impossible — for a group of humans (or other sentient beings) to be at one Progress Level in some respects and at another one in other respects.

Progress levels may vary wildly from place to place on the same world or even the same continent.

PL 0: Stone Age
The major achievements of a Stone Age society are the use of fire, the domestication of animals, and the invention of agriculture. An individual living in a Stone Age society is primitive, but he isn't necessarily gullible, stupid, or easily frightened by advanced technology. Common weapons in a PL 0 civilization include the club, dagger, spear, and bow. Armor made from hide or leather is possible, as are wicker shields. Communication beyond the local tribe or settlement doesn't exist. Travel is accomplished by foot or by simple rafts or canoes. Simple pottery, stonework, and woodworking are possible.

PL 1: Bronze/Iron Age
Early civilizations began to work metal toward the end of the Stone Age. The malleability of copper led to its becoming the first metal to be "tamed". Adding tin to copper created a much stronger alloy: bronze. This advance allowed for the crafting of tools and weapons of great durability. In turn, those improved tools made possible the working of iron, which soon replaced bronze as the metal of choice for tools and weapons.

In a Bronze/Iron Age society, advances in pottery, construction, and agriculture allow for the concentration of populations into larger and larger groups, with a corresponding upswing in the accumulation and sharing of knowledge. The rise of nations, city-states, and empires begins in the Bronze Age. Organized efforts to improve communications allow regional societies to exist. Galleys and small sailing vessels are capable of relatively long voyages, and some cultures may build extensive road or canal networks to link distant places. Improvements in agricultural efficiency permit the rise of artisans, craftsmen, professional soldiers, and other occupations that are not directly concerned with gathering food.

The sword and spear replace the club and dagger as the preferred weapons of infantry. Chariots briefly dominate warfare before cavalry (aided by the introduction of the stirrup) renders chariots obsolete. The first true military forces or tactical systems appear. Armor can now be made from sewn plates or scales, metal links, or even forged breastplates, and a variety of metal melee weapons dominate the battlefield.

PL 2: Middle Ages
Maturing civilizations experience a period of turmoil and adjustment during the Middle Ages. Developments continue in architecture, commerce, metallurgy, and mathematics. Wider dissemination of information becomes possible thanks to more advanced printing techniques. Sea communications dominate in the later part of this stage of development, and sturdy seafaring carracks and galleons open the door to the next progress level.

As populations increase and knowledge of agriculture evolves, an increasing percentage of the population relocates into growing cities and towns. Toward the end of this progress level, the feudal system, in which a small class of nobles ruled a large population of agricultural workers, begins to collapse. Specialized crafts develop, universities appear, and the middle class is born. The first corporations emerge in the form of trade guilds. The evolution of strong systems of trade and finance tends to distribute a society's wealth more evenly among its members, diluting the power of the nobility.

Tools of warfare undergo a significant revolution. Sophisticated chain and plate armors protect warriors from harm, and elaborate fortifications become something of an art form. Toward the end of the Middle Ages, the introduction of simple gunpowder weapons signals the imminent end of knights, heavy metal armor, and organized armies of swordsmen.

PL 3: Age of Reason
The Age of Reason is an era in history when the development of ideas and systems of thought takes precedence over technological invention. The scientific method improves sentient beings understanding of the world. Experimentation becomes the means by which the physical properties of nature are systematically examined. The study of various scientific disciplines such as chemistry, electromag-

netism, medicine, biology, and astronomy flourishes. Instruments such as microscopes and telescopes enable scientists to greatly extend the range of their observations and discoveries. The new reliance on science generates waves on all levels of society. Superstition falls away, and exploration of the world reaches its apex. Society begins to experiment with new forms of political organization, such as democracy. Corporations and economic alliances continue to evolve. Economically, this progress level is a transition from the cottage industries of the Middle Ages to industrialization.

The cannon becomes the dominant factor in naval warfare, while massed musket fire and horse-pulled field pieces rule the battlefield. The reliable bow vanishes, replaced by the flintlock. Light melee weapons remain common.

PL 4: Industrial Age

The theoretical knowledge of the previous era matures into widespread practical application during the Industrial Age. The harnessing of hydraulic, steam, and electric power creates an explosion of commerce and industry. Developments such as the telegraph, telephone, and radio make true global communication possible. Breakthroughs in manufacturing techniques allow the construction of heavy ironclad vessels, rail transportation, and architecture of previously unimaginable size. Pioneers venture high into the atmosphere and descend into the seas depths.

Urbanization is complete as individuals gather in smaller environments where they can more easily exchange goods and information. Corporations expand in power, many establishing themselves throughout the explored world. Governments are based on political and economic factors.

The means of war change swiftly through the period. Aircraft and submersibles join the list of military assets. Reliable and accurate rifles, pistols, and machine guns become common. Mechanized war machines herald the first great change in the art of battle since the end of the knight.

PL 5: Information Age

The Industrial Age relied on chemical power, but in the Information Age, computer technology and electronics rule supreme. Satellite information systems and the Internet digitally connect the globe. This progress level also sees the introduction of fission power (reducing the importance of fossil fuels) and weapons. The automobile replaces the locomotive as the common form of travel. The first steps toward space travel involve massive chemical rockets, unmanned probes and satellites, and short-term manned missions.

The technology of the era allows greater citizen participation in government. The emergence of international alliances begins to dissolve borders between nations. Corporations gather power and begin to threaten government authority. Technology has a greater effect on individual lifestyles than on society as a whole. Most weapons at this time are refined versions of Industrial Age equipment. Rifles, machine guns, and heavy howitzers are still used by the world's soldiers. Computerized targeting systems and guided weapons make warfare much more precise and efficient. Strategic weapons, tested but never used, exhibit the species' power to exterminate itself in minutes.

Humanity experienced its Information Age as anxious years full of minor crises. The tension gradually alleviates through the age, and, as the era ends, new superpowers form.

PL 6: Fusion Age

The development of fusion power provides an efficient, nonexpendable energy source that almost obliterates the need for chemical fuel sources. Advanced space exploration and colonization become possible. Computers become even more accessible, reliable, and powerful, leading to the development of virtual systems and widespread access to the global Internet.

Slowly, society experiences another revolution as individual nations are replaced by world powers. Megacorporations number among these new superpowers as the line between the national citizen and corporate employee is rendered indistinct. Armed with the means to eradicate the entire species, the world powers keep conflicts to the level of skirmishing and posturing, and thus the integration of the Information Age's improvements proceed peacefully.

Scientific advances in genetic engineering lead to artificial evolution and the first government- and corporate-sanctioned attempts to genetically manipulate the species. On Earth, this results in the Eugenics Wars, followed by human genome cloning.

Chemical-powered explosives and firearms remain the weapons of choice; fusion technology can't be scaled down for personal combat. Advanced chemistry and superconducting technology change the materials and capabilities of many weapons. True spaceships become possible, propelled by powerful fusion drives, but still require a reaction mass to traverse space.

The age sees the tenuous settlement of other planets and asteroids within the same star system.

PL 7: Gravity Age

The Gravity Age opens with the first glimmering of warp field physics allowing faster-than-light interstellar travel via non-tactical warp (impulse) engines and thus starships may more easily bridge the gap between the stars. Environmental engineering, mature fusion technology, matter transmission, tractor beams, and gravity compensators transition from "back of the envelope" sketches to design studies and early prototypes.

Computer technology links every society, settlement, and outpost of a star system in a single information net, creating an unparalleled and expedient exchange of knowledge and data for business, entertainment, and research.

PL 8: Energy Age

Continuing advances in miniaturizations allow power plants the size of marbles to harness the basic forces of creation. Energy weapons dominate the battlefield. At the other end

of the spectrum, advanced construction techniques allow species to build enormous, self-sustaining cities in space.

PL 9: FTL Age
The FTL Age saw the maturation and more common use of environmental engineeriog, mature fusion technology, matter transmission, tractor beams, and gravity compensators. Towards the end, it moved into the Tactical Warp Era with the use of antimatter power, artificial gravity, early faster-than-light radio, starship shields, and early tactical warp engines.

PL 10: Subspace Radio Age
This age is marked with improved faster-than-light radio (subspace radio) and early full tactical warp engine. It has further advances in the following eras.
a: Also known as the Main (Phaser-1) Era, now starships mount phaser-1s, modern full tactical warp engines, and fighter-shuttles.
b: Improvements are made to the range of transporters.
c: During the later portions of this era, various improvements included aegis fire control, "hot warp" engines (used in war cruisers and war destroyers), and "fast warp" engines (used in fast cruisers and light dreadnoughts), and fast patrol ships (gunboats).
d: During the last years of PL 10 came X-technology, including the full terraforming of planets, X-warp engines, and other X-equipment. In fact, this era was so radically different from the earlier parts of PL 10, it is referred to as PL 10+.

PL 11: Dysonian Age
This level of sophistication was reached by the Tholians in their home galaxy of M81. The Tholians in the Milky Way Galaxy have the Dyson Sphere which is an artifact of that level of progress. During the Tholians' transit from M81 to the Milky Way Galaxy, they lost the skills and knowledge base of their former PL 11. Now they can keep their Dyson Sphere functioning, but no other signs of their advanced science remain. Other signs that a civilization has achieved Progress Level 11 are the construction of worlds, ringworlds, nanomachines, and sentient artificial intelligence. So far as is known in the *Star Fleet Universe*, no species has currently achieved this level of technological advances.

PL 12 and Beyond
2X-Technology: Amazing things. Second-generation X-Technology is the next generation after the *Star Fleet Universe* history and is beyond the scope of *Prime Directive*.
3X-Technology: Wonderful things. Third-generation X-Technology.

Purchasing Items of Lower or Higher Progress Level
Progress levels are relative, and depending on the economics of a campaign, a GM may choose to make certain items of a higher or lower progress level unavailable, cheaper, or more expensive to purchase. For the sake of game balance, GMs who want to make lower-PL and higher-PL items available to characters should adjust the purchase DCs of items as follows.

- -2 to Purchase DC for each progress level lower than the current progress level, except in the case of valuable antiques.
- +5 to Purchase DC for equipment from the next highest progress level (the limit for purchasing cutting-edge technology).

Low Progress Levels in *Prime Directive*
Most *Prime Directive* campaigns are set at Progress Level 10. However, characters in a *Prime Directive* setting may still encounter technologically backward societies, possibly through the exploration of time travel, a journey to another world, or some other plot device. For this reason, lower progress levels are included.

***PD* Progress Levels for Empires and Species**
The following table gives the date that major species and empires achieved progress levels important to this game. Y1, or Year One, was the year Earth officially first made contact with aliens, in this case the Vulcans. A "D" indicates the species or empire didn't develop that level of technology.

TABLE 7–1: PROGRESS LEVELS FOR EMPIRES

	PL 7 NTW	PL 8 TW	PL 9 EY	PL 10 Ph-1	PL 10+ X
Federation	Y5	Y62	Y79	Y120	Y180
Klingon	Y8	Y63	Y78	Y125	Y181
Romulan	Y1	[Y60]	[Y140]	Y159	Y182
Kzinti	Y25	Y64	Y79	Y122	Y182
Gorn	Y20	Y66	Y91	Y121	Y182
Tholian	?	?	?	Y79	Y183
Orion	Y21	Y71	Y113	Y121	Y182
Hydran	Y25	Y65	Y78	Y134	Y182
Lyran	Y30	Y64	Y79	Y120	Y182
WYN	NA	NA	Y116	Y140	Y182
ISC	Y25	Y60	Y120	Y168	Y182
Peladine	Y25	Y60	Y121	D	D
Seltorian	NA	NA	NA	Y180	D
Jindarian	?	?	?	Y1	Y182
Vudar	Y25	Y70	Y76	Y177	Y185
Paravian	Y20	Y68	Y85	D	D
Carnivon	Y20	Y64	Y80	D	D



Slirdarian Marines in Klingon Service

Transporter and Tractor Beam Ranges; Engine Types
Many pieces of equipment function differently at different progress levels. The following table shows the availability of some items for a given PL.

TABLE 7–2: TECHNOLOGICAL IMPROVEMENTS BY PL

PL	Transporter	Tractor	Engines
6	None	None	Advanced sublight
7	None	Type-S	Non-tactical warp
8	10,000km	Type-W	Tactical warp (early)
9	20,000km	Type-Y	Tactical warp (full)
9b	30,000km	—	—
10a	40,000km	Type-M	Tactical warp (modern)
10b	50,000km	Type-N	—
10c	50,000km	Type-N	"fast," "hot," and "fighter"
10+	50,000km	Type-X	X-technology, PF engines

WEALTH

Characters in a *Prime Directive* game use the abstract wealth system found in Chapter One of the *d20 Modern Roleplaying Game Core Rulebook*.



EQUIPMENT (WEAPONS AND ARMOR)

In addition to the equipment found in the *d20 Modern Roleplaying Game Core Rulebook*, characters in a *Prime Directive* game have access to a number of additional weapons, different types of armor, and more advanced goods, and new services. The information found in the tables below is to be used in conjunction with the information found in the *d20 Modern Roleplaying Game Core Rulebook*.

WEAPONS

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives, and melee weapons.

Ranged Weapons

Ranged weapons are categorized into handguns, longarms, and assorted "other" ranged weapons. In *PD20M*, these are categorized as "heavy weapons".

Ranged Weapons Table

Ranged weapons are described by a number of statistics, as shown on Table 7–3: Ranged Weapons.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

Damage Type: Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fire: The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

Single Shot (SS): A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that would normally allow more than one shot per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: Weapons store rounds in magazines. The capacity of the magazine is how many rounds can be fired before the weapon needs to be reloaded. How the firearm is reloaded depends upon its magazine type. The number

in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

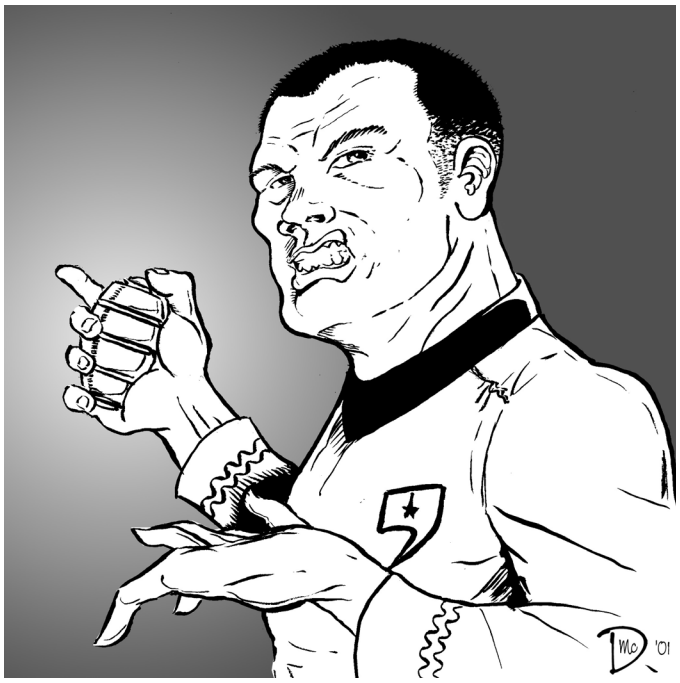
Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon. Replacing a power cell in a phaser or disruptor is analogous to a box magazine.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

Internal: Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles, and hunting/sporting lasers.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.



A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.

A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand.

Weight: This column gives the weapon's weight when fully loaded.

Purchase DC: This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

TABLE 7–3: RANGED WEAPONS

Weapon	PL	Damage	Critical	DT	Range Inc.	RoF	Mag	Size	Weight	Purchase DC	Restriction
Handguns (require the Personal Firearms Proficiency feat)											
Disruptor	8	2d6	20	F	60 ft.	S	100 box	Med	2 lb.	20	Lic (+1)
Laser pistol	6	2d8	20	F	40 ft.	S	50 box	Med	3 lb.	17	Lic (+1)
Phaser-I	8	Varies [1]	20	F	10 ft.	S	100 box	Small	0.5 lb.	20	Mil (+3)
Phaser-II	8	Varies [1]	20	F	50 ft.	SS	100 box	Small	1 lb.	22	Mil (+3)
Longarms (require the Personal Firearms Proficiency feat)											
Disruptor rifle	8	3d8	20	F	120 ft.	S, A	200 box	Large	6 lb.	23	Lic (+1)
Phaser rifle	8	Varies [1]	Varies [1]	F	100 ft.	S, A	50 box	Large	4 lb.	-	Mil (+3)
Pulse phaser	9	Varies [1]	Varies [1]	F	120 ft.	S, A	75 box	Large	4 lb.	-	Mil (+3)
Repeating phaser	9	Varies [1]	Varies [1]	F	80 ft.	A	350 box	Large	8 lb.	-	Mil (+3)
Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)											
Howitzer	9	15d6 [1]	-	-	2000 ft.	1	Int	Huge	60 lb.	23	Mil (+3)
Light rocket launcher	8	10d6 [1]	-	-	150 ft.	1	Int	Large	10 lb.	17	Mil (+3)
Medium rocket launcher	8	15d6 [1]	-	-	900 ft.	1	Int	Huge	60 lb.	23	Mil (+3)

[1] This weapon does special damage. See the weapon description.

Restriction: The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action.

Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.

Handguns

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the Personal Firearms Proficiency feat. Using a handgun without this feat imposes a -4 penalty on attack rolls.

Handguns can be broken down into three smaller groups: autoloaders, revolvers, and machine pistols. Phasers and disruptors are discussed in their own section on pages 124-125.

Autoloaders (sometimes called "automatics") feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot's shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.

Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

Ranged weapons that use box magazines come with one full magazine.

For *Prime Directive*, most of these weapons will be used on less advanced planets. If these weapons are encountered or needed for an undercover operation, use Chapter Four of the *d20 Modern Roleplaying Game Core Rulebook*, supplemented with *d20 Ultramodern Firearms* published by Green Ronin.

Longarms

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns. Phasers and disruptors are discussed in their own section on page 124-125.

The basic longarm is the rifle, a group that includes bolt action rifles. Autoloader rifles function identically to autoloader pistols in game terms. Many civilian models are operated manually, requiring the user to work a bolt or lever between each shot. Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire.

Shotguns are large-bore weapons that fire shells full of small projectiles. They are powerful, but only at short range. Reduce shotgun damage by 1 point for every range increment of the attack.

Submachine guns are compact longarms that fire pistol ammunition. They can fire on automatic.

All longarms are covered by the Personal Firearms Proficiency feat.

Longarms are not well suited to close combat. A character takes a -4 penalty on the attack roll when firing at a target in an adjacent space.

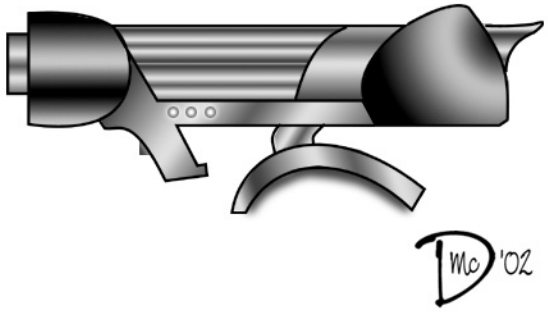
For *Prime Directive*, most of these weapons will be used on less advanced planets. If these weapons are encountered or needed for an undercover operation, use Chapter Four of the *d20 Modern Roleplaying Game Core Rulebook*, supplemented with *d20 Ultramodern Firearms* published by Green Ronin.

Heavy Weapons

The weapons covered in this section fall under the Exotic Firearms Proficiency feat. Someone who wields a heavy weapon without the appropriate proficiency takes a -4 penalty on all attack rolls with the weapon.

Light Rocket Launcher

This is an 80mm shoulder-fired one-man weapon. Every squad of five Marines will have one of these weapons (with five rockets) in addition to phaser (or disruptor) rifles. (The assigned rocket gunner will carry the launcher instead of a phaser rifle, and will have a phaser-II pistol for self-defense. He will be fully qualified on a phaser rifle for use in ship boarding actions where there is no room to employ rocket launchers.) When the LRL hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped-charge designed to penetrate the armor of military vehicles, the LRL ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However,



this only applies to the target struck, not to other objects within the burst radius. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

Medium Rocket Launcher/Howitzer

This is a 120mm crew-served weapon. Each heavy-weapons team (five Marines) has one of these weapons. It is divided into several sections (the barrel weighing 30 pounds, the mounting weighing 20 pounds, and the computer module weighing 10 pounds) for transporting by individuals (one per man) with the other two members of the heavy-weapons team carrying ammunition. The medium rocket launcher can be used in another mode, in which the rocket fuel is detonated inside the barrel, turning the MRL into a howitzer with considerably more range. The gun crew will need to be in contact with someone who can see the target to use it in this manner. The Mk 10 version of this weapon has a self-targeting warhead (which gives the operator a +2 to hit when firing the weapon). In howitzer mode this weapon may only use the regular warhead. When the MRL hits its target, it explodes like a grenade or other explosive, dealing its 15d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the MRL ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon when used in either mode.

PHASERS

There are several types of phasers used as personal weapons.

The phaser-I (used as a "courtesy sidearm" for non-infantry personnel) can be held in the palm of a hand and as such is +2 to Sleight of Hand checks.

The phaser-II is a standard "handle and barrel" military handgun and is +1 to Sleight of Hand checks.

At later progress levels two additional types of phasers become available: the pulse phaser and repeating phaser. The pulse phaser is an upgraded version of the phaser rifle. As its name implies, the repeating phaser can fire more rapidly than the other types of phasers, making it the favorite weapon of Star Fleet Marines. The basic stats of phasers are on the chart at the bottom of this page. Phasers have a variety of power settings; a stun-2 setting on a phaser-I produces the same effect and damage as the stun-2 setting on a phaser rifle, etc.

Phasers can be set for overload; after a few seconds, all of the energy remaining in the power cell is released as an explosion. As there are safeguards to prevent this, a successful Knowledge (technology) skill roll is required at DC 12; to disable the overload (by restoring the safeguards) a similar skill roll is required. The damage is resolved as concussion damage equivalent to the number of shots remaining in the weapon times 2d10.

Prices for Federation phasers are not listed; they are not for sale, except on the black market for astronomical prices, and even then only rarely!

TABLE 7–4: PHASER WEAPON DAMAGE

Damage Setting	Damage [1]	Crit	Type	Energy used per shot	Phaser-I (sidearm)	Phaser-II (combat pistol)	Phaser Rifle (standard Marine)	Pulse Phaser (heavy weapon)	Repeating Phaser (crew-served)
Stun-1	1/Fort	20	Fire	1	x	x	x	x	—
Stun-2	2/Fort	20	Fire	2	—	x	x	x	—
Stun-3	3/Fort	20	Fire	3	—	—	x	x	—
Kill-1	2d6	20	Fire	2	x	—	x	x	—
Kill-2	4d6 + 1	20	Fire	4	—	x	x	x	—
Kill-3	3d12 + 2	20	Fire	6	—	—	x	x	x
Kill-4	4d12 + 3	20	Fire	8	—	—	—	x	x
Kill-5	6d10 + 4	20	Fire	10	—	—	—	x	x
Disint-1[2]	3d20 x 2	20	Energy	10	—	x	x	x	x
Disint-2[2]	4d20 x 2	20	Energy	20	—	—	x	x	x
Disint-3[2]	6d20 x 2	20	Energy	30	—	—	—	x	x

[1]: Characters hit by a phaser weapon on Stun take the numerical damage plus have to make a fortitude save at DC 15/18/20 respectively. The character is unconscious for DC – Roll in rounds that it was missed. (For example, Lee is hit by a phaser set on stun-3; he needs a 20 to save from being stunned. Lee rolls a 2 and then adds his +4 from his Fortitude saving throw which now gives him a total of 6. Since Lee needed a 20 to save, he has missed the roll by 14, so Lee's character will be out for the next 14 rounds.)

[2] This setting deals damage of a nonspecific energy type that is not subject to energy resistance.

An "x" indicates settings available for each type of phaser;"—" means that phaser cannot fire that setting.

DISRUPTORS

The disruptor is the weapon of choice for many empires. The Federation is the only faction that, as a matter of policy, regularly arms its personnel with weapons that have stun settings. Disruptor weapons lack a stun setting and are therefore less expensive to build, and make more efficient use of their power cells. Disruptors have only a basic disrupt setting. Unlike phasers, a disruptor cannot be set for overload, nor can they heat inanimate objects.

Ammunition
This table gives additional ammunition to that which is provided in the *d20 Modern Roleplaying Game Core Rulebook*.

TABLE 7–5: AMMUNITION

Ammunition (Quantity)	Purchase DC
Phaser Power Pack (1)	8

Phaser Power Pack
These compact portable devices fit into a standard phaser or disruptor.

EXPLOSIVES AND SPLASH WEAPONS

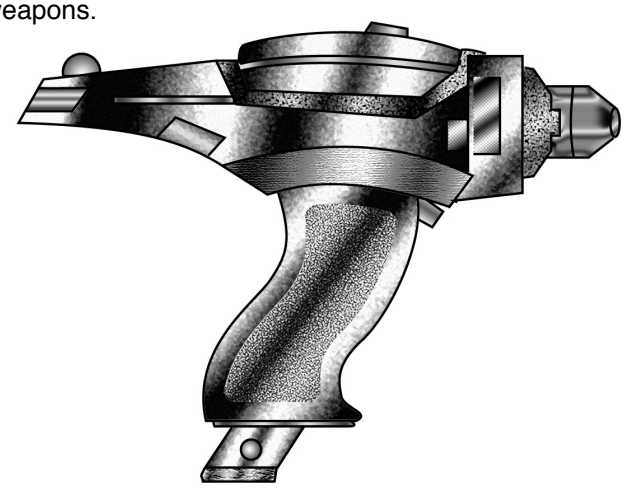
Prime Directive uses the rules in the *d20 Modern Roleplaying Game Core Rulebook* for grenades and other explosives and splash weapons.

MELEE WEAPONS

Prime Directive uses the rules in the *d20 Modern Roleplaying Game Core Rulebook* for melee weapons, including archaic melee weapons.

IMPROVISED WEAPONS

Prime Directive uses the rules in the *d20 Modern Roleplaying Game Core Rulebook* for any improvised weapons.



Phaser-II, Standard Marine Sidearm

Body Armor

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials.

Three feats cover proficiency in the use of armor:
- Armor Proficiency (light)
- Armor Proficiency (medium)
- Armor Proficiency (heavy)

ARMOR TABLE
Armor is described by a number of statistics, as shown on Table 7–6: Armor.

Type: Armor comes in four types: archaic, impromptu, concealable, and tactical.

Archaic armor is old-fashioned armor, such as medieval chainmail and plate mail.

Impromptu armor includes items that provide protection even though they weren't designed for that purpose, such as leather biker's jackets and football pads.

Concealable armor is modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.

Tactical armor is modern body armor that fits over clothing and can't be easily concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it's worn over clothing in tactical situations, tactical armor often has pockets, clips, and velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

Equipment Bonus: The protective value of the armor. This bonus adds to the wearer's Defense.

Nonproficient Bonus: The maximum amount of the armor's equipment bonus that can be applied to the wearer's Defense if the wearer is using armor with which he isn't proficient (doesn't have the appropriate feat). For example, your group might rescue a hostage and put him into an armored suit during the exit phase of the rescue mission. He wouldn't know how to move or fight inside it, but the suit would provide some protection.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to Defense that this type of armor allows. Heavier armor limits mobility, reducing a character's ability to avoid attacks.

Even if a character's Dexterity bonus drops to +0 because of armor, the character is not considered to have lost his Dexterity bonus.

Armor Penalty: The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

Speed (30 ft.): Medium and heavy armor slows a character down. The number in this column is the character's speed while in armor, assuming his base speed is 30 feet (the normal speed for most sentient beings).

Weight: This column gives the armor's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the armor. This number reflects the base price and doesn't include any modifier for purchasing the armor on the black market.

Restriction: The restriction rating for the armor, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the armor on the black market.

Light Armor

For the character who doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

Leather Jacket
This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as a football pads and a baseball catcher's pads, offer similar protection and game statistics.

Survival Suit
The survival suit is the natural evolution of wilderness survival gear popularized in the Information Age. Thanks to the continued miniaturization of technology along with advancements in chemical engineering, the survival suit allows its wearer to function for days or even weeks on end without a source of water or rations. The basic premise of the survival suit is that in order to continue living in harsh environments the human body must conserve and recycle resources. As a result, the survival suit, which looks much like a modern-day wetsuit covered with matte-black pads, is able to control the intake and waste of the human body in an efficient manner.

Water is stored in small pouches all over the survival suit and can be drawn through a small tube that protrudes from the collar; the suit recycles sweat and urine (which it chemically purifies) and then refills those pouches as needed. The outside of the survival suit bears a number of partially reflective black pads, which absorb solar energy and heat and store that energy in tiny heat cells throughout the suit. If the temperature begins to drop, these heat

TABLE 7–6: ARMOR

Armor	PL	Type	Equipment Bonus	Non-prof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
Light Armor										
Leather jacket	5	Impromptu	+1	+1	+8	-0	30	4 lb.	10	—
Survival suit	6	Tactical	+1	+1	+7	-0	30	3 lb.	16	—
Light undercover shirt	5	Concealable	+2	+1	+7	-0	30	2 lb.	13	Lic (+1)
Pull-up pouch vest	5	Concealable	+2	+1	+6	-1	30	2 lb.	13	Lic (+1)
Scout armor	6	Tactical	+2	+1	+6	-1	30	4 lb.	11	Lic (+1)
Light combat armor	6	Tactical	+3	+1	+3	-2	30	6 lb.	12	Lic (+1)
Undercover vest	5	Tactical	+3	+1	+5	-2	30	3 lb.	14	Lic (+1)
Medium Armor										
Concealable vest	5	Concealable	+4	+2	+4	-3	25	4 lb.	15	Lic (+1)
Light-duty vest	5	Tactical	+5	+2	+3	-4	25	8 lb.	16	Lic (+1)
Tactical vest	5	Tactical	+6	+2	+2	-5	25	10 lb.	17	Lic (+1)
Medium Combat	7	Tactical	+4	+2	+2	-6	20	8 lb.	14	Lic (+1)
Heavy Armor										
Special response vest	5	Tactical	+7	+3	+1	-6	20	15 lb.	18	Lic (+1)
Forced entry unit	5	Tactical	+9	+3	+0	-8	20	20 lb.	19	Lic (+1)
Unisolder combat armor	8	Tactical	+10	+3	+1	-6	20	30 lb.	19	Lic (+1)

cells can release energy and sustain a comfortable temperature for the human body for up to eight hours without needing to recharge. If these cells are empty, the suit also has chemical pouches that can be activated one time for another eight hours of heat. A tiny intravenous feeding system provides nourishment (when rations and food run out) for up to six days. Tiny fans and vents built into the suit cool the body in temperatures of extreme heat without losing any body moisture.

Light Undercover Shirt
Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Pull-Up Pouch Vest
This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a move action. This garment provides no equipment bonus (and has no armor penalty or maximum Dexterity bonus) when undeployed.

Scout Armor
Scout armor is similar in many ways to light combat armor, but with a few notable exceptions. Scout armor is painted with camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. (At Progress Level 9 and higher, these patterns are electronically programmed into the armor and can be switched by the wearer as needed.) When worn in an appropriate setting, the armor grants a +2 bonus on Hide checks.

Additionally, scout armor lacks the kneepads and legwear of the light combat armor, increasing mobility but decreasing protection to the lower body. Scout armor more often incorporates survival gadgets as fit the terrain for which it is designed.

Light Combat Armor
Light combat armor provides less protection than later, heavier types, but also allows increased mobility. Most light combat armors consist of a reinforced blast vest, shoulder and upper arm pads, thigh and abdomen pads, and kneepads. Some light combat armors also include helmets and visors, though not all incorporate this aspect of the armor.

Undercover Vest
Covering a larger area of the torso, this vest provides better protection than the light undercover shirt — but it's also more easily noticed. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on Spot checks to notice the armor.

Medium Armor

Most medium armor (except for the archaic chainmail shirt) is not terribly heavy, but nonetheless provides a significant amount of protection — at the expense of some speed.

Concealable Vest
Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armor.

Medium Combat Armor
Designed for heavy warfare and dangerous situations, medium combat armor covers the user almost head to toe in armor plating. Medium combat armor comes with a helmet that fits snugly on the head and does not interfere with the soldier's field of vision.

Light-Duty Vest
A lightweight tactical vest designed for extended use by forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort — at least compared to other tactical body armors.

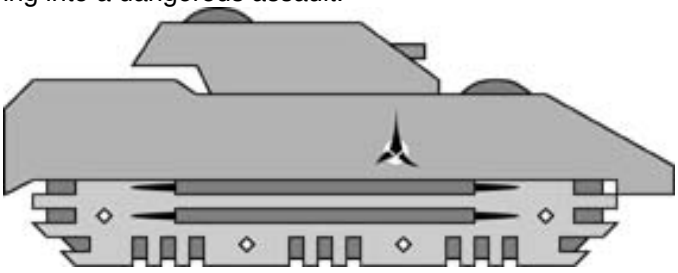
Tactical Vest
The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Heavy Armor

For the best protection money can buy, go with heavy armor, but watch out for the armor penalty.

Special Response Vest
Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armed opponents.

Forced Entry Unit
Some of the most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by Marines heading into a dangerous assault.



Klingon Kraznik-class Tank (Gravity Drive)

Unisoldier Heavy Combat Armor
The ultimate step in the creation of the one-soldier army, unisoldier heavy combat armor is an all-in-one package that makes the wearer a formidable opponent in combat. The wearer is covered from head to toe. The helmet includes a built-in heads-up display and a visor that changes tint to dampen the effects of sudden bright lights, making flash-bang grenades useless against the wearer. Additionally, the armor usually has built-in slots for the addition of onboard computer systems, though not all armors make use of the option.

Space Suits

Most beings must have a space suit to exist and operate in a vacuum or in a toxic atmosphere.

A variety of different pressure suits are available. Every suit comes with two hours of life-support capability. Without air tanks,suits contain 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 and is good for one week. If the pack is damaged for 10 points (by an attack coming in from behind the wearer), there is a 50% chance of it malfunctioning on each further hit. When it takes 20 points of damage, it no longer works; the user's survival depends on the environment.

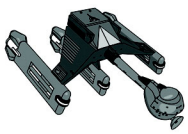
Every suit has a front pocket with ten emergency patches. Any damage that penetrates the suit must be patched immediately. This requires one round of action and a Concentration check (DC 15). If the first attempt fails, each further attempt is at a cumulative -1. Every failed round costs the suit 1d6 minutes of air.

Vacc suits, survival suits, and similar equipment have the same weight at different PLs.

Standard Vacc Suit
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. Styles vary widely; spacers often paint suits in garish colors or designs. It has an armor check penalty of -7 at PL 7 and 8, which is reduced to -6 at PL 9+ due to better weight distribution.

Suit gloves reduce 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 heads-up display projected on the helmet tells the wearer how much air, water, and power are left.

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. Purchase DC is 20 at PL 6, and drops by 5 per PL after that, to a minimum of 5. The weight is ten pounds.



Heavy-Duty Vacc Suit
This is like a normal vacc suit but tougher — it adds +1 to Damage checks, and is more puncture resistant. Purchase DC is 20 at PL 7, and drops by 5 per PL therEafter, to a minimum of 5. It effectively replaces the standard vacc suit at PL 10. Weight is 20 lbs.

Armored Vacc Suit
Coming into playing PL 10+, 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 protects it. The suit has four hours of air. The suit takes two minutes to put on or take off. It imposes an armor check penalty of -8, and gives +6 to Defense checks. It weighs 80 pounds and has a purchase DC of 20.

Vacc Suit Accessories

Magnetized Plates (PL 6) can be put on the soles of any boots at an additional +1 to purchase DC and 1/8 pound. They let the wearer walk along bulkheads or on ship hulls in microgravity or Zero G (if the hull is made of magnetic material). Move is fifteen feet. A successful Dex check or suitable skill brings this up to 25 feet.

Air Tanks (PL 6) can be carried for additional endurance in the vacc suit. Each air tank adds two hours of endurance, and weighs 10 lbs; a full tank good for 24 hours weighs 73 lbs. On a planet with a breathable atmosphere, purchase DC is 5. In any situation where air might not be "free" the purchase DC will increase — *sometimes a lot!*

General Equipment

This section covers the gear specific to the *Star Fleet Universe*; other gear is available per the *d20 Modern Roleplaying Game Core Rulebook*.

Equipment Tables
Equipment is described by a number of statistics, as shown on Table 7–8: General Equipment.

Size: The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of his size category or smaller.

Weight: This column gives the item's weight.

Purchase DC: This is the purchase DC for a Wealth check to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item on the black market.

Restriction: The restriction rating for the object, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the item on the black market.

Clothing
Under routine circumstances, most characters in *Prime Directive* can just have clothing replicated for them aboard the ship. For an undercover team on a less advanced planet, this may prove worthy of mention in an RPG; the table in the *d20 Modern Roleplaying Game Core Rulebook* may be consulted. Fatigues (or "battle dress uniforms") are worn by Star Fleet Marines (and wannabees). Other Star Fleet personnel wear uniforms.

Communicators
Communicators are used by most species at Progress Level 7 and higher; virtually anyone from a PL 5 planet could figure out how to use one. They can be linked to tricorders to transmit and receive data. All have encryption allowing private conversations which can, sometimes, be decoded by powerful computers. All have sufficient range to reach from a planetary surface to a ship in orbit; the range listed is between two communicators on a planetary surface and assumes no relay or signal boost systems are involved. Individual communicators are “broadcast” types which send a signal in all directions; additional equipment allows “tight beam” signals that are harder to detect or intercept. Starships in orbit can send their transmissions in a relatively narrow beam (perhaps a mile across at the surface).

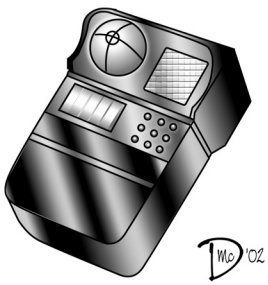
Skill rolls are not needed for normal operations.

TABLE 7–7: COMMUNICATORS

Progress Level	Weight	Range (surface, in miles)	Purchase DC
PL 6b	1 pound	25	10
PL 7	3/4 pound	50	10
PL 8	1/2 pound	100	10
PL 9	1/4 pound	250	10
PL 9b	1/16 pound	500	10

Tricorders
A tricorder is a handheld device that becomes available at PL 7; specialized tricorders become available at PL 8. Tricorders are a combination of computer and sensors used for a virtually unlimited number of different applications and uses. General use requires a Computer Use skill check.

PADDs: A Personal Access Display Device (or PADD) is the most basic form, and is sometimes referred to as a “monocorder”. They are PL 7 devices that are an outgrowth of PL 5 “Advanced Personal Digital Assistants” available in the early 21st century. They have built-in data storage and processing capabilities equal to those of a PL 6 supercomputer, and have a communications tie-in to available library computer networks. In some cases, the PADD will operate in a stand-alone mode; in others, it operates as a display terminal or interface to the library computer serving it. At higher progress levels, the interfacing and modality become less and less apparent to the user. PADDs have no sensor capabilities.



Tricorders: A tricorder is a PL 7 device that has all of the functions of a PADD and adds built-in sensors and scanners. The sensor package on a tricorder can sense, display, and analyze any form of energy or matter known to your progress level. PL 7 tricorders weigh four pounds and scan biosigns at 30 feet, physical objects at 300 feet, and can analyze energy emissions at one mile. PL 8 tricorders weigh two pounds and can scan biosigns at 60 feet, physical objects at 600 feet, and energy emissions at two miles. PL 9 tricorders weigh one pound and can scan biosigns at 300 feet, physical objects at 1500 feet, and can analyze energy emissions at ten miles. At PL 8, tricorders became available that were specialized for various tasks. This specialization is reflected as bonuses or modifiers to various skill rolls. Some of these specialized tricorders are:

- Science Tricorder: +4 to any Knowledge (earth and life sciences, physical sciences) skill rolls
- Geology Tricorder: +4 to any Knowledge (earth and life sciences) skill check pertaining specifically to earth sciences. It has enhanced range capabilities which allow it to penetrate/sense minerals or rocks at ten times the normal range but loses the ability to scan for living beings, organic tissue, etc.
- Data Tricorder: Functions as a non-specialized tricorder, with one exception: it can use up to three IRD chips (below) and has a Purchase DC of 23. The number of IRD chips that may be active at any time depends on the PL of the data tricorder. At PL 7, only one chip may be active; at PL 8, two chips may be active; and all three may be active simultaneously at PL 9.
- Medical Tricorder: +4 to all medical-related skill rolls, +4 to Treat Injury skill rolls; if programmed in advance with the data on a given species, that Treat Injury bonus becomes +8 for that species. The hand-held attachment must be within one foot of the patient for these bonuses.
- Engineering Tricorder: +4 on all Repair skill rolls; has additional built-in filters which prevent overloading or damage when scanning intense energy fields.
- Tactical Tricorder: +4 to detect and identify life forms, weapons, armor, etc. Includes a comprehensive database on all of the above. Carried by Marine officers.

IRD Chips: Interactive Relational Database (IRD) chips do not become available until PL 7. IRD chips are computer memory chips that (in terms of gameplay) make a skill available to characters via their data tricorder. E.g., Knowledge (earth and life sciences) +10 chip would be the equivalent of Knowledge (earth and life sciences) with 10 skill ranks. Any given chip may contain data on only one skill.

An IRD chip’s skill level is set by the progress level that the author had at that time. At PL 7 the skill level of a chip is +8 or less to the skill roll, +12 or less at PL 8, +16 or less at PL 9, etc. An IRD more than a year or two old may contain out-of-date or even obsolete information, so the

effective skill level may be less than the maximum possible. There are also "black market" IRD chips which were not created with the care necessary (i.e., cheap copies) and may give incorrect results — in this case, the GM should secretly apply a penalty to the skill roll, and on a critical failure the chip gives disastrously incorrect information! The characters will not have any chance to determine this, as the skill needed to do this — which is being provided by the IRD chip — is the one they are lacking.

The purchase DC is 10 plus an additional +1/skill level. While "skill" IRD chips are the most common ones, there are many other types of IRD chips that may contain maps, complex computer programs, or other forms of data.

Using an IRD chip takes the normal amount of time that the Knowledge skill check would routinely take. It allows the user with the tricorder to make a skill roll as though he had 10 ranks in the Knowledge in question.

Universal Translator
First appearing at PL 10, this is a small wand-shaped computer dedicated to translating new languages. It analyzes a new language and compares it with a library database of known examples. The input of the new language must be fairly varied speech — a single word looped over and over is not good enough (not even a couple of dozen words). Nonverbal languages are handled if appropriate sensors are hooked up. Whenever the character encounters a new language, he makes a check to see how quickly the universal translator understands the language. The universal translator will always succeed in translating the language; the only question is how long it will take. This is determined by making multiple checks for comprehension. The DC for the check depends on the situation: DC 5 if the language is a common language or in the same language group as a language already in the translator; DC 10 if the language is unrelated to any other languages the translator knows; and DC 15 if the language is ancient or unique. A character with the Linguist talent (*d20 Modern Roleplaying Game Core Rulebook*) may add in applicable bonuses. A single check covers roughly one minute of a spoken language. After 5 successful checks are made, it is assumed that the translator has learned enough of the language for casual conversation; after 10 successful checks, it can translate complex and unique topics in the new language.

TABLE 7–8: GENERAL EQUIPMENT

Object	Size	Weight	Purchase DC	Restriction
Tricorders				
PADD	Small	4 lb.	13	Lic (+1)
Tricorder	Small	4 lb.	23	Lic (+1)
IRD Chip	Small	4 lb.	Spec	Lic (+1)
Universal Translator	Small	1 lb.	26	Lic (+1)

Professional Equipment

Prime Directive uses the rules in the *d20 Modern Roleplaying Game Core Rulebook* for specialized equipment used by professionals in the *Star Fleet Universe*.

Survival Gear

Prime Directive uses the rules in the *d20 Modern Roleplaying Game Core Rulebook* for gear to help the characters stay alive in the great outdoors.

SHIPBOARD EQUIPMENT

Warp Drives
Warp engines use a matter-anti-matter reaction (which produces far more power than the ion engines). This higher power is channeled through a warp coil which generates a warp field, allowing the ship to move 700 or more times the speed of light. There are three basic types of warp drives. Non-tactical warp (impulse engines generating a warp field which cannot be used in combat) becomes available at PL 7. Tactical warp (allowing ships to travel above light speed in combat) appears at PL 8 (and is improved in PL 9 and PL 10); X-technology warp drive, at the very end of PL 10. Early tactical warp (PL 8) gave a combat speed of Warp 2.6 (18 times the speed of light); PL 9 gave a combat speed of Warp 2.88 (24 times the speed of light), while PL 10 gave a combat speed of Warp 3.1 (31 times the speed of light).

The translation of "warp speeds" into actual movement is covered in Chapter 8.

Impulse Engines
Impulse engines are the ion engines of PL 7, but the plasma is channeled through a space-time driver coil. This generates a low-level space-time distortion field. This is similar in effect but vastly different from a warp drive field; a ship can have both types of field at the same time. The result is that the ion exhaust is much more effective, allowing the ship to reach speeds of 0.99c in combat and (with some preparation and planning) to reach trans-light speeds out of combat.

Reactors
Starships have advanced fusion reactors which are used to power various systems, but not for movement. As starships are often far from bases or planets, and are subject to unpredictable problems in unknown regions, designers usually include several different power systems operating on different principles, thereby ensuring that no matter what goes wrong, there is a high probability that at least one of the power systems will still work.

Transporters
Transporters are matter-energy conversion devices that transform a person or object into a pattern of energy that is transmitted to a desired location, and then converted

back into the original person or object. Transporters operate as follows:

Sensors within the transporter lock onto the person or object to be transported. The transporter then scans the person or object and in the process converts him/it into a form of energy called a matter stream. It takes a finite amount of time to scan the person or object being transported; this explains why transporters do not operate instantly, and why the person or object takes a moment or two to fade from sight and then reappear. Various empires use different transporter scan algorithms, resulting in a unique appearance of the dematerialization/rematerialization process for each.

The "instructions" as to what the person or object is composed of are compiled into a separate signal in the form of a data stream, which is also sent to the pattern buffers. Because of the immense amount of data involved, these "transporter traces" are rarely stored longer than needed and are normally overwritten by the next transport. Cargo and emergency transporters are not equipped with buffers, and there is only one chance for rematerialization; this is why cargo transporters are not used to transport living beings, except in cases of extreme emergency.

While in the pattern buffer, the matter stream can be scanned and altered. These alterations include draining energy from power packs, deleting the portion of the pattern that represents weapons, and the application of "biofilters". (These scan the matter stream for known biohazards, which can then be deleted.)

Due to the immense amount of data, Heisenberg effects at the quantum level will cause the data stream to degrade rapidly; the matter stream will be corrupted within seconds at lower progress levels and at no more than a few minutes at higher progress levels. While this generally has minimal effects on non-living matter, the delicate balance of life will be destroyed and the reintegrated person will be dead in seconds, one of the most agonizing forms of death known.

The process of rematerialization is the reverse of dematerialization. The data stream is converted back into matter, according to the stored instructions contained in the data stream. Interruptions in the reintegration process can be catastrophic, and are usually fatal to living tissue.

The maximum range of a transporter is defined in Table 7–2. Transporters are less reliable under non-ideal conditions. Electromagnetic fields, proximity to powerful energy sources, magnetic storms, range, as well as the traditional raised shields reduce the chance of a successful transport. Under normal circumstances a Knowledge (physical sciences) roll is not required. But under less than normal circumstances, a failed transporter roll will inflict from 1d6 points of fatigue to 4d6 points of damage to the transportee depending on how badly the skill roll was missed (GM ruling).

Any of the following circumstances *does* require a skill check on Knowledge (physical sciences) with the following modifiers:

Through shields or PA panels: impossible
Objects or personnel on enemy ships (unless friendly personnel are present): impossible
Through dense matter or thick layers of matter: DC 15 to 40
Ion or magnetic storms or subspace distortion: +1 to +10 to DC
Proximity to improperly shielded power source: +1 to +5 to DC
Jamming: +1 to +6 to DC

Some devices make transporter operation more reliable and/or safer, possibly compensating for the above negative effects:

Transporter to transporter: Reduce the DC by 15
Using pattern enhancers: Reduce the DC by 5
Transporter beacon: +4 (or communicator +2, not both)

A transporter beacon is a device available at PL 10 and higher. It is about the size of a football and weighs five pounds. It enhances the lock-on of the transporter, improving the ability to recover personnel from a distant area or one with jamming or other problems. The device is activated manually with a switch which is safeguarded against accidental activation. Anyone who knows what a transporter beacon actually is would have no problem activating one of them. Its onboard power cell will run it about an hour.

Enemy transporters cannot steal personnel from your ship (and vice versa) due to the structural integrity field all ships use. This can be defeated by sending your own people to the enemy ship. They would capture the targeted person or thing and beam back to their ship.

Tractor Beams

These are electrogravitic beams of force used to manipulate objects at range. Most think of these as ship-mounted systems used for docking and to stop enemy missiles from hitting the ship (or to stop enemy ships from escaping), but smaller versions are used in cargo bays (replacing the 20th-century chain hoists) and some are used in vertical passageways inside the ship as a form of elevator. A roll against Knowledge (technology) is not normally needed unless you are overloading the tractor or doing something else out of the ordinary.

Shields

These are walls of force used by ships and some ground installations to provide protection from weapons. They also block transporters, molecules, radiation, etc.

Deflectors

Ships travelling at high speeds (especially above the speed of light) project a deflector shield ahead of them by a few miles which sweeps away odd bits of cosmic dust that might damage the ship. Deflectors cannot push aside asteroids, but these can be seen on sensors and avoided by using the Pilot skill.

REPLICATORS

These are the most misunderstood items of *SFU* technology. If replicators work, why do we need interstellar commerce instead of just making everything on site? There are two answers to that: cost and quality. Things made by replicator cost more (often a lot more), and quality can suffer unless extra time, skill, effort, technology, and cost are accepted. Some materials simply cannot be replicated, and some are easier to obtain through normal sources.

Starships, which must go long distances from any place they could get spare parts, and have huge tanks full of government-funded fuel to run their power systems, make use of replicators when they have to have the missing part (or the thing needed for the mission) right now.

Trans-Stator: The Heart of the Replicator

To really understand the technology, it is important to understand what a replicator is — and what it isn't. There are three similar technologies at work in the *SFU*, these being the replicator, transporter, and matter reformer. All of these (and communicators) use the trans-stator, known as "the centerpiece of all modern technology" to engineers. This tiny device provides access to subspace by placing a point of space-time into a trans-state beyond the normal continuum. (Just how it does this is classified.)

Shifting matter into a trans-state converts it into a form represented by and handled as energy. Transporters convert matter into energy, record the patterns digitally, and then transmit the matter stream to another location. The matter is then reassembled.

Matter Reformers

Matter reformers take existing matter and rearrange it into the desired shapes. A matter reformer could take iron ingots and produce horseshoes, avoiding the necessity to bring along a blacksmith just in case you need some horseshoes to make a treaty with the strange new civilization you just met. A matter reformer could make horseshoes out of bronze or silver if you only had those metals handy. It could process scrap iron and iron ore with considerably more energy expended and waste produced.

The closer the "feedstock" is to the "product", the less time, energy, and skill it takes, and lower PL reformers could do the job. Machine shops that use matter reformers and replicators often have numerous machines of various costs and capabilities so they can do the easy jobs on the cheap machines with the low-skilled operators and use the expensive machines and high-skilled operators only for the most critical or expensive projects.

Most of the "replicators" in mess halls are high-end reformers able to take feedstocks of sugars, carbohydrates, proteins, and other essential elements, and convert it into an approximation of specific types of food. The success or failure of any particular recipe depends on the specific types of food, the quality and detail of the recipe template, and the complexity. Making a glass of tea (of any type you have a record of) is relatively simple, but building a cheese souffle from duck eggs is considerably more difficult.

The Limits of Replicators

A replicator is different from a reformer in that it can rearrange electrons, protons, and neutrons (along with other subatomic particles) into the desired atoms and molecules. Feed iron ingots into a PL 10 replicator and, with enough energy and the right templates and programs, you could produce a T-bone steak or a wool sweater. Of course, money is money and those using replicators to make things try to use "feedstocks" which are as close to the end result as possible. The primary limits are power and templates.

Given PL 10 computer memory storage systems, a starship can leave its home planet on a five-year mission with a database containing billions of templates of things it might need to make. Historical uniforms and costumes are often produced for theatrical presentations by the ship's troupe of actors; it is rare to find a new alien culture that just happens to use the same uniforms as something in the database (but it does happen).

Replicators are more useful on planets, where the limits on space, energy, and feedstocks of materials are less troublesome. One of the most important items on a new colony planet is the replicator, as it must be able to produce anything that the colony might need. Hospitals often have small replicators able to make a huge library of drugs and other medical items as needed. Five-star restaurants have small replicators in case a rich customer just has to have his favorite dish, and the ingredients are not in season (or on the planet).

One limitation of replicators is that the template for any given item is (once programmed into the replicator) a substantial part of the replicator's memory capacity. Thus, complex multi-part systems (say a phaser or a typewriter) have to be made in pieces and then assembled by hand.

Another limitation is that larger and larger items have more and more atoms, and thus more and more opportunities for transcription errors. Large I-beams for construction projects would not be produced by replicator or even a matter reformer due to the safety concerns of these errors. A flaw in such a beam could produce a catastrophic load failure and "bring down the house", so structural beams are made in foundries (or polycarbon facilities) as they always have been. Items made in replicators are often intended for temporary use where these transcription problems will not manifest themselves before the need for the item has ended. Items can be made without errors (well, without quite as many errors) but this requires more time, computer power, operator skill, and energy.

Getting the template into the replicator is often not a simple task, although the degree of difficulty varies with just what is being designed. For mechanical parts and other physical objects, an engineer could create a template in a computer-aided design system. In many cases, engineering labs use replicators to produce quick test copies of new designs, allowing them to be studied, tested, and inspected before tooling is done for actual production by more traditional means. For artifacts (the local witch doctor wants a carving of a Urubasoid and nothing else will do) you must scan an existing object, preferably with a transporter or a Replicator Master Work Station. With a lot more work, you

could make a less-than-perfect copy from tricorder readings. If you are desperate to impress a local potentate, you could produce something in the general style of the desired artifact by having a skilled engineer or designer study drawings, photographs, or even a verbal description. Just how likely you are to fool anyone varies. If you need Michaelangelo's actual "Statue of David" to close the trade deal, you better have a transporter pattern of the original or you aren't going to fool anyone (and even then you'd be found out eventually). If, however, you simply need a sculpture (presumably an "unknown work" you "just discovered in an old ruin") in the style of the famous Klingon sculptor Kludge of Korbak, a decent artist with a museum-quality book of photos could do the job in a few days.

There are some things that replicators just cannot make, most critical among them being dilithium crystals. Because these crystals are so closely attuned to subspace (if they weren't, warp engines couldn't work), they cannot be processed by the trans-stator. Replicated dilithium crystals crack quickly when used in power systems. Replicators cannot make pergium (a compound used in advanced power systems) or topaline (used in life support gear). Other extremely dense materials with very complicated structures are near impossible to replicate. (GMs can decide what is too difficult.) The materials best suited to replication are pure elements, like iron or carbon. Homogeneous mixtures of elements such as metal alloys are the next easiest.

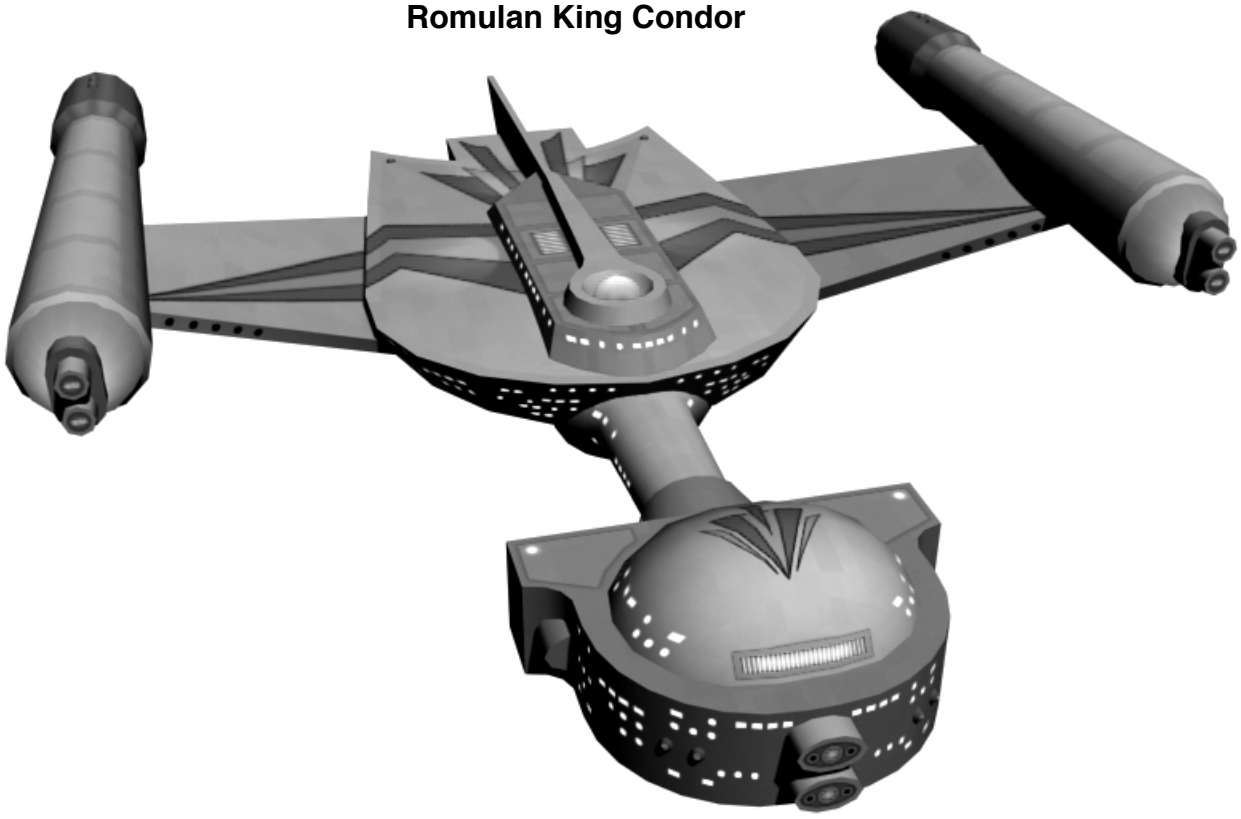
Replicators cannot create living material because the quantum signatures must be organized in a fashion that cannot be replicated — and the reason why a living person can be reassembled alive (safely!) is that the transporter recreates the person from the original matter which the person was made from, and therefore has the correct quantum signatures for Life, using the unaltered transporter template created when the transport began.

While replicators turn matter into energy and vice versa, they are extremely inefficient in producing energy. You could replicate a power cell but it would have to be charged before it could be used. Creating a "charged" power cell would take 100 times as much energy (for the replicator) as you would ever get out of the power cell.

Composite materials such as plastics replicate well. While replicators can rearrange protons, neutrons, and electrons into any atoms you want, they're even better at combining existing atoms into molecules. They are much better at this than matter reformers due to their greater processing and computing power. Replicators can also use pure energy as a "feedstock" but this takes more energy than using some physical matter.

Replication leaves a distinct signature in the resulting product (a lack of naturally-occurring randomness) and is detectable with a deep scan for these telltale signatures left by the processing of the product. Replicator unit quality also affects this and the quality of the products produced. Furthermore, most commercial replicators leave a digital "watermark" that identifies the unit that created it. Even without a watermark, it is usually possible to tell the difference between the products of Klingon, Romulan, and Federation replicators.

Romulan King Condor



CHAPTER 8: EXPLORING THE STAR FLEET UNIVERSE

GAMES OF THE *SF Universe*

Prime Directive is a game of the *Star Fleet Universe*, an interrelated system of games with a common background. These include the classic *Star Fleet Battles*, the fast-playing *Federation Commander*, the strategic *Federation & Empire*, the card game *Star Fleet Battle Force*, and others. Because these games all have a common background, they all use the same ships, history, and technology. History puts the Klingons and Kzintis at war from Y169-Y185, so *SFB* and *F&E* both have battle scenarios for that period. A Klingon D7 battlecruiser has twice the combat power of a Romulan SeaHawk frigate, and this is reflected in *SFB* and *FC* by their Basic Point Values, in *F&E* by their combat factors, in *SFBF* by the number of icons on their respective cards, and so forth. This is good in that players can move between games and reasonably expect the same things to work the same ways (albeit on a different scale). Of course, for your own campaign, you can ignore these implications.

Star Fleet Battles

This game is the grandfather and patriarch of the *Star Fleet Universe*. First published in 1979, it has undergone several revisions and new editions. The current rules set has over 40 modules with 2,000 pages of rules and 2,000 different starships. It is a tactical space combat game, where each player commands a ship (veteran players often command entire fleets) as they seek to out-fly, out-fight, and out-think their enemies in a warp-speed dogfight.

Having been around the longest, most of the history and background of the entire *Star Fleet Universe* first appeared in *Star Fleet Battles*. The primary reference source for any *SFU* research, *SFB* has the most complete database of ships, weapons, and technology. We have reprinted most of the relevant data from *SFB* in this product (and will have more in sourcebooks) so players of *PD20M* need not fear being required to buy hundreds of dollars worth of tactical space games just to get the *SFU's* maps, histories, timelines, and other background data.

A detailed explanation of *SFB* is on the next page, and we invite all players of *PD20M* to pick up a copy of *SFB Basic Set* or *Cadet Training Handbook* and experience driving a starship for themselves. Experienced players can also enjoy this game via the Internet at

www.SFBonline.com

and at our famous national tournaments at Origins.

Federation Commander

This fast-playing game is the game of choice for RPG players who find their characters involved in battles between starships. This game has an introductory set of rules which may be freely downloaded from our website www.FederationCommander.com. An example of play is included on page 136-137. *Communique*, an online monthly newsletter, keeps *FC* players up to date.

Federation & Empire

The strategic game of the *Star Fleet Universe*, *F&E* was first published in 1986 and has (like *SFB*) been upgraded in several subsequent editions. On a map five feet long (the *F&E* map is re-created a few pages later in this book), players move thousands of die-cut counters representing ships, squadrons, groups, and fleets.

F&E is primarily a game about money. You collect taxes from your planets and provinces, then use the money to buy, upgrade, and repair starships. After that, you send your ships off to war to conquer your enemies. For those interested, we have a detailed description of *F&E* on our website www.StarFleetGames.com. At Origins, day and night for the entire duration of the convention, you will see a dozen players hunched over a huge map while they try to decide, once and for all, who will rule the universe.

Star Fleet Battle Force

This card game appeared in the summer of 2001. You control a group of starship cards from several empires. Each ship card has icons showing the weapons the ship can use. Each turn, you check your hand for weapon cards that match the icons on your ships, and fire the weapons at the enemy. The game system is similar to *Modern Naval Battles* or *Naval War* but with improvements and new concepts. While there are several kinds of phasers, the bigger ones can fire the cards from the smaller ones, and, larger plasma torpedo launchers can use the smaller torpedo cards. As your starships take damage, red plastic markers cover some of the icons, preventing you from using those weapons. See our website for more information.

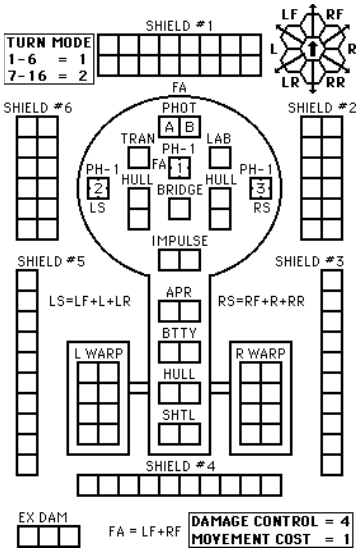
Other Games and Products

Starline 2400 is our line of pewter scale-model starship miniatures. We have dozens of ships from the various empires, and release more each month. *Captain's Log* magazine supports our other product lines; it isn't essential to *PD20M* players. ADB, Inc. continues to publish new games and expansions for the current games.

LET'S PLAY...
STAR FLEET BATTLES

Let's play a sample turn of *Star Fleet Battles*, using the rules and ships from the *Cadet Training Handbook*. The Cadet book is specifically designed to teach you the game, and opens the doors to the entire *Star Fleet Universe*. Here is your ship, the Federation heavy cruiser (CA) *Eagle*. The first action in each turn is to determine how much energy you have available. In this case, you can see the sixteen boxes of warp power, two impulse boxes, and two APR (auxiliary reactor) boxes, for a total of twenty points of power. (This is a "cadet ship" for beginners; the ships in *Basic Set* are larger and have more systems.)

A Klingon D7 is out there, so arm the weapons! Two points of warp energy go into each photon, and one point goes into each phaser. This leaves twelve points of warp and one point of impulse, for a total speed of 13, fairly fast for a cadet ship.



As you can see in the map in the above right corner, your ship is maneuvering toward the Klingon. Looking at the turn mode chart above, you see at a speed of 13 your ship has a turn mode of 2, meaning that it must move two hexes forward in a straight line before it can turn. The cadet game turn is divided into 16 impulses, and your ship will move during 13 of these, not moving during Impulses #1, #6, and #11. The map shows only part of the action during the game turn, during which you moved toward the Klingon, turned across his bow, and achieved the position shown by the counter on Impulse #7.

During each impulse, you will have the opportunity to fire your weapons. At the particular point shown on the map (which is Impulse #7), you have two possible targets, the Klingon ship and a nuclear-armed drone which is maneuvering to hit your ship. You will engage both targets.

Note the small six-pointed firing arc diagram above the ship, indicating the six possible arcs into which weapons can fire.

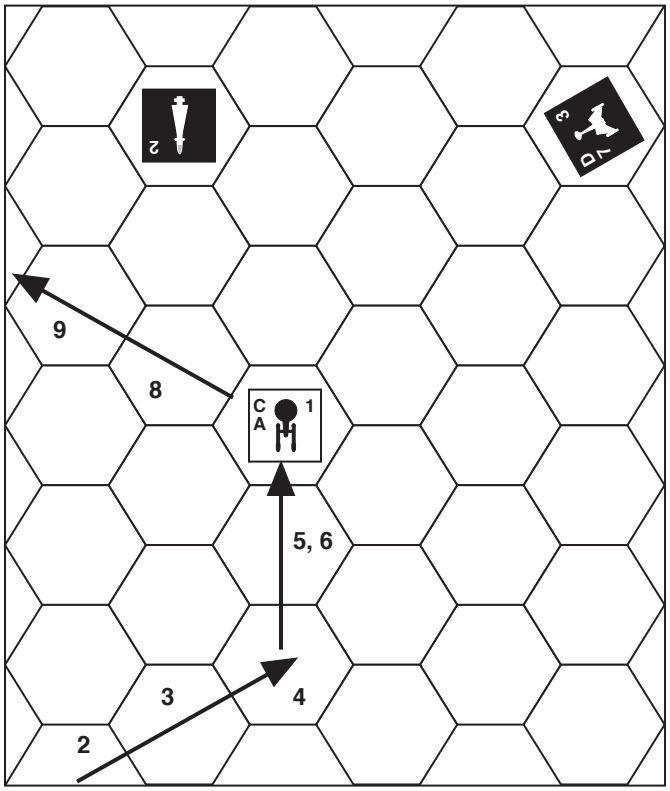
The drone will be engaged by phaser #2, the left side phaser. Note that this phaser can fire into the three 60° arcs designated LF (Left Front), L (Left), and LR (Left Rear), and that the drone is in the Left Front firing arc. To fire a phaser-1, you will of course use the Phaser-1 Table, which is shown below:

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

You roll one six-sided die, and the result is a 4. As the drone is three hexes away (Range 3), you cross-index the die roll with the range to determine that the phaser scored 4 damage points on the drone. Since a drone is killed by 4 damage points, the drone is destroyed and will not threaten your ship again.

Now you will fire at the Klingon ship itself. There are two phasers (#1 and #3) able to fire on the Klingon, which is in the Right Front firing arc. (Note that phaser #2 could not have fired at the Klingon ship in any case, since it cannot fire into the RF arc.) Roll two dice, one for each phaser. You get a 1 and a 5, scoring (at Range 4, as you can tell by the map) 4 damage points.



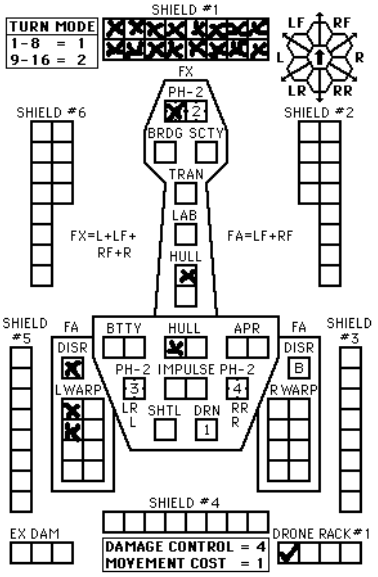
Now for the photon torpedoes! These work differently than phasers. If they hit, they will do 8 damage points regardless of the range (up to a maximum of 30 hexes).

You roll one die for each photon, with results of a 2 and a 3. Since both of these results are within the hit range (1-4) for this range, both have hit! This scores another sixteen points of damage on the Klingon D7, for a total of 24.

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

Notice from the map that the Klingon ship's #1 shield (the one covering the 60° hex side facing forward) is facing your ship. This shield stops the first sixteen points of damage you caused, but is now "down". The Klingon also used the reserve power from his two batteries to block another two points of damage, leaving six to be resolved internally. This damage is resolved by die rolls on a Damage Allocation Chart, destroying two hull boxes, two engine boxes, and two other boxes, which you can see marked on the SSD. Note that one drone has been fired from the rack.



Having inflicted severe damage on the Klingon ship, you now turn 60° away from him and move out of his range.

The Klingon retreats, giving you control of the star system! You have saved another planet from tyranny.

LET'S PLAY...

Federation Commander

Your starship, the *USS Saratoga*, is patrolling the area when the Class I alarm comes through via subspace. A deadly Space Amoeba is wandering through an inhabited region of the Federation, its deadly energy field causing death and destruction wherever it goes. This monster is dangerous, but not particularly evil; it is in fact simply a wild animal that is not aware of how many sentient beings it has killed.

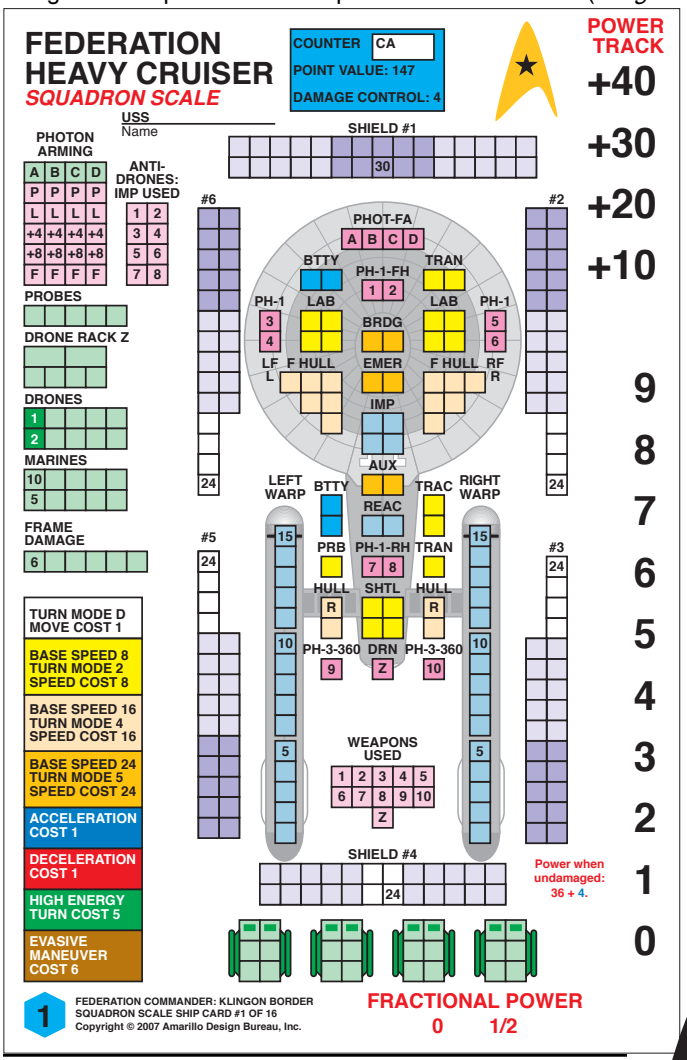
Saddened that you may have to kill the creature to stop its attacks, but outraged by the number of Federation citizens already killed, your ship accelerates to warp seven. Arriving at the last planet devastated by the monster, you follow its ion trail until, at last, you make contact.

What to do? While Space Amoebas are common enough, there are many different kinds, and what will kill, or drive away, one species will have no effect on another. You must approach the monster and gain scientific information points before you can discover the correct solution to this particular problem.

Take Command!

You are playing *Federation Commander*, the latest starship combat game from Amarillo Design Bureau, Inc. In fact, you are using a starship from the first product in the *FC* line (*Klingon Border*) and a monster from the fourth (*Romulan Attack*). This is no problem as all elements of the entire line work together. You could play the scenario using a Klingon, Gorn, Romulan, or Tholian cruiser and you could be fighting the Planet Killer, Death Probe, Space Dragon, Juggernaut, or even one of the other cruisers. For that matter, an entire fleet of a dozen ships could be attacking a planet defended by a starbase and a smaller squadron of enemy ships, but save that for your next game. Right now, you have a Space Amoeba on your scanners and a populated planet only minutes away.





Target in Sight!

You place the six mounted map panels in a rectangle on the gaming table, and decide to use the side with the smaller hexes (and the corresponding smaller counters) in order to give yourself plenty of room. During the game, the Space Amoeba (using an optional rule) will continue to move in one direction (toward the nearby colony). As it approaches the edge of the map, you simply move the panels on the opposite side to extend the map in the direction the monster is moving, and slide the whole array so it stays on the table.

Your ship begins 200,000 kilometers (twenty hexes) away from the monster. At the start of the turn, you count your power (the blue boxes on your Ship Card) which comes to 36 points (the four batteries are not available as you used them to pre-load your photon torpedoes). You pay 24 points for a baseline speed of 24 (to close in on the monster) and head straight for him. The problem is that the monster is moving eight hexes per turn away from you, meaning you will still be four hexes away at the end of the turn. That would give you only 32 points of lab information, and you need at least 40 (since you need 200 total and the most you can get in one turn is 80). During this first turn, you pay five points of power (during five of the eight impulses) to move faster, and end the turn three hexes away. The rest of your power holds the armed photon torpedoes ready to fire.

As this is your closest approach during the turn, you gain (see the chart in the Amoeba diagram) six points for each of your eight labs, for a total of 48 points. The Amoeba scores four points of damage on your forward shield, reducing it from the original 30 boxes to 26. No worries.

During the second turn, you pay for a Baseline Speed of 16, enough to catch the Amoeba and fly directly through his hex. This produces ten points for each of your eight labs, and your total is now 128. Unfortunately, that close approach cost you eight points of damage. Because you "side-slipped" into the Amoeba hex, you take this on the #6 shield, preserving as much as you can of the vital #1 shield. You end Turn #2 five hexes away and pay some leftover energy to fix the shields.

Plotting sixteen points of speed during Turn #3, you make a series of turns to fly back into the Amoeba's hex, again gaining 80 points of information (you now have 208 and the science officer wants to talk to you). Your ship takes another eight points of damage, this time on the #2 shield. While you didn't need the extra speed to get to the Amoeba, you needed it so you could fly past him and reverse course, bringing your forward weapons to bear at the end of the turn.

If this turns out badly, you have to be ready to attack.

What Is This Monster Made Of?

A die roll will now reveal what the science officer has found out. You are hoping to get a "6" which will mean telepathic contact with the Amoeba and allow your science officer to ask him nicely to go away. You'll settle for a "2" or a "4" which would be a relatively easy kill; you would just have to pay a few points of power to load a probe with anti-matter or rip the Amoeba's skin apart with a tractor beam. What you do not want is a "5" which will require more laboratory study. This has taken too long as you have a date with the colonial governor's daughter to get to!

You get a "3" which means you are going to have to shoot this poor Amoeba to death. While the duty is sad, it must be done to save sentient lives. Maybe your lab reports will help scientists learn more and future Amoebas can be controlled? No matter, the deed must be done.

Ok, who's kidding themselves here? We're going to go blow this monster into small pieces, and we're going to enjoy doing it!

Closing in for the Kill

You have already decided on a close-range gunfight, which is why you are only a few hexes from the monster and pointed directly at him. If you had plenty of time, you could stay out of the range where the Amoeba can damage your ship (say, eleven or twelve hexes) and pick the monster to death. At that range, you'll do an average of twenty points of damage per turn, and will need five or six turns to finish this battle. (The combat charts below only show the short-range results; the phasers and torpedoes can reach 25 hexes, although accuracy is terrible at these long ranges.)

Who wants to wait that long?

You pay eight points for speed, and that leaves you with 28 points of power and the four batteries. Your ship has four photon torpedoes, which were armed when the game began. To cause maximum destruction, you pay another sixteen points (two per torpedo) to "overload" the tubes, doubling their damage output from eight to sixteen each. (This leaves you with twelve points of power to spend this turn. Until you started firing weapons, you really didn't have any kind of power shortage to worry about.)

Closing to a range of one hex (ten thousand kilometers), you fire all four photons with an automatic chance of a hit, scoring 64 of the 100 points of damage needed to kill the Amoeba.



SPACE AMOEBA

FLEET SCALE

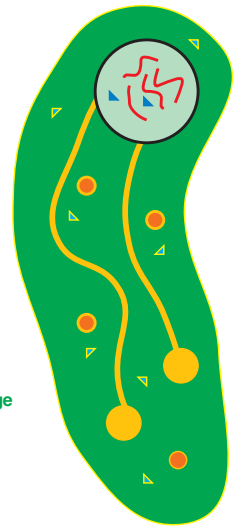
AMBA

MOVEMENT: The Amoeba moves at speed 8. Roll one die each impulse to determine the direction.

LAB POINTS LAB POINTS

LAB POINTS LAB POINTS

Get 200 Lab points. Then roll one die to determine how to defeat this Amoeba.



DIE ROLL
1= Suicide Shuttle
2 = Tractor
3 = 100 Damage
4 = Probe
5 = Need 50 Lab Points
6 = Amoeba Leaves

DAMAGE: The Amoeba scores damage on your ship based on the closest approach during each turn. Shields block damage but cannot be reinforced.

RANGE:	0	1	2	3	4	5	6	7	8	9	10 or more
DAMAGE:	8	5	5	4	4	3	3	2	2	1	1

If the Amoeba survives 20 turns, you lose.

LABORATORY RESEARCH

RANGE:	0	1	2	3	4	5	6
RESEARCH:	10	8	8	6	4	4	2

64

FEDERATION COMMANDER: ROMULAN ATTACK
FLEET SCALE SHIP CARD #64 OF 49-64
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You next fire the six phaser-1s that aim forward (paying one point of energy each, leaving yourself with only six), scoring another 28 points of damage. Note that you had to aim your entire ship directly at the Amoeba so that the phasers on both sides of the saucer could fire forward.

That's 92 damage points, not enough for a kill! (You were hoping for a bit better than average die rolls to cover that deficit, but the dice were not with you.) However, you are not out of phasers yet!

There are two small "defensive" phaser-3s (designed as a last ditch defense against Klingon nuclear missiles and Romulan plasma torpedoes) which can fire in any direction. Each costs half of an energy point to fire, and each of them could score four points, but (bad die rolls!) one of them scores only three. Your total is 99, and that's not enough!

Flying directly over the Amoeba, you wait until you are on the other side and use your rear arc "tail guns" to score the final points of damage. The Amoeba will never harm anyone again! Of course, this was a very easy "beginner" battle. Most Space Amoebas are twice this big!

Run and Gun!

Everything about *Federation Commander* is designed for fast play. Energy allocation (after selecting a speed) is done "on the fly", paying for weapons, acceleration, deceleration, tractors, shield reinforcement, transporters, or special maneuvers as you use them. If you run out of power before the end of the turn, your original speed will carry you out of the way (or so you hope!) so you can attack again on the next turn. Ships come in two scales (so battles with larger fleets can still be played in an hour or two). The entire rulebook is only 64 pages (in very big type) and everything you really need is on one reference card!

STANDARD PLANETARY CLASSES

For purposes of reference, Vulcan scientists established a number of broad categories of planetary types. Some very different planets can fit into a single category, and some planets at the limits of one category may be similar to planets in an entirely different category. The categories are:

Class A: This is a "hot" gas giant such as Jupiter which generates internal heat. There is no "surface" *per se*, just an increasingly dense atmosphere. See Class S.

Class B: This is a "cold" gas giant (does not generate internal heat), smaller and farther from the star, such as Uranus. It also has no surface.

Class C: This is a "hothouse" planet such as Venus, with a corrosive and/or toxic atmosphere.

Class D: This is an airless rock such as Luna. Classes D, I, and J are three different points on the same spectrum of airless rocks floating in space.

Class E: This is a "super-terrestrial" world, basically a larger-than-Earth planet with an atmosphere and biosphere and at least marginally habitable.

Class F: This planet has a sulphurous atmosphere.

Class G: A dry desert planet with no oceans, such as Mars. It may be cold or hot. Its atmosphere may be thin or without oxygen. There is rarely a biosphere.

Class H: This is an "early Earth" planet with a developing biosphere (mostly bacteria, some low-grade plants). The atmosphere will be unbreathable.

Class I: A rocky planet hot enough to melt lead, such as Mercury. The atmosphere (if any) will probably be thin and there will be no recognizable biosphere.

Class J: This is a cold rocky planet with a thin atmosphere (or none at all). Temperatures are below freezing, any water (and there may be none or very little) will be frozen, and there will be no recognizable biosphere.

Class K: This is a desert world with a breathable atmosphere and a working biosphere, such as Vulcan. There will be some small oceans, lakes, or seas, but these will be limited and brackish.

Class L: A world similar to Earth, but with far less water. Oceans cover less than a third of the surface; there will be a breathable atmosphere and a working biosphere.

Class M: This planet is Earth-like.

Class N: Like Earth, but oceans cover 90% of the surface and humidity is high.

Class O: Like Earth, but much colder, with extensive glaciers trapping most of the water.

Class P: Most of the atmosphere is frozen into glaciers of carbon-dioxide or other gases.

Class Q: A frozen iceball, such as Pluto, that is more of a huge comet than a small planet. The orbit will often be erratic, and this is usually the outermost planet.

Class R: A nitrogen-ammonia atmosphere on an otherwise Class J planet, such as Q'Nabb (ISC sector).

Class S: Frozen methane oceans with floating continents, such as Hydrax.

Class T: A semi-molten planet, such as Tholia in the M81 Galaxy, with high temperatures (above 212°F) and with inorganic life.

A FEW INTERESTING PLANETS

There are plenty of planets and GMs should have no difficulty finding (or creating) whatever kind of planet desired for an adventure. Numerous *d20 Modern* books and other sources can be adapted. Any planet from any source is fair game for the diabolically clever GM looking for new frontiers where his adventurers can boldly go.

Here are a few of the more interesting planets found in the *Star Fleet Universe*.

Mad Jack's Hole (1706) is an airless rock with a self-contained Orion colony. This is known as "the most bizarre bazaar in the galaxy" where *anything* could be bought and sold if you had enough cash.

Circle Trigon (5109) is a neutral Class-F planet in the Romulan-Gorn-ISC Neutral Zone. Originally an Orion colony, it functions in a similar role to Mad Jack's Hole, an open marketplace where all manner of stolen and otherwise discovered things can be found. It is a den of thieves, spies, and pirates run by a Klingon renegade who has amassed enough weapons to ensure only a major fleet can challenge his power over the planet.

The Romulan-Federation Neutral Zone is host to relatively few interesting planets, including:

Helvetia (3912) and **Denebola** (3415) are former Orion colonies which now function as independent trading planets. Federation and Romulan merchants bring their goods here to exchange to avoid tedious customs and security requirements of actually getting a visa. These are lawful, civilized planets (but of course are awash in spies).

The Klingon-Federation Neutral Zone is host to no end of amusing and entertaining planets, including:

Adanerg: (1909) Class-M Federation colony.

Bezwell Index: (2214). Klingons kidnapped some of their leaders in Y162 to stop a treaty with the Federation.

Iridima: (1912) A rich source of iridium for which the Klingons and Federation are in a bidding war.

Leebyahh: (2013) Class M, populated by a humanoid race regarded as comically paranoid. They bought billions of credits worth of cheap Klingon weapons to defend against a Federation invasion that never came.

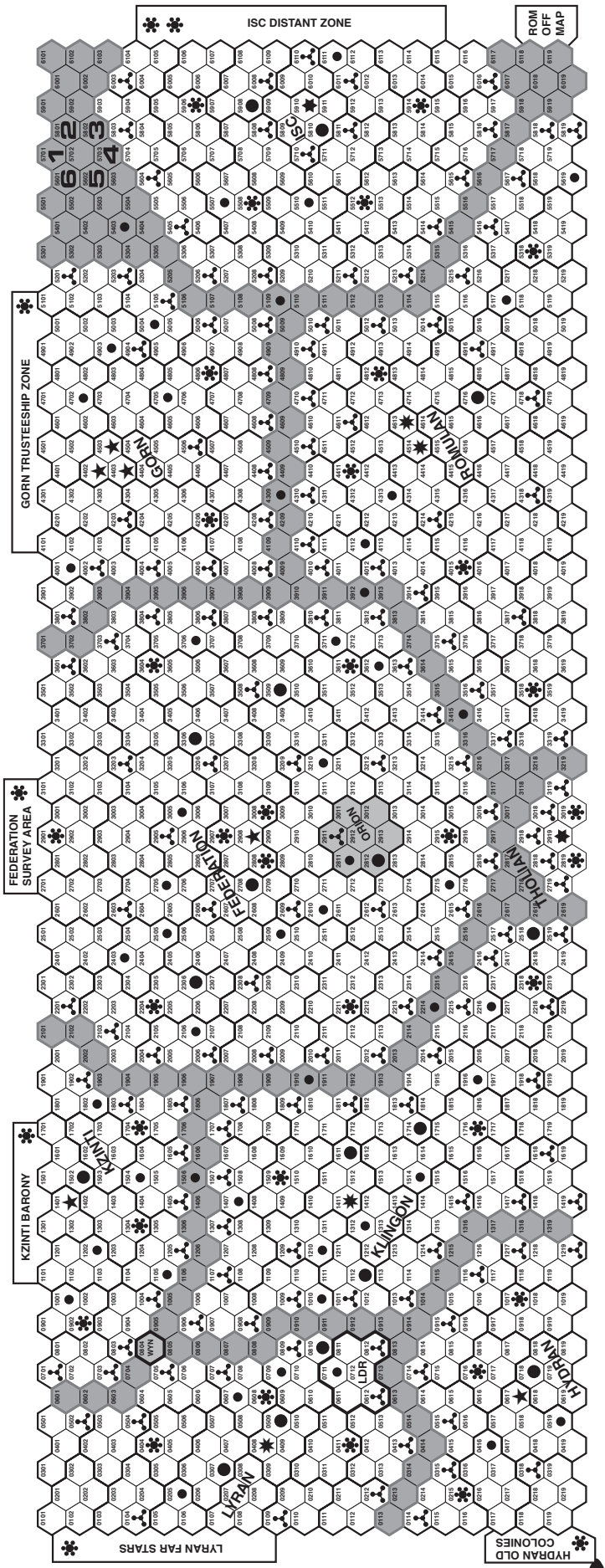
Organia: (1913) The population of this planet is thought to pre-date the Old Kings. Using powerful mental abilities, they were able to prevent any combat within 500 parsecs of their planet and served as the intermediaries in the Organian Ceasefire Accord.

Sherman's Planet: (1910) This planet was in the unfortunate position of being the perfect place for a naval base to support attacks on the Klingon Capital. The Federation insisted that its colonies there were purely non-military, but the Klingons continually objected as (innocent intentions or not) it was a direct threat. Numerous Klingon raids (Y165-Y170) failed to disrupt the colony.

Rita's World: (2114) Class-M Federation colony.

Tyson's Star: (2315) This system included a Federation agricultural colony on the third planet and a Klingon mining colony on the fourth.

Vanacheck: (2315) Unoccupied Class-M planet suitable for colonization.



MAP OF THE *STAR FLEET UNIVERSE*

The map at left shows the main area of the *Star Fleet Universe*, which is also known as the Alpha Octant of the Milky Way Galaxy. To be technically accurate, the map should be curved (as it is a section of the outer rim of the galaxy) but the distortion is minimal and can be ignored.

This is, literally, the map of the game *Federation & Empire*, and is used in that game to define everything from ownership to economic power, from supply lines to travel distances, from planetary locations to areas of pirate activity. Larger scale versions of this map are shown on subsequent pages; this small version is provided to show the overall sweep of the Alpha Octant. The map shows the borders that were in effect from the end of the Early Years (about Y125) through the start of the General War (Y168).

The Federation occupies the center of the map. The Kzintis are to the left of the Federation and the Gorns to the right, both along the top edge, which is toward the center of the Milky Way Galaxy. (The bottom edge of the map is the Galactic Rim.) Enemies are also nearby, the Klingons to the left and the Romulans to the right.

The Lyrans (allied with the Klingons only because of the Lyrans' hate for the Kzintis) and the Hydrans (allied with the Federation if only because the Klingons and Lyrans keep invading Hydran space) are to the left (west) end of the map. The Inter-Stellar Concordium is to the right/east.

Small neutral powers are scattered across the map. The Tholians are in the bottom center; they occupy territory that once belonged to the Klingons and were briefly allied with the Federation. Mostly, the Tholians (refugees from another galaxy) just wanted to be left alone. The Seltorians (former slaves of the Tholians) set up a base in Klingon space near the Tholians. The Lyran Democratic Republic (lower left) is a rebellious province of the Lyrans who broke away to form an independent nation; the county got away with this only because two rival Lyran factions could not afford to see the LDR join the other side. The WYN Star Cluster (upper left) is populated by rebels, refugees, and renegades from the Kzintis, Lyrans, and Klingons. The Orions (just below the map center) are a member of the Federation but declared themselves neutral during parts of the General War.

The Carnivons once occupied the upper left (northwest) corner of the map but were driven away (or destroyed) decades earlier. The Paravians once occupied some territory in the upper right (part of Gorn space, as well as areas later occupied by the Romulans or ISC).

The Orion Pirates (who are, and are not, linked to the Orion planet and enclave) operate over the entire map (although not in Tholian territory as the Tholians aggressively patrol and protect their small area). Orion Pirates are divided into cartels, each of which controls about 10% of the Alpha Octant. The boundaries between these cartels are fluid and constantly changing.

The Andromedans invaded our galaxy from outside and operated across most of the Alpha Octant.

The Omega Octant is to the right of this map, east of the Inter-Stellar Concordium.

ISC DISTANT ZONE
ROM OFF MAP AREA
GORN TRUSTEESHIP ZONE
Starbase
Station
Planet
Capital
ISC
GORN
ROMULAN
FEDERATION
ORION

Neutral zones separate the empires. Adjoining empires can send a limited number of ships into these areas and can develop colonies there under various treaty limitations. Neutral zones are not "free highways" that would allow, for example, the Federation to attack the Lyrans without going to war with the Klingons.

Only major industrial planets are on the map. Every hex has a thousand stars and a hundred planets, at least a few of which are occupied by colonists or native sentient species. Most stars that can be seen from Earth are in hex 2908. Some names of nearby stars and features have been reused for more distant stars and features.

Mention should be made of the handful of "free planets" which existed in neutral zones. They often provided the only direct communications between opposing empires, and the only trade. They were all awash in spies, and everyone tolerated the enemy spies in the hope that their own spies could do a better job. The balance of power made these planets safe havens for Orion Pirates, and they became an open market for stolen weapons and pirate loot. The odd stolen freighter could, for a price, be reregistered at these planets under a number of national flags.

Mad Jack's Hole is on a small moon. Ships of many empires made port calls there (the entertainment facilities were legendary). When the General War began and the Klingons captured most of Kzinti space, they left Mad Jack's Hole as a "free zone" since they could at least count the pirate ships coming and going. A major battle was fought around this base in Y175 when the Federation became annoyed to find its latest fighters on sale to its Klingon enemies and Kzinti allies.

Denebola was an important trading post between the Federation and Romulans, and was solely responsible for the Federation taste for Romulan Ale. Spies knew each other on a first-name basis, and what passed for peace talks (military conferences to reduce tension) took place here. On the Day of the Eagle (the Romulan invasion of the Federation in Y173), one of the first battles took place at Denebola.

The planet Revlis is in Romulan space, but was so infested with Orion Pirates that the Romulans (who had only a tenuous hold on the outer areas of their empire) knew better than to try to control it. Pirates used it as an exchange point, buying and selling loot taken from Federation and Romulan convoys. The last Klingon ship operating in Romulan space was able to obtain replacement drones at this bizarre bazaar, and used them when it stopped a Romulan attempt to negotiate a separate peace with the Federation at Oxvind V.

EASTERN AREA NOTES

The map at left shows the eastern half of the Alpha Octant of the Milky Way Galaxy. This area was dominated by two empires (the Romulans and the Gorns) although about a third of the Federation is here. The neutral ISC did not even become known to the Romulans and Gorns until Y169 and did not expand to the size shown on the map until the early years of the General War.

EASTERN AREA INDEX

Aberdeen (Federation colony) 3411
Aliser VI (primitive) 3404
Andichron VI (Federation colony) 3309
Ankrogea (ancient, dead) 3301
Aurellius (Romulan minor planet) 4313
Bazaligth (ISC major planet) 5908
Cestus (Gorn minor colony) 4007
Chicago (Federation major colony) 3306
Circle Trigon (neutral) 5109
Corrieth (ISC minor planet) 5510
Dastaal (ISC colony) 5313
Debrock (Federation protectorate) 3514
Denebola (neutral) 3415
Filsingth (ISC minor planet) 6111
Fornax (Federation protectorate) 3413
Frallia (Federation associate member) 3201
Geslok (Gorn minor planet) 4001
Geydar (Ghdar II, Gorn major system) 4403
Ghdar (Ghdar I, Gorn capital) 4402
Gihdahr (Ghdar III, Gorn major system) 4503
Gijard III (Gorn minor planet) 4705
Gistardistang (Gorn minor planet) 4702
Golgotha (Gorn minor planet) 4903
Gordan's Planet (Federation planet) 3612
Gorngella (Gorn colony) 4108
Gornshima (Romulan colony) 4512
Gyrennia (Gorn minor planet) 5004
Helvetia (neutral) 3912
Hokan (Gorn mining colony) 4408
Justinia (Romulan minor planet) 4112
Korlivala (ISC member system) 5910
Midketh (neutral) 4309
Morkedia III (Federation mining colony) 3414
Mynienix (Federation associate member) 3204
Naramar III (Federation minor planet) 3005
New Marseilles (Federation colony) 3504
Oxvind (Romulan minor colony) 3615
Pavarak (neutral) 5403
Pronhoula (ISC member system) 5910
Q'naabia (ISC member planet) 5810
Remus (Romulan secondary capital) 4514
Revlis (free planet in Romulan space) 4018
Romulus (Romulan primary capital) 4613
Rovilla (ISC member system) 5910
Scylla-Charybdis (navigational feature) 3506
Sebelia IV (Federation minor planet) 3711
Sigma Draconis (Federation major planet) 3509
Skoleos (Federation planet, Gorn mercenaries) 3704
Tellarite Prime (Federation associate member) 3706
Tiberius (Romulan major system) 4514
Tibernia IV (Romulan major planet) 4716
Trajanus (Romulan minor planet) 5619
Tuscana (uninhabited) 4209
Veltressa (ISC member system) 5910
Vespasia (Romulan minor planet) 5117
Vesuvius (Romulan major system) 4613
Vidalia (Federation minor planet) 3210
Voabalt (ISC minor planet) 5507

Starbase
Station
Planet
Capital
FEDERATION SURVEY AREA
KZINTI BARONY
LYRAN FAR STARS
HYDRAN OLD COLONIES
KZINTI
FEDERATION
ORION
THOLIAN
KLINGON
LYRAN
HYDRAN
WYN
LDR

WESTERN AREA INDEX

The map at left shows western half of the Alpha Octant of the Milky Way Galaxy. This area is actually "older" than the eastern half; the empires here were fighting wars before the empires in the eastern half of the Alpha Octant had established contact with each other.

The current borders were defined by the Four Powers War which preceded the General War.

Airsis IV (neutral) 2113
Aklar III (Klingon Ockt-tah Academy) 1513
Allen's Planet (Federation colony) 2002
Alpha Centauri (Federation member system) 2908
Altroth (Hydran Lost Colony) ..... Off Map
Andor (Federation member system) 2908
Annox (Federation colony) 2209
Antares (Federation member system) 2610
Anthraxan (Hydran major system) 0617
Arcturia (Federation associate member) 2715
Bakuria (Klingon warrior colony) 1210
Bargantine (Klingon subject world) 1114
Bcalath (Lyran colony) 0604
Bezwell Index (neutral) 2214
Big Valley (Federation colony) 2106
Blackfoot Pass (navigational feature) 1909
Bolmark (Lyran major planet) 0408
Byrantan (Lyran major planet) 0307
Codimark (Federation minor colony) 2510
Cromarg (Klingon subject race) 1513
Darmot (Klingon colony) 1416
Degomark (Lyran minor planet) 0205
Demorak (LDR capital) 0711
Diablo Asteroid Field (Orion base) 2106
Dimitris (Kzinti minor planet) 1802
Dunkaria (Klingon subject race) 1112
Earth-Sol (Federation member system) 2908
Farlin (Klingon colony) 1407
Foremark (Lyran minor planet) 0607
Frakmark (Lyran major system) 0408
Garar VI (Lyran minor planet) 0709
Hilidaria (Klingon subject race) 1010
Hycoman (Hydran colony) 0516
Hydrafahl (Hydran minor planet) 0519
Hydramax (Hydran major system) 0617
Hydrax (Hydran capital system) 0617
Hydraxaport (Hydran major planet) 0718
Hyurdju (Hydran colony) 0814
Iridima (neutral) 1912
K'brogrh (Klingon minor planet) 2216
K't'tothos IV (Klingon mining colony) 2316
Kadrak (Klingon major system) 1411
Kalesta (Klingon colony, held by Tholians) 2919
Kangor (Klingon major system) 1411
Keevarsh (Kzinti major system) 1401
Kelanon (Klingon colony, held by Tholians) 2919
Kindlai (Kzinti major planet) 1502
Klardon (Klingon major system) 1411
Klegarine (Klingon planet) 1611
Klinshai (Klingon capital system) 1411
Klomarth (Klingon major planet) 1714
Kordahn (Klingon colony, held by Tholians) 2919
Krooth (Hydran Lost Colony) ..... Off Map
Kypruss (Klingon major planet) 2518
Kzintai (Kzinti capital system) 1401
Landfalk (Klingon colony) 1114
Leebyahh (neutral, pro-Klingon) 2013
Lumien (Kzinti minor planet) 1504
Lyrantan (Lyran capital system) 0408
Mad Jack's Hole (neutral-pirate) 1706
Meva (Federation planet) 2704
Minxitith (Hydran Lost Colony) ..... Off Map
Novorosibirsk (Federation minor planet) 2509
Organia (neutral) 1913
Orion (Orion capital planet) 2812
Osiris (Orion minor planet) 2811
Pacifica (Federation major planet) 2708
Paktar (Federation member system, Deians) 2505
Phtha III (Hydran minor planet) 0416
Phyllos (Klingon system) 1707
Pleiades Star Cluster (astronomical feature) 2011
Pollux IX (Federation minor colony) 2213
Ponderosa IV (Federation colony) 2106
Prelaria (Federation associate member) 2705
Rigel (Federation member system) 2908
Rita's Planet (Federation colony) 1912
Roon (developing planet) 2805
Sefaria (Klingon warrior colony) 1312
Selnar (Klingon minor colony) 1110
Sentria (primitive) 2803
Sheboygan III (Federation minor planet) 2403
Sherman's Planet (neutral) 1910
Shiloh (Federation colony) 2106
Shresha-Cygnus (Federation member) 2306
Silmark (Lyran major planet) 0810
Skagmark (Lyran major planet) 0509
Slirdaria (Klingon subject race) 1511
Southfork IX (Federation colony) 2106
Thetis (Federation colony) 2314
Tholia (Tholian Dyson sphere) 2919
Tyson's Star (disputed) 2315
Valoria (Klingon warrior colony) 1514
Vanacheck (disputed) 2315
Vielsalm (Kzinti major system) 1401
Volmark (Lyran major system) 0408
Vronkett (Kzinti major planet) 1401
Vudar (Klingon subject race) 1619
Vulcan (Federation member system) 2908
Vultrax (Vulcan secondary planet) 2908
Walkuria (Klingon warrior colony) 1916
Zamyan (Kzinti minor planet) 1001
Zelkrat (Kzinti minor planet) 1105
Zilmark (Lyran minor planet) 0709
Zimdars (Kzinti minor planet) 1202
Zoolax (Klingon subject race) 1210
Zursk (disputed) 1506

WARP FACTORS & SPACE MOVEMENT

Starship movement is needed in *Prime Directive* to get the characters from one place to another (usually from where they are to where the planned adventure takes place). This is a factor of how far you need to travel (including any detours to avoid enemy territory, ongoing wars, active piracy zones, or whatever), what kind of ship you have (cargo and merchant ships cannot go as fast as warships), and whether it is using its normal cruising speed (which has the most economical fuel consumption) or its faster "dash" speed (which burns fuel and spare parts like crazy). The following chart provides the relevant data:

Drive Type	Warp Factor	Parsecs Per Month	Parsecs Per Day
Freighters	4.5	149	4.97
NT Warp	5.5	272	9.07
Aux Warp	5.5	272	9.07
ET Warp	6	353	11.77
Std Warp	7	561	18.70
Fast Warp	7.25	623	20.77
Aux Dash	8.5	1004	108.41
Std Dash	9.25	13,088	436.27
Fast Dash	9.5+	14,094	469.80

Freighters include standard commercial ships not intended for combat. They have no "dash speed."

NT Warp is non-tactical warp, the earliest form of warp drive, e.g., used by Romulan sublight ships.

Aux Warp is used by naval auxiliaries, basically freighter hulls with military-grade engines. Some civilian-owned ships have this type of engine.

ET Warp is early tactical warp, used around Y100-Y125 by the first ships built "from the keel up" for warp.

Std Warp is standard warp, the military grade engines seen on most starships. Note that a few civilian ships have this type of engine.

Fast Warp is used only by fast cruisers, light dreadnoughts, Federation Express high-speed transports, and the later X-ships.

Dash speed (shown for auxiliary, standard, and fast ships) is explained below. Early and non-tactical warp ships cannot use dash movement. Note that auxiliary ships cannot "dash" more than 1,004 parsecs in a 30-day period as their engines cannot take the heat.

Warp Factors are one term in a complex equation defining speed, but are the most easily grasped term in common speech. For movement in *PD20M*, however, calculations are done in parsecs (a measure of distance rather than speed).

Calculating Movement

You are playing *Prime Directive* and you need to get your ship from where it is to where you want to be. This is a relatively simple procedure. First, find the origin and destination on the map. For simplicity, just count the hexes (each is 500 parsecs across). See the optional rule below for more complex calculations.

Determine whether your ship will use normal cruising speed or (if it can) dash speed. Get the relevant number from the chart, and divide it into the distance.

For example, you need to get from Earth (hex 2908) to Orion (hex 2812) in order to foil a plot to secretly build a new pirate starship. This is a distance of 5 hexes or 2,500 parsecs. You are flying in a Free Trader with military auxiliary engines (9 parsecs per day). Divide 9 into 2,500 and it will take you 277 days to reach there. Or perhaps you are in a Prime Trader with standard starship engines (18 parsecs per day). This will take you only 134 days. Even this is still too slow; the pirates must be stopped! Dash speed for your standard engines is 436 parsecs per day, so you will need only a little under six days to get there, but this will burn a lot of fuel and spare parts (5% of the cost of your ship!). But you're on government per diem, so go right ahead.

Having foiled the pirates, you now need to go from Earth to the Klingon capital (hex 1411) in the company of a special ambassador. This is a distance of 15 hexes (7,500 parsecs) and travel at dash speeds will take 17 (7,500 ÷ 436) days plus a few hours. The only problem here is that you will need to stop and refuel twice in this trip (as dash speed is limited to 3,000 parsecs without more fuel) and each refueling will take half a day (plus time for side trips, adventures, bar fights, etc.). Figure 20 days and you'd be about right. You can get fuel at the Federation base in 2308 and (since you have been invited) can buy fuel at the Klingon base at 1809. You could also get fuel from the neutral planet in 1910. (Yes, we know that the new show said four days, but that was contradictory to all previous data and we ignored it.)

Dash Speed

The concept of "dash speed" is one that is important to understand. Dash speed is used only when the ship has a clear path, a known and well-marked destination, and a serious need to be somewhere else in a major hurry. It is much faster than normal cruising speed, but the penalties are severe (and most of them do not show up in game terms, causing players to believe, incorrectly, that dash speed is free and the most common way of moving around). Dash speed means, literally, driving the ship to its maximum speed, going "hell for leather" or "riding with wild abandon." The distortion of space needed for this speed is so severe that navigation is difficult (requiring outside help) and the ship is nearly blind and defenseless (meaning that dash speed is rarely used to get *into* trouble). The engines will be strained (causing a serious maintenance cost and shortening the time to the next dockyard overhaul) and tremendous quantities of fuel are used.

Dash speed is often used for emergency strategic redeployments; Fleet headquarters really needs more ships in the other part of the Federation (or Empire, or whatever) and *really needs them to be there right now*. (Sometimes this would happen in peacetime, when a special ship or team of experts is needed to deal with an immediate crisis.) There must be a navigational beacon at the destination (of the kind only provided by major industrial plan-

ets, starbases, and other major bases; minor colonies do not have this capability). Fortunately, such redeployment is made along a network of bases, which provide the fuel, quick maintenance overhauls, and navigation beacons needed for dash speed. Warships can conduct extended strategic movement only if they make a half-day "pit stop" at a base every 3,000 parsecs (or whatever the normal six-month movement distance is). This type of movement is known as "Strategic Movement" in the strategic game system *Federation & Empire;* such redeployment is also just about the only time that dash speed is used for extended periods. For price comparison, each month of this movement would typically cost 10% of the price of the ship.

Dash speed is used for shorter periods in an operational context. This could be broken into three types of operational maneuver.

The movement of reserve ships to a critical sector is controlled by bases with powerful scanners to guide their movement, and a wartime fleet of 200 ships would be able to maneuver no more than a dozen ships by this method in any six-month period. This would be limited to a maximum of 3,000 parsecs for normal warships (basically, six months of movement in a single week). In peacetime, this might be used to get a special ship, team, or supplies to a critical planet. Civilian ships could in theory use this for some reason important to their adventure or enterprise. For price comparison, a trip at this speed would typically cost 5% of the price of the ship.

The movement of warships to intercept enemy forces or to respond to a crisis often uses dash speed, but this is limited to 500 parsecs (1,000 parsecs if the maneuver is guided by the powerful sensors of a base or scout-ship). This type of maneuver can also be used to retreat from the immediate area of a battle or threat (up to 500 parsecs). For price comparison, a maneuver at this speed would typically add 3% of the cost of the ship to the trip.

Warships which have been damaged in battle or which are trying to escape from an area where the enemy has overwhelming force might use retrograde movement. This allows warships to move up to 3,000 parsecs (basically, a distance equal to their normal operational movement) but only out of combat or danger and only when moving to a major base or industrial planet or a specialized fleet repair facility. In peacetime, characters might use this type of movement if they are trying to rush a wounded person to a specialized medical facility, or to return key items (evidence, artifacts, witnesses, whatever) to a major headquarters. For price comparison, a maneuver at this speed would typically add 5% of the cost of the ship to the trip.

In all cases, the GM may decide to waive the cost if the characters are using a government ship for the convenience and business of the government in question, or if the government has some reason to reimburse them for the cost. If a ship is hired to carry something somewhere, and the people doing the hiring want delivery right away, the characters need to be sure to make them pay the cost. If you are a Star Fleet crisis team and Star Fleet Headquarters wants you on Rigel-IV, then Star Fleet can (and will) pay for it. If you are the only engineer who knows how to fix an old Mark-II reactor and somebody wants it fixed, they can pay to get you there. In some cases, however, when a team is conducting a mission within a defined budget, the GM may decide that even though the cost doesn't come out of the characters' personal funds, it does come out of their operating budget, and using dash speed may mean that they don't have money they will later wish they had saved.

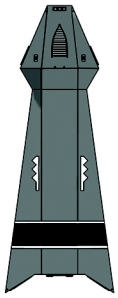
Precise Distance

There are two methods for improving accuracy in distance calculations; either or both may be used.

In one case, do not count hexes but measure the distance from the center of the starting hex to the center of the destination hex with a ruler (or marks on a slip of paper) and then transfer this to a straight row of hexes and determine the equivalent number of hexes (including fractions). By this method, the distance from Earth to Orion is about 4.6 hexes (2,300 parsecs) and from Earth to Klinshai is 13.7 hexes (6,850 parsecs).

The second method is to assume that the origin and destination are not in the center of the hex. The GM might want to define the precise point in space for each planet (as a distance from each hex side) or you could simply calculate the nominal distance and roll 2d6 on this chart:

Die Roll	Modify Distance By
2	-400 parsecs
3	-300 parsecs
4	-200 parsecs
5	-100 parsecs
6	-50 Parsecs
7	0
8	+50 parsecs
9	+100 parsecs
10	+200 parsecs
11	+300 parsecs
12	+400 parsecs



GMs might want to keep a record of such distances for future use, or assume that temporary local conditions along the route mean that every trip between two points takes a slightly different route and a slightly different distance.

Future *Prime Directive* products will include means by which skilled engineers could gain slight speed increases and by which skilled navigators might effectively reduce the distance between two points.

Interstellar Communications

Subspace radio will allow two-way communications without time-lag anywhere in the same hex. After that point, assume a time-lag of one quarter-hour per hex. And by all means, if the pace of the adventure means that the team should not be able to talk to base so easily, all kinds of ion storms can cause havoc with communications. Messages might have to be rerouted through bases not in a direct path to the characters.

CIVILIAN TRANSPORTATION

The *Star Fleet Universe* is at the same time a very large and a very small place. Long-range transport requires a starship, but short-range travel (within a single 500-parsec map hex) is handled by a variety of ships, shuttles, and systems. There is very advanced transportation technology available and the implications of this technology are not always obvious. This article will explain transportation options that are available for use and, where possible, refer to historical methods of transportation to illustrate what the raw numbers represent.

On major planets, characters have several options to get from here to there: they can avoid going altogether and instead trivideo conference, or get anywhere on the planet or within 50kkms via transporters, or they can use shuttlecraft. The GM will need to determine the availability of transporters on each world (transporters do take trained people to operate them which limits their use somewhat). The standard administrative shuttlecraft is a very versatile craft and, while it is not designed for high-speed travel in the atmosphere, it has plenty of power to reach orbit. Regular commercial travel by these shuttles (mostly the much larger size-4 versions) is as available as current air transport. A yacht has much more room and comfort, but is the same speed as a shuttlecraft. To get to the other side of the typical Class M world only takes about 20 minutes: 7 minutes to climb from sea level to 50 miles altitude at 400 mph (a conservative subsonic speed), 6 minutes to get clearance from the local traffic control and orbit the planet at high speed, and 7 minutes to descend back to sea level. As a point of comparison, in the early 21st century a person who only had to spend 20 minutes each way getting to work in a major city would be considered lucky.

As you move beyond 50kkms, the transporter ceases to be an option and you are left with trivideo conferencing or shuttlecraft. Major planets strongly discourage use of high warp within fifteen light-hours from the system's sun (this is approximately a second of travel for a ship at high warp), some to the point of firing on any craft that hasn't identified itself and is using high warp within this distance (and since the slightest amount of damage will vaporize a large ship at high warp, it's not something to risk). Even without using high warp, a solar system is still a fairly small place. Using a shuttle's tactical warp engines (warp 2.5), a trip from Earth to Luna will take approximately eight minutes (seven minutes to clear Earth's atmosphere and a second to get to Luna and then a minute to land). Traveling out to any point in Sol's asteroid belt could take as long as nine minutes. Even the outer planets are not far away; traveling from Earth to Pluto will take about 30 minutes by shuttle at warp 2.5. The high-warp limit of fifteen light-hours will take less than an hour to travel by shuttle.

Once you leave a solar system, a shuttle starts to become much more inconvenient. While shuttles and yachts can be equipped with a "long-range" pod to provide the fuel and supplies for such a trip, traveling to other star systems by shuttle/yacht takes a lot more time. A trip from Sol to Alpha Centauri at warp 2.5 will take approximately 36 hours; traveling from Earth to Vulcan will take about six days. While these times don't seem completely unreasonable (on 21st century Earth, trips by automobile of such durations were common for things like annual vacations), for the similar passage a shuttle or even a yacht will seem very small after a few days. (Remember that even a large yacht is only about three times the size of an admin shuttle so it would have about 258 square feet of floor space).

However there are many other options available for interstellar travel. Numerous companies run regularly scheduled trips between systems. The craft used for this are a mix of passenger liner and ferry designs, often based on the standard small freighter with its 98.4 feet x 656.2 feet cargo pod. (Such a ship already has no less than sixteen docking ports able to handle shuttlecraft, and by simply removing some interior partitions on Decks 5 and 6, dozens of shuttles could be parked inside, leaving the other 70% of the ship to carry standard cargo.) For short duration runs, you will see craft that have large shuttle bays. People just fly their shuttles up to the ship, dock, and stay in the shuttle the entire trip (with a small lounge for people who board by transporter). For longer trips, you will have more space allocated to lounges, sleeping quarters, etc.

The various types of ships available and the transit times for the design are (in order of increasing cost):

Slow freighter, warp 4.5, Earth-Alpha Centauri 6 hours, Earth-Vulcan 24 hours.

Fast freighter, warp 5.5, Earth-Alpha Centauri 3 hours 20 minutes, Earth-Vulcan 13 hours 10 minutes.

Surplus EY-era warship conversion, warp 6, Earth-Alpha Centauri 2 hours 30 minutes, Earth-Vulcan 10 hours 10 minutes.

Surplus GW era warship conversion, warp 7, Earth-Alpha Centauri 1 hour 35 minutes, Earth-Vulcan 6 hours 30 minutes.

Federation Express, warp 7.25, Earth-Alpha Centauri 1 hour 25 minutes, Earth-Vulcan 5 hours 45 min.

In addition to the standard high warp speeds listed above, some ships can also operate at dash speed. This is very expensive as it costs the base cost of the ship in supplies over five years of operation. Because of this, only smaller starships are used for dash transit, and this reduces the cargo that can be carried and drives up the ticket costs. Such service is normally only available on the highest traveled routes (similar to the use of the supersonic *Concorde* aircraft in the early 21st century). It does significantly cut down on the travel time, but the craft requires about eight hours of maintenance for every sixteen hours in flight. A ship of this type makes a lot of short fast trips with long delays in between. For extremely short trips, the ship could potentially make several trips before requiring maintenance.

A Federation Express Courier operating at dash speed (warp 9.5+) will make the Earth-Alpha Centauri run in about 4 minutes and the Earth-Vulcan run in about 16 minutes (not counting loading/unloading, docking, and the hour to enter and leave each solar system, surface-to-orbit, etc.), which could easily extend the travel time by several hours.

USING *SFB* AND *FC* FOR SPACE COMBAT

Those groups who want to use *Star Fleet Battles* or *Federation Commander* to resolve space combat can do so with these rules. First, assign each character a job on the ship. The jobs to be done include Captain, Weapons Officer, Navigator, Engineer, Science Officer, Marine Officer, Communications Officer, Fighter Squadron Leader, and First Officer.

If your group has fewer members, you could use a GM character or your characters will have to double up but will have a -1 penalty on both jobs. (The Captain will have no penalty on two jobs.) Anyone with three jobs will have a -2 penalty on all three (and any additional) jobs. If your group has more players, divide the weapons or engineering job between two characters. Players could agree to divide up the jobs in other ways, e.g., give Fred control of the left-bearing weapons, tractors, and electronic warfare. Players might agree that each job is assigned to one primary officer and one backup; conducting a backup job action would have a -1 penalty while conducting an action not part of your assigned job would have a -2 penalty.

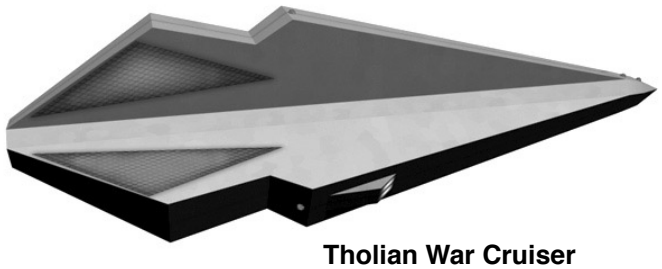
Each officer on a starship with a large crew of GM characters can conduct three actions in a given impulse (e.g., fire weapons at three targets, adjust electronic warfare levels, tractor a drone). A subsequent action in the same impulse has a penalty of two applied; this doubles for every subsequent action in the same impulse. If the PCs (and GM characters they control) are the entire crew of the ship, then each can conduct as many actions in an *SFB* impulse as he can in a *d20M* combat turn.

Most officers will be on the Bridge but some (engineers, Marines, doctors, scientists) could be in other appropriate locations around the ship.

The enemy starship or monster can be controlled by the GM, or by an *SFB* or *FC* player the GM recruits for this task.



Gorn Vanguard Team in Action



Tholian War Cruiser

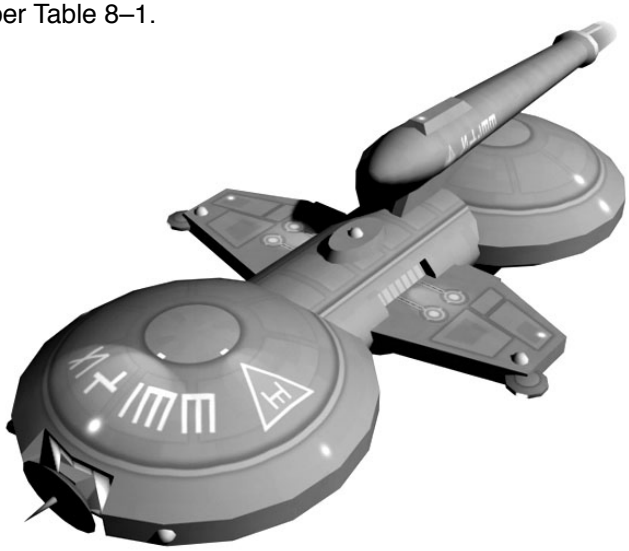
JOBS FOR PLAYERS

Captain

The captain decides on maneuvers (e.g., "Helmsman, turn left!") and weapons (e.g., "Gunner, shoot at that fighter!"). He does Energy Allocation each turn after listening to each officer request power. For every 4 character levels gained in any of the Bridge Operations Specialist, Department Head, or Captain classes, he can give one order per impulse. To get more done with those commands, he might give sweeping authority to an officer (e.g., "Gunner, don't let those drones hit us!") and hope the gunner uses the available weapons wisely. His *d20M* skills don't really apply here; he either tells the gunner to shoot or he doesn't. Of course, other officers might act on their own initiative without orders or disobey orders. Several feats in the Captain prestige class are useful for this role. Rival captains could conduct a quick contest of Knowledge (military science) checks to resolve "you first" situations.

Weapons Officer

This officer fires the weapons and controls seeking weapons in flight. For every 4 levels in Bridge Operations Specialist, the character gains one action per impulse. Each target engaged by weapons counts as one action; each group of inbound seeking weapons at a given range counts as one action. If seeking weapons are in flight, all of them (combined) count as one action each (and every) impulse, even if they are not actually moving. The officer uses his Ship Gunnery feat and a DC of 15 to affect the weapons per Table 8–1.



Gorn Strike Cruiser

Helm

Using the Pilot skill, this character actually steers the ship. This function uses two of his actions on any given impulse. When he tries to turn or perform some other movement function other than moving straight ahead, he must roll against his Pilot skill with a DC of 15. Success means the ship performs the maneuver, but failure means the maneuver will be delayed to the next impulse.

Engineer

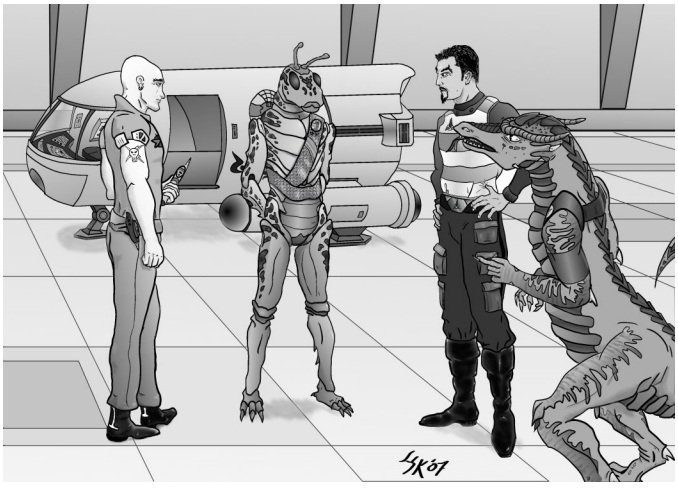
The ship's chief engineer monitors engine output, and tells the captain how much power is available. At the start of each Turn, the Engineer makes a roll against Knowledge (physical sciences) with a DC of 15. If he makes the roll, the ship has an extra point of power. If he fails the roll by 5+, the ship loses a point of power. Benchthumping with a DC of 15 can fix the non-producing power box; however, failure will render that box inoperable until after the battle. Monitoring the engines takes up all of his time, but he can handle one tractor beam, damage control, and any reserve power decisions at the same time.

Science Officer

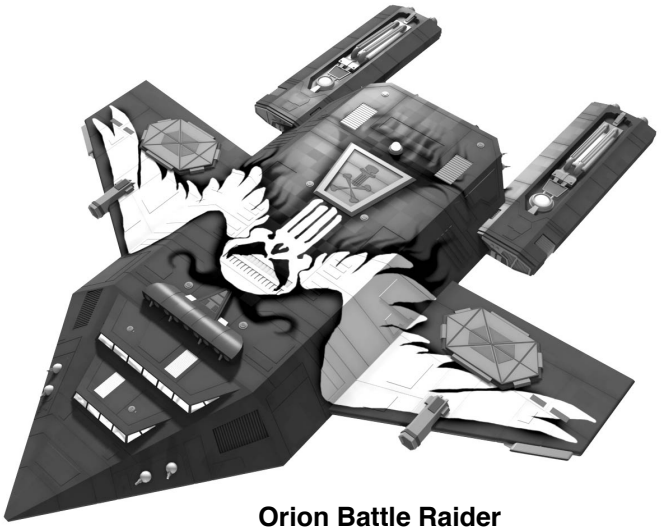
This officer makes the die rolls for lab information, identifying drones (as well as plasmas, shuttles, etc.), and tracking cloaked ships. The GM may apply appropriate modifiers from the Table 8–1 if the character does not have the appropriate Knowledge skills. This officer also controls electronic warfare through Computer Use (DC15). If he fails his roll by 3+, the ship's limit on combined ECM and ECCM is reduced by one; if he succeeds by 3+, the limit is increased by one.

Marine Officer

This officer makes the die rolls for boarding party combat and hit-and-run raids, with bonuses and/or penalties based on his skills (DC15) as indicated in Table 8–1. If using the advanced system, this character also controls the deployment and movement of boarding parties between the areas of the ship. This officer controls manned shuttles in flight (one of his actions for all of them) and is in charge of setting the mission of any shuttle in the bay. He assigns and releases guards.



Orion Crime Team Gathering



Orion Battle Raider

Communications Officer

This officer coordinates communication with other starships, bases, planets, etc. — a useful tool is to limit what communications are done to allowing only this player to speak for the ship to other vessels. This character uses his Computer Use skill to try to intercept and decode enemy communications. (The GM decides what data is learned.)

Fighter Squadron Leader

This officer controls all of the fighters in the *SFB* or *FC* scenario, using his own class feats as appropriate, combined with Table 8–1.

First Officer

This officer controls any GM characters who are part of the crew and deserve special notice. Alternatively, assign the crew to the relevant department head above. Crew members use their own stats and skills for their actions.

TABLE 8–1: SFB AND FC ROLL EFFECTS

If the Character . . .	Effect on *SFB/FC* Roll
Misses the roll by 11+	Penalty of 5
Misses the roll by 7-10	Penalty of 4
Misses the roll by 4-6	Penalty of 3
Misses the roll by 2-3	Penalty of 2
Misses the roll by 1	Penalty of 1
Makes the roll exactly	Roll normally
Makes the roll by 3-6	Bonus of 1
Makes the roll by 7+	Bonus of 2

Whether a given bonus is a plus or minus depends on the chart in question. In *SFB* and *FC*, low die rolls are generally good; high ones are bad. So a skillful weapons officer with a "bonus of 1" would get a -1 when firing a phaser. These shifts are not cumulative with *SFB's* Rule (G22.0), but could cancel them out if one is negative and the other is positive. If both are the same, use the larger one.

ABSTRACT *d20M* SPACE COMBAT

While the grand climactic battle scene between the player character's ship and the enemy is often a great wrap-up for a session, there are times when it's just not appropriate to break out a hex map and counters and run a quick *SFB* scenario, where five players and one GM resolve something that should be fairly quick and painless.

A fairly quick method of resolving a combat in *d20M*, without turning it into "miniatures gaming night", while still allowing the players to showcase the special abilities of their characters is to abstract range bands into "long, medium, and short", assign hit points and an armor class to an enemy ship, and treat it as a standard (mapless) *d20M* system encounter. Use the damages from weapons in *Star Fleet Battles*, and allow players to roll against their base attack bonuses to hit with them — the captain decides what gets engaged, the helm rolls against Pilot skill to see if he can close (or open the range) and the weapons officer rolls to hit the target, while the engineer rolls to repair hits on the PCs' ship.

PRIME TEAMS

All species and empires have formed special elite teams of highly-trained and capable individuals to take on special missions. Often a few elite characters can do things entire starships would fail to accomplish. These teams are formed from the most elite personnel available, and in *PD20M* are usually 9th-level characters. The Federation knows these as "Prime Teams" (since they were originally formed to enforce the Prime Directive); other empires have other names for them as are listed below.

Prime Teams are multi-mission units capable of an incredible variety of tasks. A Team might face missions as diverse as hostage rescue, planet survey, treaty negotiations, first contact, espionage, prisoner snatches, crisis resolution, or disaster relief. A starship carries a Prime Team and uses it as a troubleshooter on various missions.

Federation Prime Teams are trained at Prime Central (on Earth's moon) and contain four to eight people with a wide variety of skills. Many Teams remain as intact units for decades (with new people replacing those who are lost, transferred, or retired); relatively few Teams are disbanded. New Teams are formed as needed; the number doubled during the first three years of the General War.

Klingon Dagger Teams are more rigidly organized, including ten people (when at full strength) in two teams of five: commander, sergeant, combat specialist (scout or heavy weapons), engineer, doctor (or scientist). Despite this organization, only some members of the team (selected by the commander) go on each mission. Due to Klingon politics, each service (Fleet, Army, Police, Intelligence, Security) has its own Dagger Teams, but all Dagger Teams have at least one member of the ESS. Two humans known to have defected to the Klingons served on a Dagger Team for Klingon Intelligence.

Romulan Praetorian Teams have four to eight members, and always come in pairs of two Teams. One Team conducts a mission; the other provides support and backup. The second Team is always ready to take over the mission should the first Team fail. Some work for Great Houses.

Kzinti Cabals include two five-member elements. The "Left Hand" includes the field commander, engineer, scientist, doctor, and combat specialist. The "Right Hand" includes the intelligence specialist, communications specialist, armorer, tactical coordinator, and combat trainer. Sometimes members will move between the two Hands of a Cabal or the Left Hand may borrow a specialist from the Right Hand.

Gorn Vanguard Teams are not pure Prime Teams but specialize in mission types. Diamond Teams deal with recon, raids, and search & rescue. Circle Teams deal with first contact, exploration, and scientific research. Oval Teams deal with diplomatic missions and espionage. Slash Teams are pure combat units.

Tholian Wolfspider Teams consist of eight members, including the field commander, engineer, commando-scout, weapons specialist, scientist, and doctor, plus the tactical planner and armorer (who rarely go on missions).

Orion Pirate Crime Teams usually consist of about five members: commander, scientist-doctor, engineer, combat specialist, and covert specialist.

Hydran Triads consist of three sub-teams. The First includes the commander, scientist, and doctor. The Second includes the scout, technologist, and weapons specialist. The Third includes the executive officer, logistics specialist, and communications specialist.

Andromedan Invader Teams consist entirely of robots, usually a mixture of various types.

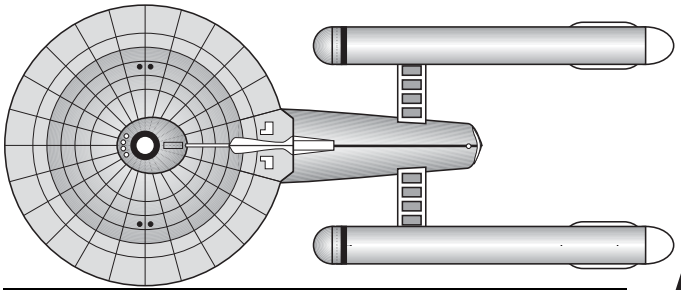
Lyran Stalker Teams consist of six members: leader, scientist, doctor, scout, combat specialist, and engineer.

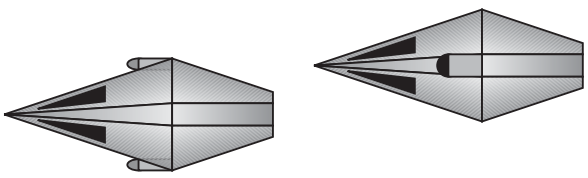
WYN Rogue Teams have no set organization.

Interstellar Concordium Marshals come in teams of five or six, always of mixed species and various skills.

Seltorian Avenger Teams rarely undertook "prime" missions and functioned mostly as pure commandoes.

Jindarian Salvager Teams vary from caravan to caravan and have no universal organization.





Hydran Stinger Fighters

BACKGROUND FILES

THE PRIME DIRECTIVE

This is a much misunderstood Federation doctrine, not least because it becomes confused with the different (and unrelated) Federation policy on non-interference. The basic text of the Prime Directive is brief, leading to arguments over its interpretation:

"The Federation believes in the right of all pre-spaceflight societies to develop at their own pace and in their own way. Members of the Federation will avoid contact with such societies. When such contact is necessary or is authorized by the Federation Council for scientific purposes, the people and government of such societies are not to be told that the visiting Federation citizens are from another planet, nor that there are societies on other planets with spaceflight capabilities, nor is any Federation citizen to take an action which would make known their presence as aliens capable of spaceflight. Federation members, citizens, and officials are to take steps to prevent any such contact by other spaceflight-capable species, and to remove or balance such contamination if it occurs. The governments of societies which achieve spaceflight may be contacted if authorized by the Federation Council, and societies within the Federation Treaty Zone which achieve warp-capable spaceflight will be contacted and encouraged to join the Federation, including the acceptance of its laws. Violation of this Directive is subject to the harshest penalties available under Federation law."

The intent is clear: species which haven't achieved warp-capable spaceflight are to be left alone. When study of them is authorized (which might be done under standing policies) or when emergency situations place Federation citizens on such a world, they are not to tell the locals about other species. Most societies which can see stars and have telescopes have guessed that other societies exist on other planets, but guessing and knowing are two different things. Pirates and criminals often try to contact such planets to sell them "miraculous" items of common PL 10 technology and cheat them out of resources. As unscrupulous local businessmen or officials usually keep their contacts with off-world pirates secret, cleaning up such contamination is usually possible when detected. A Federation starship could destroy an asteroid about to hit a populated pre-spaceflight planet so long as it could do so without exposing itself to detection. A Federation starship would not normally intervene in a situation of a natural disaster or intraplanetary war if its presence would become known, but exceptions are sometimes granted by the Council (rarely, retroactively) under the doctrine of "exigent circumstances". More than one starship captain has convinced himself that he must violate the Prime Directive to save millions of lives, even if it means that the surviving society cannot continue normal independent development as it would learn of other starfaring species. In some cases, captains have been imprisoned, dismissed from the service, or transferred to non-starship jobs, and in rare cases a captain is found to have done the right thing. It's a case-by-case evaluation; a society which is unable to develop because of some enslaving force might be "rescued" by Star Fleet, but usually after months of debate in the Federation Council.

A more complex issue, beyond the scope of the Prime Directive, is the non-interference policy, which changes periodically. The Federation expects all planetary societies which become members to adhere to a certain standard of rights for sentient beings, including a multi-party free-market democracy. Planetary governments which are dictatorships are not invited to join the Federation, and no planet within the Federation Treaty Zone would be allowed to join any other empire (e.g., the Klingons, Romulans, etc.). Many planets within the Federation Treaty Zone which have spaceflight and have been contacted remain as non-members for a variety of reasons, some permanently and others for a period of adjustment and transition. The Federation tries to avoid interfering in the internal affairs of non-member planets even if they do not meet the standards of the Federation, but intervention has been authorized in extreme cases (usually involving nuclear wars or genocide). The problem is not so much a principle of avoiding intervention because intervention is "evil" as it is due to limited Federation resources (Star Fleet cannot send entire fleets of ships and divisions of Marines to *every* planet which has a rotten government) and the fact that intervention often does more harm than good. The Federation can and will intervene in the case of a member planet which violates Federation standards of law, human rights, and fair government.

KLINGON SUBJECT RACES

Much confusion relates to the concept of Klingon "subject races". These are not slaves and, in most cases, not even conquered — they simply inhabited planets that happened to be within the borders of the Klingon Empire. Members of subject races have various degrees of rights on their own planets (where each government manages its own affairs) although the Empire Security Service acts to prevent any rebellion.

Citizens of subject race worlds must get permission to travel to other planets and get such permission only when the Empire finds that such travel or emigration suits its own ends of economic development.

Members of subject races are clearly second-class citizens of the Empire (after ethnic Klingons), with fewer rights than Klingons. Many subject race personnel join the Klingon military, but only a few are allowed to become officers and only the most trusted are given training in how to actually navigate the ship or fire its weapons. The Empire Security Service has a detachment on every ship to prevent mutiny by subject races (or cowardice by Klingons). But it is not a crime to simply be a member of a subject race.

This social stigma is ignored by the Orions, WYNs, and the Federation. Indeed, sentient beings rights groups in the Federation often make it a point to treat the oppressed subject race members better than ethnic Klingons.

SENTIENCE, SAPIENCE, & INTELLIGENCE

The *Star Fleet Universe* uses the term "sentient" to describe "intelligent" species which are capable of space flight or at least have that potential. This is the way the term is used in most science fiction. There are those who define the term differently, and they could be right. Sentient means "self-aware" and some argue that dogs, dolphins, and earthworms qualify; others argue that they do not. There are those who argue that plants are self-aware and those who disagree. Within the *Star Fleet Universe* (and Star Trek for that matter), the term "sentient" would apply to only one species on Earth: *Homo sapiens*, or Human beings. (One could argue that dolphins are smarter, as they never invented the income tax, but we digress.)

Sapient means "intelligent" and could be considered a more precise term for the "sentient" term used by science-fiction writers, but it isn't commonly used.

Sentience, sapience, or intelligence is hard to define because it is a sliding scale. The most basic and simple test is: can the species communicate, make and use tools, create and use fire, pass their knowledge to their offspring, and alter their environment? The problem is that a lot of species on Earth (and, presumably, trillions of species on other planets) can do some or all of these things *to some degree*. Hundreds of Terran species communicate, otters use selected rocks to open clams, packs of hunting dogs will take advantage of a grass fire to corner their prey, dolphin mothers can teach their children to attack sharks even with no shark in sight, and wasps can keep out the cold with nests made of mud.

In the final analysis, whether we can define it with a tidy rule or not, everyone gets the point. A species that can do all of the skills to some degree and shows the potential to build spaceships within ten thousand years could be safely assumed to qualify. The heck of it is, a few more would also be able to build spaceships eventually, and it would be impossible to predict the forces of evolution. GMs can, in questionable cases, simply tell the characters if that thing they just ate was a sentient being or not.

THE ROMULAN CODE OF HONOR

The following comprises the Code of Honor to which all Romulans adhere (at least nominally). Each of the four points of the code is taken in order from the first to the last, with the earlier points taking priority over the later ones.

1. Defend the honor, territory, and property of the Empire from all enemies, internal and external.

2. Always be prepared to give your life for the Empire, but never give it frivolously.

3. In all of your actions, be honest and courageous. Display integrity at all times and in all things.

4. Defend the position of your House and its importance to the Empire.

For many Romulans, there are informal fifth and sixth points, such as taking care of the family, loyalty to a particular commander, or personal decisions not to engage in certain behaviors (e.g., drinking ale).

MARINE UNIT ORGANIZATIONS

Each empire (or species) organizes its military forces in its own way, but all begin at the lowest level with a squad or team of five Marines. (This is because a standard transporter holds six, and with each squad having five there is space for the various attachments such as command or medical personnel.)

The Federation has a squad of five (led by a sergeant), a platoon of 18 (including a lieutenant, gunnery sergeant, and medic), and a company of 55 (three platoons plus a heavy weapons team and a command element). Most companies are independent; larger units are formed as needed.

The Klingons have a squad of five (led by a corporal), a platoon of 18 (led by a sergeant), a company of 50 (led by a lieutenant). The company has no heavy weapons but the battalion has a weapons platoon, a commando platoon, and an independent infantry platoon.

The Romulans have a platoon of four squads and a century of five platoons. A cohort consists of two centuries plus attached weapons and commando units.

The Kzintis have a platoon of five squads and a company of two platoons. A battalion has three companies plus heavy weapons and commandoes.

A Gorn battalion has three command units, six platoons (each with four squads), plus commando and heavy weapons units. The battalion is continually reorganized under the three command units as the mission requires.

A Tholian company consists of two platoons (each four squads) and a weapons squad; a battalion consists of two, three, or four companies plus a commando unit.

An Orion company consists of two platoons (each four squads), a weapons squad, and a commando squad.

A Hydran Light Company consists of three platoons, each three squads, with no heavy weapons. Each battalion has two light companies, plus a heavy company including three platoons (command, weapons, and assault).

Andromedan ground units consist of robots which are continually reorganized into teams and elements of widely varying sizes as each mission requires.

A Lyran company consists of two large platoons (five squads each) plus a weapons squad. A battalion consists of four such companies, plus two assault platoons (each four squads and a weapons team). The Lyrans often use Tarakaz ("Half Battalions") with two companies and one assault platoon. The LDR uses the same organization.

A WYN platoon has four squads; a company has two such platoons and a weapons squad. A battalion will include two, three, or four companies and a commando unit.

An ISC company includes two platoons (each three squads), plus a support platoon (two squads and a weapons team). Battalions have three companies.

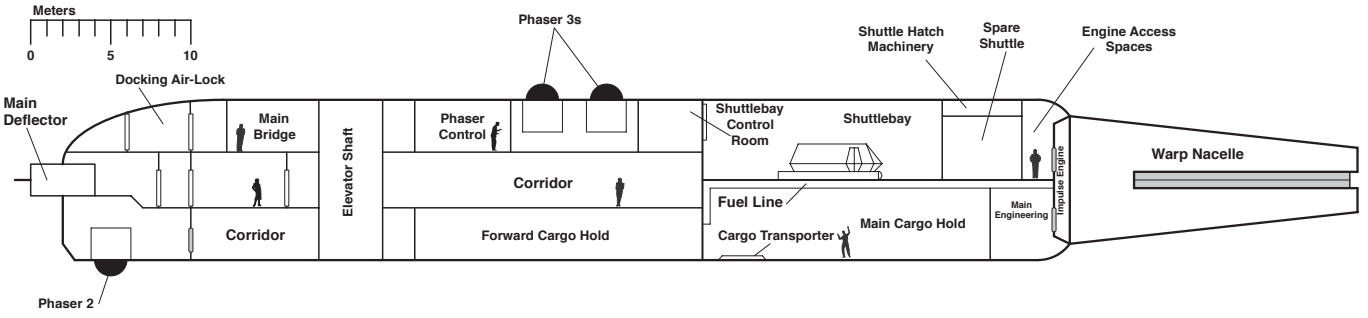
Seltorian companies have two huge platoons (six squads) plus a weapons team. Battalions have two companies, plus weapons, commando, and infantry squads.

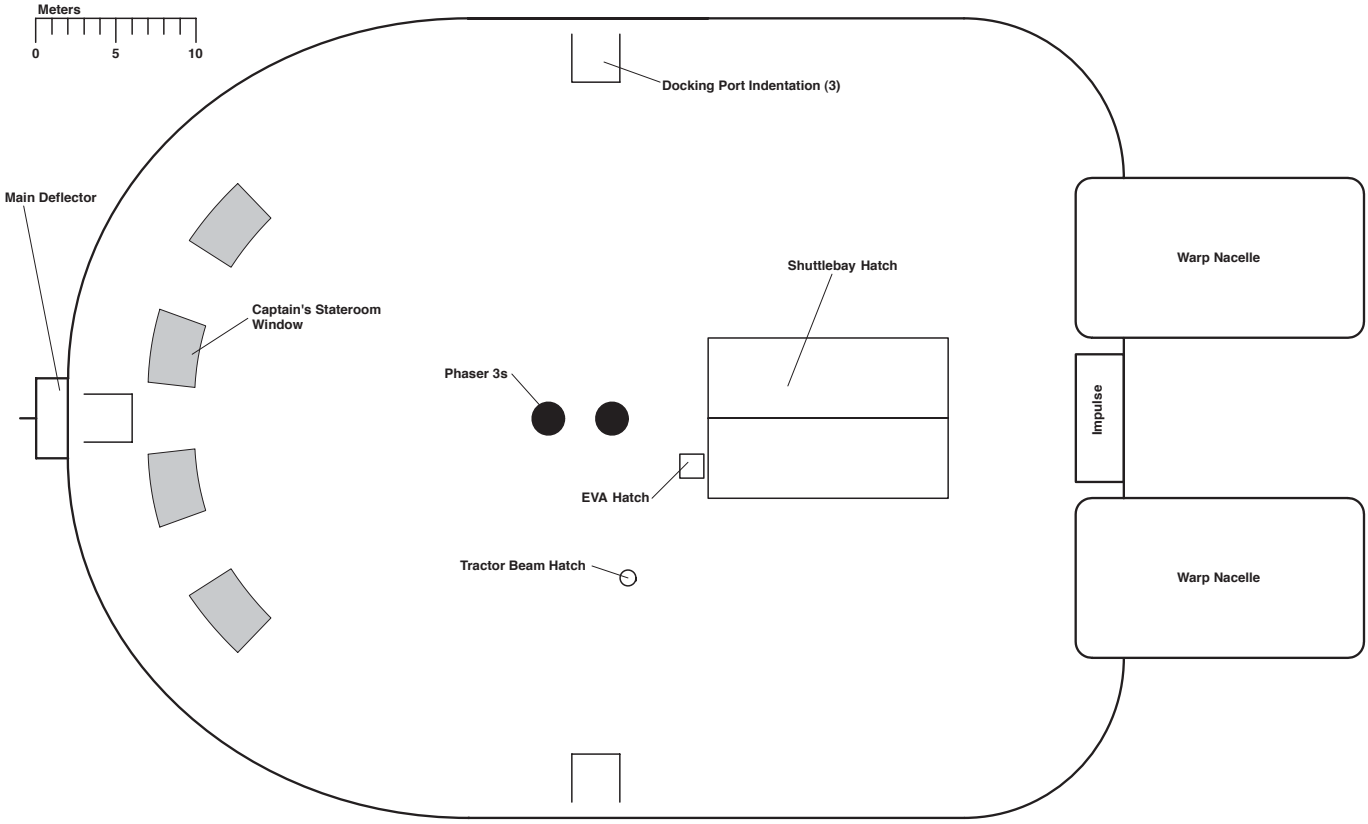
Every Jindarian ship uses its own organization.

Paravian companies have four platoons (two squads each) plus a weapons team.

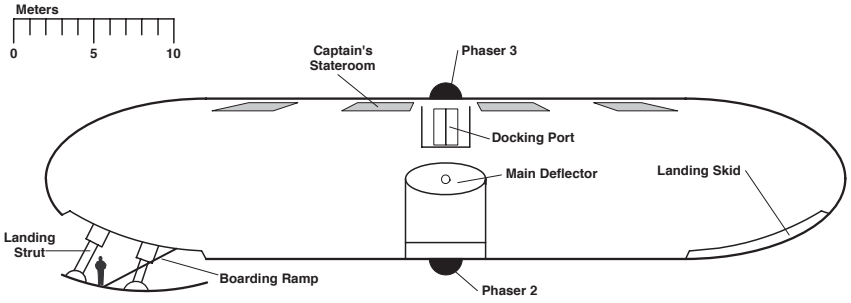
Each Carnivon Horde uses its own organization.

SAMPLE DECK PLANS: FREE TRADER





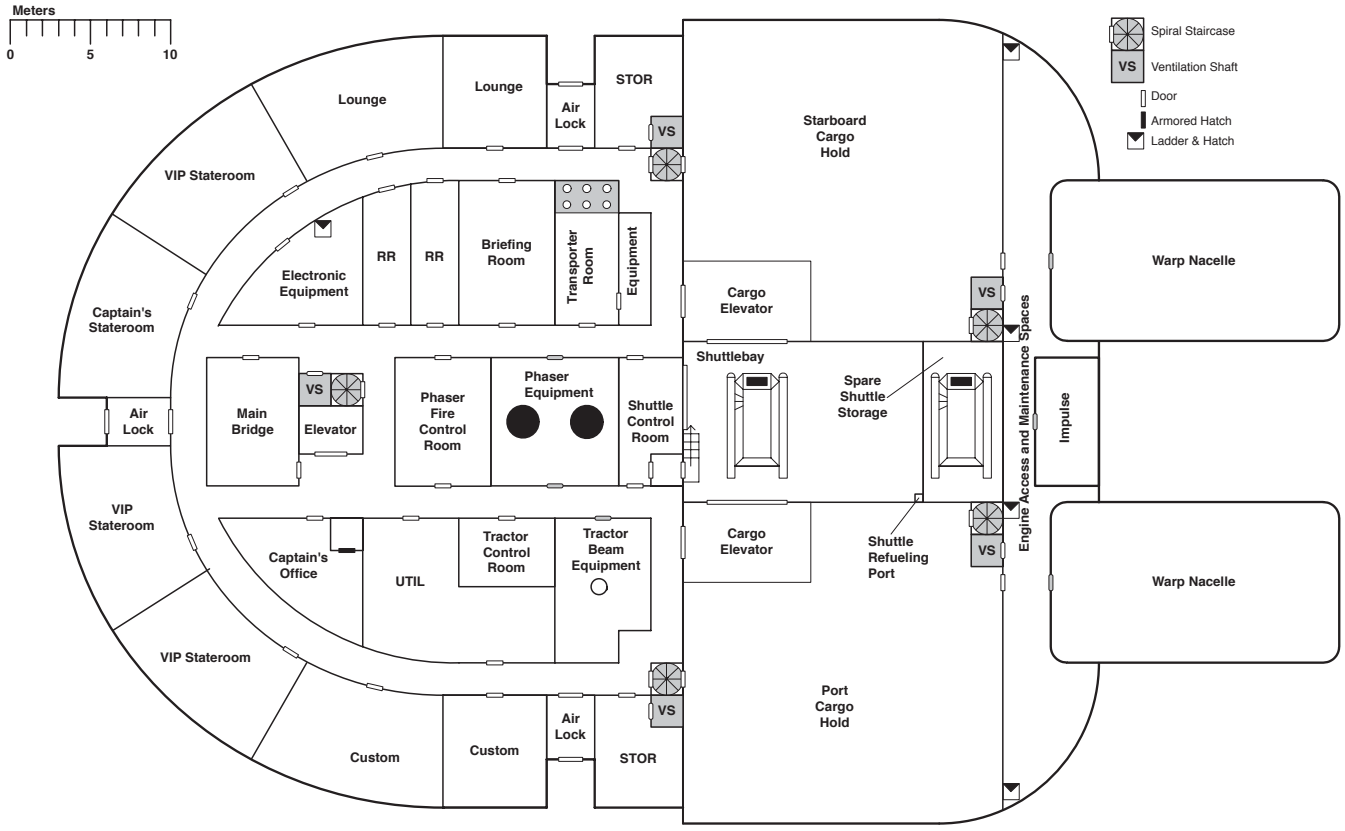
The "Free Trader" is one of the most common cargo ships used by independent (non-governmental) operators. The design is fairly common and is built (under license or otherwise) by many different empires. The advantage of a common (or nearly common) design is that spare parts and docking facilities are easily available anywhere in the Alpha Octant of the galaxy, encouraging free trade and efficient commerce.



The ship is fairly small as ships go, being only 68 meters long (not counting engines) and 50 meters wide. There are three decks in the forward half of the ship, and two decks (with higher ceilings) in the rear half. The ship has an oversized shuttle bay on the upper rear deck (with a large hatch). The Free Trader can land on skids or directly on its belly. Loading ramps are built into the skids, and the cargo doors on the sides of the lower aft deck can function equally well when the ship has landed on skids or on its belly. The two large cargo elevators can drop through hatches in the bottom of the ship to load cargo directly from the surface when the ship is landed on skids.

There are "space docking" facilities on either side of the top forward deck with flexible extending tubes (two meters in diameter) which allow convenient docking to various kinds of spaceports. Space docking can also be achieved through hatches in the forward landing skids, and the lower cargo hatches will mate with the same type of cargo loading docks on bases designed to handle the standard small freighter.

FREE TRADER: UPPER DECK



There is no turbolift due to the relatively small size; an elevator behind the Bridge and spiral staircases suffice for vertical access. The large cargo elevators can also be used to move large items between the upper and lower cargo bays. The side airlocks lead to the stored extendable tubes which can dock with most standard airlocks.

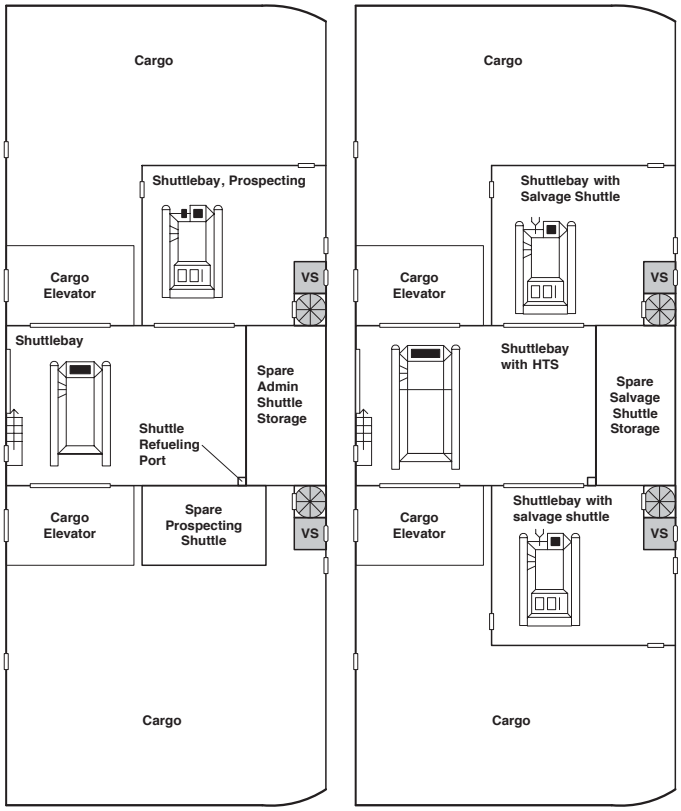
The top-forward deck includes the Bridge, captain's and VIP staterooms, the "office" where the ship's business is conducted, lounges, briefing room, the transporter room, the phaser and shuttle bay controls, the phaser mounts, the tractor beam and its controls, the electronics compartment, and the utility compartment. There are also two "custom" compartments which are fitted out as the owner wants.

The top-rear deck includes the shuttle bay, spare shuttle, and upper cargo bays, as well as the upper engineering access deck. VS = ventilation shaft, RR = restroom.

Salvage and Prospecting Variants

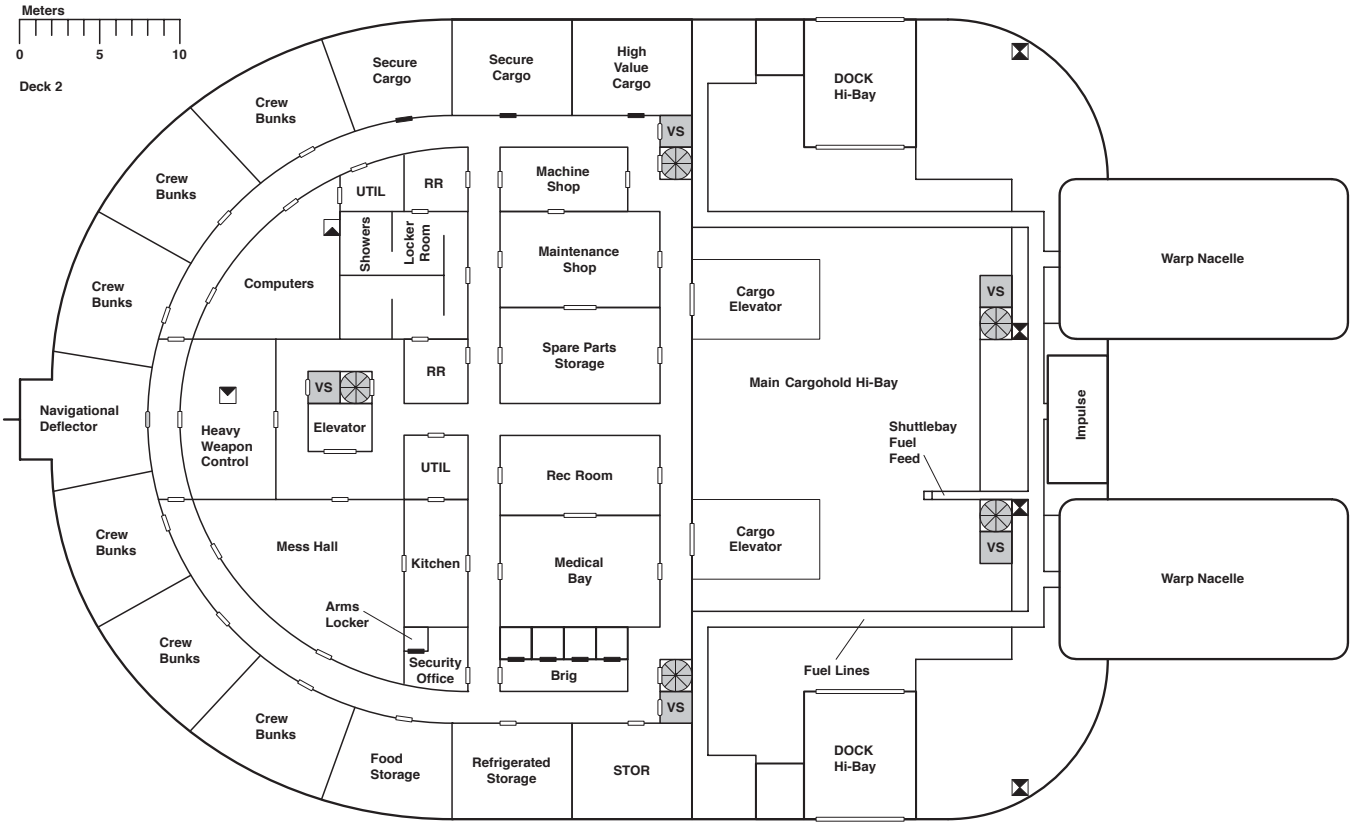
At right are the overlays for the upper deck for two variants, the Free Salvor and Free Prospector. In practice, the two types are interchangeable and the designation is almost arbitrary; the difference (obviously) is that one has three working shuttles with one spare and the other has two working shuttles with two spares. Ships of this type are used for asteroid mining and for the salvage of wrecked ships. Most empires have ships of this type in their regular navy fleets for use in rescue and recovery work; many more serve as prospectors in peacetime and as salvage ships in wartime (wherever the profit is greatest).

Upper Deck overlays of variant designs



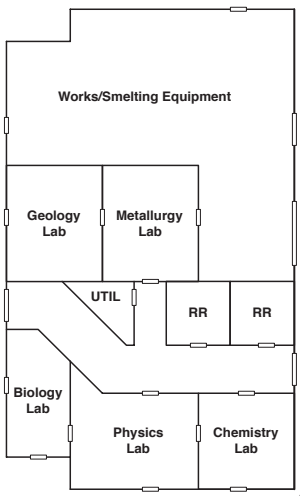
Free Prospector **Free Salvor**

FREE TRADER: MIDDLE DECK



The mid-forward deck includes the heavy weapon controls, crew quarters, secure cargo lockers (for high value items that cannot just be left laying around), maintenance and machine shops (which can manufacture spare parts as needed; they are often used during travel to convert something bought at the last planet into something that can be sold at the next one), medical bay (which, in emergencies, can expand into the adjacent recreational facility), mess hall, galley, food storage, and navigational deflector. The large shower facility is used only when large numbers of people are on board since each bunkroom has shower and toilet facilities. The brig is rarely used for prisoners (more likely, for valuable cargo kept locked up). On some Free Traders, the showers and/or brig were instead fitted out for other uses (storage, machine shops, passenger quarters, etc.). VS = ventilation shaft, RR = restroom.

At right is the lower deck used on both the Free Salvor and the Free Prospector. Note that it includes laboratory space needed for these types of missions and a smelting facility allowing ore and salvage to be processed on the ship. (Finished metal takes less space than raw ore; salvaged components take less space than big chunks of wrecked warships.)

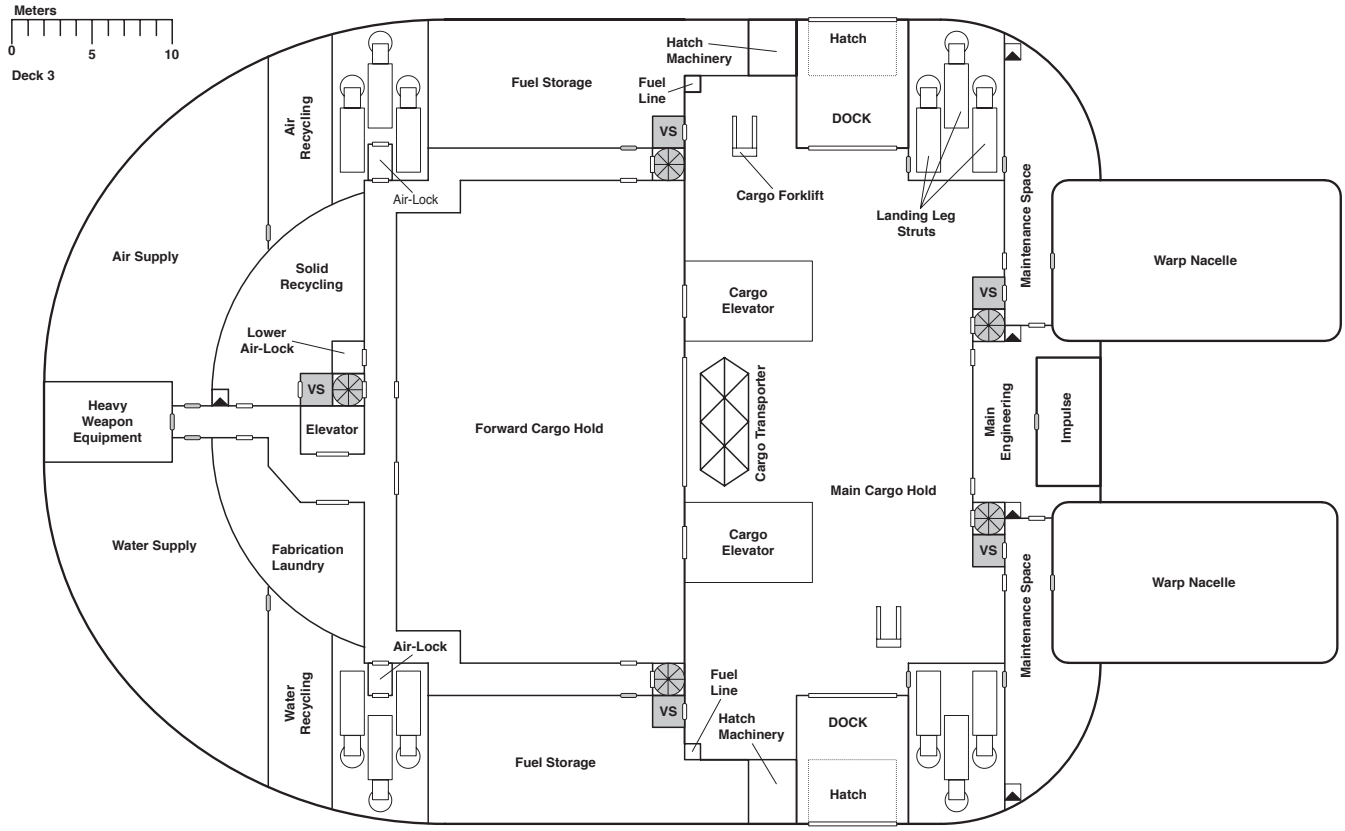


Notes on Free Traders

Furnishings vary radically from ship to ship, and most of them have been "redecorated" many times since being built. Some ships use built-in desks, bunks, and even chairs while others have freestanding furniture in the rooms.

Most Free Traders make their living from trading, i.e., from being able to take whatever they can buy at one planet and sell it on some other planet. Profit is not so much in packing every cubic foot of the ship with cargo as in having the right kind of cargo for the market. In cases where there is a virtually limitless supply of a commodity (e.g., grain, metals, other materials) and an endless market, the more efficient standard freighters are already serving these sources and markets on regularly scheduled routes. Free Traders must be nimble. They must be able to recognize a bargain and already know of an opportunity. Even if they planned to go to Cygnus, if they find a supply of something that would turn a tidy profit on Argela they must be ready to change their plans in an instant. In some cases (e.g., a newly-opened titanium mine on a new colony world) the ship might well be packed as full as it can be with the ore from this mine, refining it en route to the Rigel system where titanium finds a ready market. Such opportunities are rare, but Free Traders must (frankly) find such rare opportunities for profit as a regular course of business. A Free Trader that suddenly leaves for or arrives at any port is not an unusual event deserving extra attention; that provides cover for whatever *your* group is really doing and could give you an opportunity to do your business unnoticed and leave.

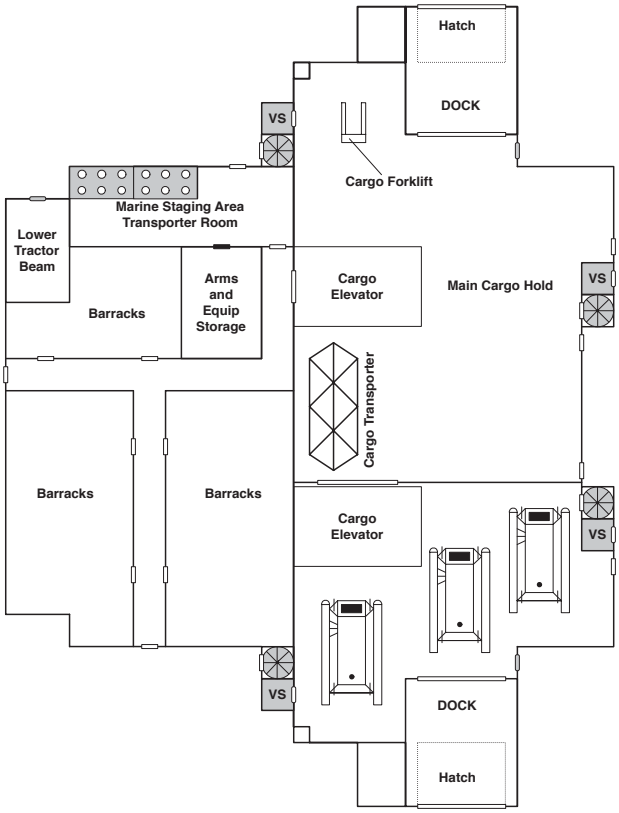
FREE TRADER: LOWER DECK



The lower deck includes the air and water supplies and recycling systems, fuel storage, landing skids, cargo docking ports, main engineering, and the forward cargo hold (which has a lower ceiling as it is forward of the transverse bulkhead; it is often used when carrying large numbers of passengers), the main cargo hold (with the higher ceiling of the rear half of the ship), the cargo transporters, and the ship's main armament (usually a phaser-2).

The nominal crew of the Free Trader is 30; this varies widely and may be as large as 60. (Commercial shipping must make a profit, and paying people to ride along to the next planet isn't profitable. It is easier to travel with a minimal crew and hire dock workers at each planet to load and unload the cargo. Some ships do manufacturing en route and will have two dozen machinists and technicians aboard for this purpose. Some ships make space for paying passengers.) A typical crew includes several officers (captain, engineer, navigator, and others), maintenance technicians, a small security detail (which often doubles as cooks or technicians when not actually guarding something), and "business" people (officers and others) who keep track of the cargo, operating costs, and other such matters. There is no standardization, as there are thousands of Free Traders, doing hundreds of different kinds of business. Some ships are owned by the captain, others have an owner (or the owner's agent) on board and the captain is an employee. Most are owned by individuals or small companies, but some large transport and trade companies own dozens of these ships plus many other ships of various different classes.

Lower Deck of the Free Trooper



Numerous variants of the Free Trader exist for military and pirate use, all being indistinguishable from the outside. VS = ventilation shaft, RR = restroom.

Prime Trader

One variant of the Free Trader of particular interest to the players of *Prime Directive* is the Prime Trader. This is used by owners who want more capability in their ship, and is often used for exploration and other tasks.

The overlays at right show changes to portions of the upper and lower deck. The upper rear deck shows space for an extra shuttle (which would be whatever suited the mission, or was available) such as a ground assault shuttle, prospecting shuttle, or other special type. This variant has considerably less cargo space.

The lower deck shows that the forward cargo hold is fitted out as compartments for the laboratories. This variant has two weapons in the forward part of the ship rather than only one, and has added batteries for reserve power.

The engines are more powerful, but are the same physical size as they are more efficient military-grade types.

Ships of this type are often used by governments (or by government-funded exploration and survey missions); a few are run by major universities and many are run by corporations which find a need for special research facilities when exploring new colony worlds for commercial development. Your adventure party might want to buy or get themselves assigned to such a ship, as it has nearly the non-combat capabilities of a Star Fleet cruiser at a fraction of the cost. It also looks (from the outside) just like a few thousand standard Free Traders.

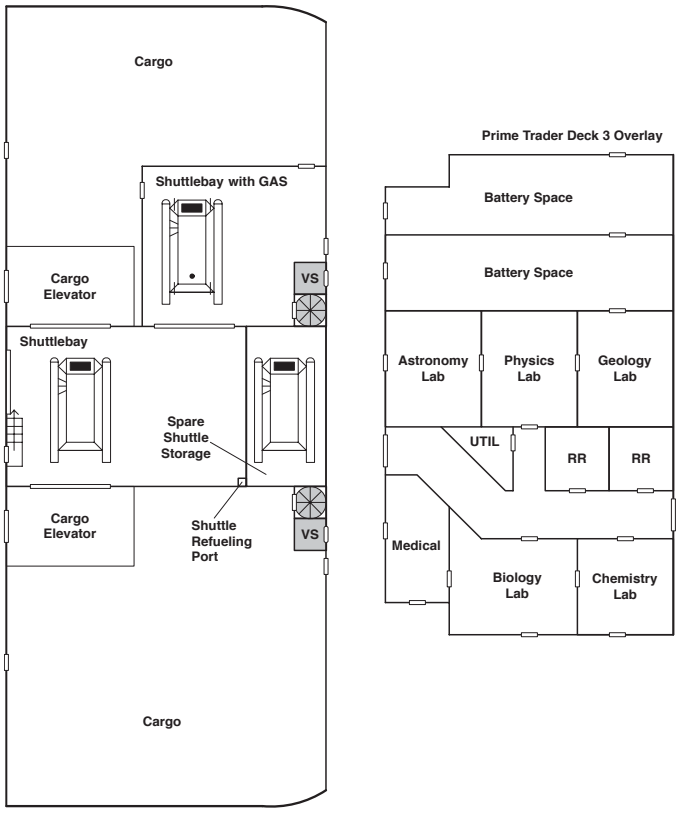
Free Trooper and Free Tanker

Used primarily by the military, these variants are used for transporting large numbers of personnel and heavy ground vehicles (respectively).

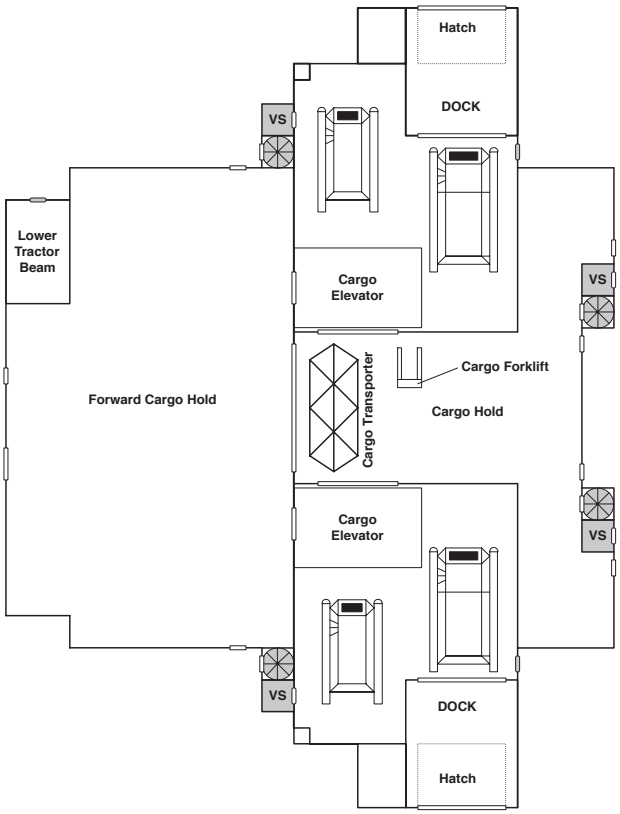
The Free Trooper (which is also used by corporations to move seasonal workers from planet to planet) replaces the lower forward cargo bay with barracks space, including an extra tractor beam (used for landing the ship on planetary surfaces). It also has a securely locked arms room and extra facilities for transporters. (On the civilian version, the arms room is used for expensive tools during transit.) There are extra shuttles in one side of the main rear cargo bay which are used to move passengers. On some military ships, these shuttles have been lost in combat (forcing the ship to land itself or use its transporters) while some civilian ships skip the extra shuttles in favor of more cargo (such as ground vehicles used in construction or agriculture). The “custom” compartments on the upper deck hold batteries for reserve power on this variant.

The Free Tanker (used in peacetime to move heavy construction equipment) has two heavy transport shuttles (which can carry a ground combat vehicle, even a tank, on their open rear deck) and two standard shuttles stored in the rear cargo deck. (The upper shuttle deck is used only for cargo in this variant; the “custom” areas on the upper deck hold batteries for reserve power.) The vehicles themselves can be stored in the upper or forward cargo bays. In many cases, the ship does not have the extra shuttles (using the space for more tanks or other vehicles) and lands directly on the planet. Some military ground vehicles can be landed in sections via the cargo transporter.

Upper Deck **Lower Deck**



Lower Deck of the Free Tanker



ADVENTURE SEEDS

There is no end of ideas for adventures, but here are a few that might help you get started.

Beyond the Border

Your group gets tourist visas into Klingon space to see the sights and spend some tourist dollars. Of course, what you are really doing is trying to stir up trouble. Don't those "subject races" realize how horrible it is to be subservient to the Klingon Empire (when they could be tax-paying members of the Federation instead?). You travel around trying to sound like a tourist while you search for signs of unrest, subject race members willing to sell out the Klingons, or chances to start a riot.

For King and Country

After the Klingons conquered Hydran space in Y87, and again during the General War, the Hydrans in the Lost Colonies prepared for their return to power. One way to do this was to send teams of spies, saboteurs, and commandoes into Klingon-occupied space to conduct special missions (or just cause as much trouble as they can).

Similar adventures could be run for Federation teams going into space occupied by the Klingons during the General War's darkest years, Y171-Y180.

The Derelict

Who can resist a derelict starship? This might be from an ancient empire, or a Romulan Warbird disabled in some battle, or an Orion smuggler that hid out too long. Any ship could have undergone a mysterious catastrophe, with the crew missing or dead or insane or just waiting for you. You could even imagine a ship that lost engine power a century ago and is now occupied by the grandchildren of the original crew, who may or may not have developed a unique culture. The derelict spaceship could be floating in space or crashed on a planet, or even at the bottom of an ocean!

The Evil Alien Entity

This is one of the most overworked plot devices to be sure, but it can still be a hoot. The GM gives each player a written note to read silently and then return. Some of the notes are blank, some provide a secret (bootleg IRD chips with Klingon operas are in your knapsack and they are worth a bunch of money if you keep them to the end of the adventure), but one of them says "Your character is possessed by the Evil Alien Entity. You must not let anybody know this, but must secretly work to accomplish this goal. If the goal is accomplished by the end of the adventure, your character will be returned to you unhurt."

The Lost Weapons

Federation Marines under orders from the Council have landed on the planet of Andiraq after the Andorian warlord of this planet threatened to bombard nearby planets with weapons of mass destruction. The Marines haven't been able to actually find these WMDs. Can you?

Crystal Rain

For the past few months, a drug that is incredibly addictive has been on a steady rise through all layers of the Cygnan population. Federation police have determined that a single Cygnan drug syndicate is responsible. The Cygnan government has been trying to stamp this out, but corrupt officials leak plans for government raids to the cartel, which moves its inventory one step ahead of the police. Desperate, the Cygnan President asks the Federation to send in a team from off-world, a team with no connection to any Cygnan official or organization, a team that by definition are the only people he can really trust. You have to find the stockpile of the drug and arrest the cartel that is importing it without the help of the Cygnan police. Some of the Cygnan police will resent your interference and try to arrest you, and some of the Cygnan police are corrupted by the drug syndicate and will try to kill you!

And just who is shipping the drug to Cygnus? Is it an Orion cartel? Or Klingon military intelligence? Or a Kzinti warlord wanting a return to the old days when his father was the Hegemonic Governor of the Cygnan Slave Colony?

The Missing Fighter

The prototype of the Federation's new stealth fighter has been stolen! Go to one of the Neutral Zone bazaars (Mad Jack's Hole, Denobola, Circle Trigon, Revlis, even Leebyaah) with a GIA guide and an open checkbook and try to buy it back before the enemy can grab it. While you are at it, try to identify the group or individual who stole it and determine if the missing pilot is a hostage or a traitor.

The Truth about Plasma

Scientists have always noted that the plasma torpedo, quantum wave torpedo, and plasmatic pulsar device were all extrapolations of the same principle. Were they independently derived based on the available resources (the distribution of which made drones common in the Gamma Sector and plasma common in the Alpha Sector)? Or was there some connection? There are rumors that the ISC got their plasma technology from a wrecked Paravian ship, and an "information broker" (or con artist?) has just sold you the location of the crash site. Go there and find out if there is a wreck (or was) and if the ISC know it yet.

Stuplich's Lost Ark

As detailed in *Klingons d20*, a human explorer named Stuplich tried (in the earliest days of warp travel) to establish a series of six colonies on a straight line from Earth into (what he didn't know was) Klingon space. Five of these have since been found (including #5, which was deported by the Klingons), but the fate of the sixth group of colonists has never been established. As a profit-making venture, the Klingons (during peacetime) issue permits to Federation amateur archaeologists to explore empty worlds and look for signs of this lost colony. With a Klingon as a guide, begin an adventure on an empty planet in the Klingon Empire and see if you can find anything of interest (ancient civilizations, lost colonies). The Klingons pay rewards for the best finds.

THE *STAR FLEET UNIVERSE* TIMELINE

The timeline and history for the *Star Fleet Universe* is one which has been firmly established in the many years since the birth of *Star Fleet Battles*, and it is included here to allow you to establish a setting for your adventures. It does not follow the standard anno Domini system, but instead features a 225-year period that begins with Y1, when Humans had their first contact with the Vulcans.

Please note: The numbers and letters in parentheses, such as (SL11) or (SH8), refer to scenarios in the Star Fleet Battles *game wherein these historical events are recreated in a boardgame setting.*

-Y? (Date Unknown) A group of Vulcan rebels flees its home planet and eventually settles on the twin planets of Romulus and Remus. The Vulcans (and Romulans) have non-tactical warp spaceflight from at least this time.

-Y117 Seltorian Revolt in M81 the Tholian home galaxy. Most Tholians are wiped out but some escape in various directions. Two groups (a small Dyson Sphere and the 312th Battle Squadron) head for the Milky Way Galaxy. Seltorians later send expeditions to other galaxies to hunt down and destroy the last of the Tholians.

-Y25 (Date Approximate) The Old Kings return their Klingon starship crews to Klinshai, abandon some of their obsolete or inoperative equipment in various locations, and leave for parts unknown.

Y1 First contact between Humans and a neighboring species (the Vulcans) as the Humans develop what will be known as non-tactical warp. The Vulcans are already in contact with other spacefaring species in the immediate vicinity (Andorian, Rigellian).

Y2 (Date Approximate) Klingons build chemical-energy rocket boosters and primitive space capsules, and use these to reach the obsolete ships left in their system by the Old Kings. Within a few years, the Klingons have been able to make some of the old ships operational.

Y4 The Humans, Vulcans, Andorians, Alpha-Centaurans, Rigellians, and others form a loose pact (cooperation, trade, and non-aggression) which over time evolves into the Federation. While it is not clear exactly when each of the other species began expanding into space, it can be reasonably assumed that (with the exception of the Vulcans) they began their expansion during about this same time period.

Y5 Tractor beams enter service in the Federation. Other species develop them about the same time.

Y8 Klingons, using star maps drawn by the last of the Klingons who served on ships of the Old Kings, contact the first of the other Old King subject races (the Dunkars) and begin to use them as subject race crewmen, just as the Old Kings had used both species.

Y10 Klingons re-contact the Vergarians, another Old King subject race, and quickly dominate them.

Y12 After an unsuccessful fleet-wide mutiny by Vergarian crewmen, the Klingons execute all Vergarians on their ships, bombard Vergar, and install security stations on all ships to prevent any further mutinies. Vergarians are not allowed into space for decades, and the planet is forced to pay huge tributes to the Empire.

Y17 The Klingons are able to reverse-engineer the abandoned ships and produce their own primitive starships. Unlike the Old King ships the Klingons inherited, the new ships are patterned on a predatory marine reptile found in the oceans of the Klingon homeworld.

Y21 The Federation encounters the Orions, a smaller starfaring culture on their border. The Orions quickly set up trade relations.

Y24 Gorns and Paravians first meet. Early discussions quickly determine that neither species is native to its home planet, but had been brought there at some point in the ancient past. The Paravians, it is found, are the successors to a Gorn-like species that had been destroyed by an asteroid. War breaks out by Y30; the conflict lasts for decades at a relatively low level. As with most conflicts in this period, lasers and atomic missiles are the predominant weapons.

Y33 First Gorn-Romulan contact. Relations are tense as both sides almost automatically assume that war between them is inevitable.

Y36 First Gorn-Romulan War begins. They begin to develop the first of what will become permanent borders. The Gorns lose this war in Y39 at the Battle of Gorn-Shima, but Gorn-Romulan skirmishes and raids continue indefinitely.

Y38 First Lyran-Klingon War begins. While few details are known, it is clear that both have been expanding for some time from their respective homeworlds (now imperial capitals). While these expansions were not at the same rate in each direction, this was the first contact either species had with a military-capable spacefaring species. (If either species previously encountered any minor planet-bound species, it presumably absorbed and/or enslaved them.)

Y39 The Klingons and Lyrans, each trying to outflank the other, expand their "frontline" (eventually to be their border) toward the core and rim.

Y40 First Federation-Romulan War starts as the ex-Vulcans (now the Romulans) begin what they see as a historic march back to their original home planet. The Federation fleet uses a variety of weapons, as each planet has built its own ships. During this war, the Romulans and Federation never actually meet face to face, thus the Federation does not realize that the Romulans are the long-lost Vulcan renegades.

Lyrans, trying to outflank the Klingons, attack what they believe is a Klingon mining colony. The outpost is,

instead from a previously unknown species the Hydrans. The attack starts the First Lyran-Hydran War. The Hydrans had been expanding from their own homeworld, which is now the Royal Capital.

Y42 Lyran-Klingon War ends when several Lyran counties abandon the war to protect their homes from the Hydrans. Lyrans are forced to accept an unfavorable settlement.

Y43 Lyrans defeat Hydran invasion, but reach a negotiated settlement rather than continue the war. First Lyran-Hydran War ends.

Y44 Gorns battle a mysterious ship which they later learn is a time-traveling Federation cruiser.

Y45 A treaty between the Federation and the Orions effectively brings the Orions into the Federation, albeit preserving some legal semblance of a semiautonomous zone. This language, all but forgotten over the years, will come back to haunt the Federation 126 years later when the Orions invoke a clause of the treaty to become independent and neutral.

Y46 First Federation-Romulan War ends with a cease-fire; Orion support for the war effort has given the Federation a major advantage. Because of the Romulan threat in this direction, the Federation develops more rapidly in its "southeast" area as the need for fleet support infrastructure drives the creation of colonies and bases.

Y48 Lyrans, trying to outflank the Klingons by moving around the (then unoccupied) WYN Cluster, run into the previously unknown Kzintis. The first Lyran-Kzinti War breaks out almost immediately and ends eight years later (Y56) with both empires suffering devastation of their thinly settled worlds in the region.

Y50 First Klingo-Kzinti War begins as the Klingons, unaware that the Lyrans are fighting the Kzintis, also encounter this new foe. The Kzintis are confused by the attack, and assume that this is the second prong of a joint invasion by the "allied" Klingon and Lyran forces. The Kzintis do not learn until many years later that the Klingons and Lyrans were bitter enemies at this point in time.

Romulans deploy the Vulture-class dreadnought, their largest ship until the later Condor.

Y55 First known contact between the Kzintis and Carnivons (a canine species), and between the Lyrans and the Carnivons. Some earlier contacts may have occurred, but if so the Kzinti or Lyran ships did not survive to report. The Lyrans and Kzintis are, apparently, both trying to outflank the other when they encounter the new foe.

Y56 The First Kzinti-Lyran War ends. The Carnivons begin attacking both felinoid species, taking advantage of their exhausted forces in the region.

Y62 First cruiser capable of tactical warp is launched by the Federation; it is also the first ship not to be under command of any specific planet (although the formal creation of the Star Fleet is almost a decade away). This ship is, in fact, a conversion of a sublight cruiser of the class known much later as the "Old Light Cruiser." (Tactical warp allows ships to fight at warp speed, although only up to Warp 3.2.) This ship includes the first tractor beam that could be used by ships traveling at warp speed, but its range was limited to 10,000km and it could only function in the rear arc.

Developed in conjunction with tactical warp, the transporter first enters service. It is limited to a range of 10,000km. Federation ships refitted with tactical warp had their heavy weapons replaced by photon torpedoes.

Other empires develop tactical warp power over the next several years, although the Romulans fail to develop this technology and remain limited to non-tactical warp power, putting them at a significant disadvantage. Until the Treaty of Smarba, the Romulans are limited to non-tactical warp and the original tractors, limited to 1,000km and dead-astern towing only. The other empires begin converting existing NTW ships into TW technology. As each empire moves to tactical warp, it develops transporters and extends the range of its tractor beams to 10,000km (still dead-astern towing only). Most also replace their earlier heavy weapons with new ones (disruptors, plasma bolts, etc.).

Second Gorn-Romulan War begins. Both empires have made their first progress toward tactical warp. Each has a breakthrough in a different area. The Romulans, having fought the Federation before (and knowing that the Federation now has tactical warp capability), focus on ways their existing ships can deal with tactical warp ships. The Gorns, unaware of the Federation, use tactical warp drive as a means of positioning themselves to launch sublight missiles.

Y63 Klingons convert the first of their sublight D3 cruisers to use tactical warp and disruptors.

Y65 Drones are first used in combat. Klingons and Kzintis deploy these new weapons simultaneously in an outgrowth of tactical warp technology. For a brief period, both empires are deploying non-tactical warp ships (which fight at sublight) armed with warp-speed weapons.

Carnivon forces reach the WYN Cluster, having driven a wedge between the Lyrans and Kzintis and having occupied several of their border provinces. The Kzintis and Lyrans will not regain direct contact until Y106, the longest period of peace between each other in their histories.

Y66 Gorns develop tactical warp power, but their ships are still armed with sublight weapons (atomic missiles and lasers). The Romulans, on the other hand, have ships unable to use tactical warp, but have developed plasma bolts and systems to target ships moving at warp speed in combat. The conflict between the Gorns and Paravians sharply accelerates at this time, which may explain why the Gorns did not press the Romulans.

Incidents erupt along Hydran-Klingon border. Klingons want settlement rights on oxy-nitrogen planets in Hydran territory; Hydrans want the same rights on Klingon methane worlds. The Klingons cannot tolerate the idea of foreign worlds inside the Empire, and the Hydrans cannot tolerate the idea of "foreign corporations" in their space either.

Y67 Gorn Vanguard Teams conduct lightning raids on numerous vital Romulan research facilities, stopping the development of tactical warp technology. Romulan research has been hampered by the system of Great Houses. Each House does its own research, often refusing to exchange progress reports with other Houses. Some Houses even go so far as sabotaging the work of other Houses, or blocking them from getting enough government money to proceed with possibly successful research. This may have been exacerbated by an especially weak Emperor (Ruvellus) who could not force the Houses to cooperate. Ruvellus appointed seven Praetors in less than two years as powerful Great Houses maneuvered to depose (or assassinate) any Praetor controlled by another Great House.

Y68 Ruvellus appoints his eighth and last Praetor.

Gorns win the Second Gorn-Romulan War.

Gorns turn to deal with Paravian raids. Most Gorn ships have already been upgraded with PL 9 tactical warp and begin receiving plasma bolt refits at forward bases, while the PL 7 Paravian ships must return to their home planet to get tactical warp and the new quantum wave torpedoes. Using this decisive advantage, the Gorns quickly destroy virtually every unrefitted Paravian ship. Many Gorn ships, hurriedly refitted, are sent into combat with tactical warp and plasma bolts, but without their phasers. The first Paravian tactical warp ships give these semi-refitted Gorn ships a rough time, but there are relatively few mismatches of this type.

Second Lyran-Hydran War begins.

Y70 The Paravians fully deploy tactical warp, phasers, and quantum wave torpedoes.

Y71 Federation forms the United Star Fleet. Member planets begin disbanding their "national" fleets (comprised of NTW ships) in favor of the United Star Fleet, which consists exclusively of photon-armed tactical warp ships. This is one of the cornerstones of Federation cohesiveness, as the United Star Fleet makes the national fleets obsolete. To "facilitate training" however, the Federation Council agrees to allow each planet to convert a few old ships to tactical warp and photon torpedoes. In fact, the member planets still do not entirely trust each other and these refitted ships are a symbol of political power. While there will never be a Federation civil war, there are moments in which tensions over trade concessions and other matters reach high levels.

Second Lyran-Hydran War ends when improved Hydran weapons (e.g., nova cannon) give them a decisive advantage over the Lyrans.

Y72 Klingon-Hydran "incident" (brief border war).

Y73 Hydrans attack the Klingons. They do not have a formal alliance with the Kzintis (who are still at war with the Klingons), but are considered as co-belligerents. Klingons are hard-pressed to fight a war on two fronts and outgunned by the new Hydran nova cannon.

Y75 A badly outnumbered Klingon fleet defending the Hydran Frontier is decisively defeated. Klingons agree to a settlement granting Hydrans trade concessions and allowing them to colonize several methane-atmosphere planets within the Empire. Kzintis howl with rage because Hydrans will not continue the war. Klingons purchase war material (at ridiculously inflated prices) from Hydrans and launch a renewed offensive against the Kzintis.

Y76 Klingons, expanding their territory to the Galactic Rim, encounter the Vudar, and later absorb them into the Empire under special semiautonomous conditions. Only the Vudar can survive for extended periods in the radiation zones along the Rim (their home). Other Klingon explorers contact the Romulans, and report that the backward state of Romulan technology makes them ripe for conquest. Several Klingon ships raid Romulan territory, and Romulan ale becomes a trophy much in demand in the Klingon fleet. The Romulans are not entirely certain who this new enemy is.

Y78 Based on lessons from the Hydran War, the Klingons launch the D4 class cruisers, the first designed from the keel up to include tactical warp. The Lyrans, Hydrans, and Kzintis follow suit with their own ships of this type.

Y79 Tholians arrive in the Milky Way Galaxy, settling in the tip of the same spiral arm that includes the Klingons. The Klingons explored and claimed this territory only a few years previously, and had set up a few colonies there, but no Klingon ships were present at the precise point of Tholian arrival so they remain undetected.

Federation launches the first of the *Republic*-class cruisers and begins refitting the older *Province*-class cruisers to the improved (and faster) tactical warp engines.

Y80 At about this time, most empires develop tractor beams able to function in a 360° arc, but this technology is still limited to 10,000km. Also at about this time, most empires are able to extend the range of their transporters to 20,000km. The Gorns do not reach these technological goals until Y90; the Romulans do not reach them until the Treaty of Smarba in Y159.

Y82 First Klingo-Kzinti War ends. Klingons capture three key planets.

Y83 Tholians make their first known contact with the Klingons and establish the borders of the Holdfast. First of several vicious border wars lasts two years,

causing heavy losses among the Klingon ships (who cannot fight the new technology effectively). Tholians wipe out three minor Klingon colonies, the largest of which is Kalesta (intended as the jumping-off point for the conquest of the Romulans). The Klingons will forever after regard the Tholians as "foreign invaders". The shame of having a part of the Empire occupied by a foreign power will stain the honor of the warrior class forever. Although no one knows it at the time, the Tholians probably saved the Romulans from being conquered by the Klingons. Missing the chance to conquer the Romulans will give the Klingons much anguish. Had they done so, they might have had the resources to dominate the entire Alpha Octant.

The Long Lance (type-III) drone enters service.

Federation Marine Major General Kripney delivers the famous report "Case for Primary Contact Action Teams in Novel Contact Environments" to Star Fleet Command.

Y84 Klingons, having defeated the Kzintis, attack the Hydrans. This is known as the "Second Klingo-Hydran War" to Federation historians, as the "War of Retribution" to the Klingons, and as the "War of Infamy" to the Hydrans.

Lyrans attack the collapsing Hydran border (Third Lyran-Hydran War) and capture several planets, but are not formal allies of the Klingons.

First contact between the Tholians and Federation. The Tholians have no interest in suggestions for commerce and the free exchange of ideas.

In the Federation, Tumball Massi is placed in charge of the Primary Contact program; this is the genesis of the later Prime Teams.

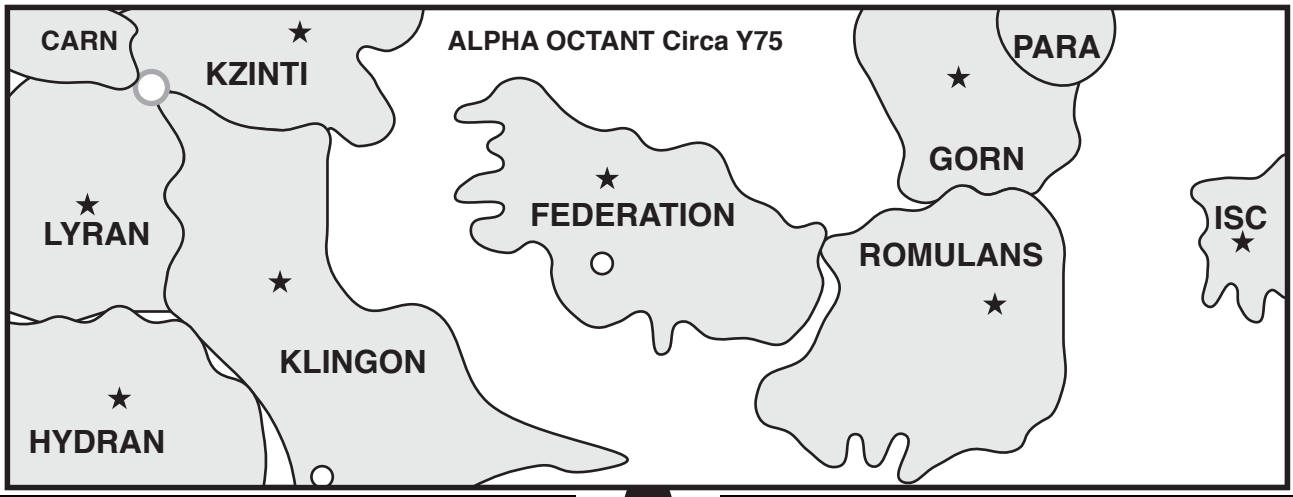
Y85 First contact between the Klingons and Federation (although the Vulcans had previously told the other Federation members of past meetings with the warrior empire). The Klingons, involved in a war with the Hydrans, furious with the Tholians, and still watching the Kzinti border, decide not to provoke this new enemy but instead send Klingon civilians and diplomats to hold trade talks and discuss cooperation treaties. For several years, the Klingons and Federation remain on friendly terms, which are increasingly strained as both try to snap up good colony worlds in the relatively unexplored territory between them. While both assume the other empire is not particularly warlike, both note that the other is positioning colonies for strategic advantage and both quickly intensify intelligence-gathering efforts.

Ground-breaking ceremonies for the Cultural Indoctrination Center and for the Prime Central facility on the Moon.

The Gorns succeed in blockading the Paravian homeworld (in the process destroying all orbital and space-related facilities) and begin hunting down the surviving Paravian ships. Unknown to the Gorns, some Paravians escape to the Omega Octant. The Gorns, unwilling to actually annex territory claimed by the Paravians, set up the Trusteeship Zone covering the Paravian areas. In theory, this territory (and profits from it) will be returned to the Paravians when they agree to peaceful coexistence.

Y87 Klingon forces smash the Hydran fleet and destroy Hydran colonies. Many atrocities are committed by the Klingons. All Hydran ships larger than police corvettes are destroyed, and the Hydran Kingdom is reduced to a Klingon client. (Later analysts will note that only the presence of Klingon colonies inside Hydran space made such a rapid advance possible, as all wars were limited to how far ships could be supported by supplies from prewar bases.) The Klingons establish governors over Hydran planets. Due to the difference in atmospheres, however, these governors are never really able to control the populace and rule from orbiting satellites. These satellites have powerful weapons aimed at the planet below, but are poorly defended against attack from space.

Y88 First Federation-Kzinti War begins as Kzintis attack. The Klingons provide the Federation with useful intelligence and tactical advice, and for a few years Klingon officers are honored guests on Federation cruisers fighting the Kzintis. The Klingons expect to eventually fight the Federation simply be-



cause they have fought all of their neighbors, but do not do so at this point because there are no bases on the Federation border to support fleets, and there is enough trouble with their other neighbors.

Under tremendous pressure, the Federation Council agrees to allow each member planet to keep a "squadron" of old ships refitted with tactical warp and photon torpedoes. As the size of these squadrons is not defined, the move in effect legalizes the "training" units that had grown far larger than the original law of Y71 intended. Some of these ships will serve in combat later. These squadrons will, in Y113, evolve into the National Guard.

Second Lyran-Klingon War begins in arguments over the division of the Hydran Empire. In the confusion, the Hydran colonies of Altroth, Minxitith, and Krooth are not found or occupied by the Klingons or Lyrans. These colonies were established much earlier by the Hydran merchant guilds, and the later power of the guilds stems from this period. The guilds maintain the monarchy through Prince S'Lenthna, the last heir of Hydraxan IX. As the guilds hold the real power, the Prince is a virtual puppet, but his presence is important in rallying the Hydrans. The guilds begin converting merchant shipyards into facilities able to produce warships.

Romulans develop seeking plasmas and the masking device (an early version of the cloaking device), installing them in their ships.

Y89 Kzintis make gains against the Federation, capturing several planets.

Romulans attack Tholians in order to test their new weapons, but abandon the "First Romulan-Tholian War" in less than a year, as winning this war is never their real objective.

Y90 Third Gorn-Romulan War begins with Romulan attack. The Romulans, using their new technology, drive deep into Gorn territory despite the fact that they are practically sitting ducks in combat. The Romulans will, for the next 35 years, plunder their own resources trying to fund wars of aggression using inferior ships, reducing their Empire to near the poverty level.

Civil wars erupt in the Hydran "Lost Colonies" as Prince S'Lenthna tries to break the guilds' power.

Y91 Klingons and Lyrans settle their differences by negotiation. The Klingons are anxious to do so because they plan to rid the galaxy of the "Tholian Menace". The Klingons and Lyrans become firm allies, finally cementing their good relations about Y100.

Federation begins counter-offensive to regain Kzinti-occupied territory and makes steady progress.

Greatest extent of Romulan gains into Gorn territory. Gorns rush the first of the new cruisers designed "from the keel up" for tactical warp into service.

Y92 The Great Klingo-Tholian War begins; it lasts ten years and accomplishes nothing.

First Federation-Kzinti War ends, with the Federation frontier re-established in the original location, creating a temporary "border".

A Federation Primary Contact Team (the Wraiths) encounters energy creatures on Vetrised IV.

Last known battle between Gorn ships and Paravian raiders outside of the Blockade.

Y93 Extended-range drones enter service.

Y94 A Sun Snake plunges into the Paravian home star, causing it to go nova and effectively destroying the Paravian species in the Alpha Octant. The Gorns are overcome with shock, shame, and guilt.

Y95 Star Fleet Marine Corps and the Federation Merchant Service are formally brought under the umbrella of Star Fleet Command.

Y96 Third Gorn-Romulan War ends as the Gorns drive the Romulans back to the original border and (suffering from "Paravian Guilt") refuse to advance beyond it. The Romulans continue attacks, raids, and harassment along the border at varying levels over the next 24 years, often blaming the attacks on "Privateers" (the Romulan government denied the attacks were government-sanctioned), an excuse they will use again and again.

Y98 Klingons attack the Tholian homeworld. While causing much damage, they cannot destroy it, and are forced to withdraw.

Y100 At about this time, most empires are able to extend the range of their transporters to 30,000km.

Y101 Hydran civil wars intensify. Much of Minxitith is rendered uninhabitable.

Y102 Klingons abandon the Great War against Tholians.

Noting the problems of an undefined Klingon border, the Federation Council declares the border of the Federation to be 4,750 parsecs from the center of the Primary Member Zone (an area that will later be known simply as "the capital"). This declaration is announced as a great peacemaking effort, in that the Federation will not attempt to control territory beyond this limit. The limit, defined by the distance from the capital to the Romulan Neutral Zone, includes territory occupied by the Kzintis and disputed by the Klingons, neither of which is impressed with Federation diplomatic statements.

Federation Primary Contact teams are officially renamed Prime Teams, a designation they have carried unofficially for several years.

Y103 Second Klingo-Kzinti War begins.

A series of incidents on the Federation-Klingon "border" begins with the declaration by the Federation; the frequency increases over the next six years.

Y105 Gorn Confederation is the last major empire to extend the range of its transporters to 30,000km. The Romulans still do not have transporter technology.

Federation colony on Aberdeen III is found to be completely abandoned under mysterious circumstances that are never explained.

Y106 Kzintis win the second Klingo-Kzinti War and regain

the planets. They immediately launch an attack on the Carnivons. Sensing the weakness of the Carnivons, the Lyrans attack them as well. Over the next few years, the Carnivons are defeated decisively and annihilated. While rumors of surviving Carnivons will continue for a century, no confirmed contact is ever made and the species is presumed to be extinct.

Y109 Second Lyran-Kzinti War begins when a Kzinti strike cruiser destroys a Lyran exploration ship. The Lyrans claim a moral outrage over the attack, but ignore the fact that their "exploration ship" was exploring Kzinti territory (albeit just liberated from the Carnivons) for new colony sites.

Y110 First Federation-Klingon War begins with Klingon attack on territory claimed by the Federation Declaration of Y102.

Tholians capture disruptor technology from the Klingons in a daring raid. The Klingons are furious but unable to react due to their new war with the Federation. The fact that the Tholians had weapons superior to the Klingons (e.g., phaser-1s) may have been the reason that the Klingons abandoned the war with the Federation so quickly.

Romulan Senate votes to launch a new war against the Federation, but after the sudden death of Emperor Ramillius, the Senate reverses its decision and recalls the ships sent to the Federation border. At least one Federation ship is destroyed in a skirmish with the initial Romulan probes, but the Romulans withdrew before the Federation detected any Romulan attack and the ship (which was unable to transmit a warning) was written off as "fate unknown". This is, much later, spoken of as "the forgotten war".

Y111 First Federation-Klingon War ends as the Klingons abandon their attacks and launch diplomatic protests over the new Federation border.

Y112 The planet Aurora III is colonized. To date, this system is the most coreward that the Federation has colonized.

Y113 When Federation member planets stall on the mandated scrapping of their "national" fleets, the Federation Council passes the Federation Defense Act, creating the National Guards of each planet. These are, officially, a reserve for the Star Fleet, but this will not become fact for a generation. In the interim, each planet regards its National Guard as its defense against domination by other members of the Federation and for local defense (as some doubt that Star Fleet can or will protect every member planet equally).

Sixteen Orion ships and 9,000 skilled crewmen mutiny and disappear. These actually go to secret Orion colonies in Romulan space and become the nucleus of the Orion Pirates.

Y114 Second Lyran-Kzinti War ends.

Klingon-Tholian "Incident" shows their conflict is not over.

Y116 Kzinti Civil War. The Usurper attempts to overthrow the Patriarch and fails. After his defeat, the Usurper flees to WYN Cluster.

Y117 Orion Pirates are in widespread operation and begin eliminating or co-opting non-Orion pirates who had been in operation for decades.

Y119 Romulans replace the masking device with the improved veiling device and they develop mauler technology.

Y120 Fourth Gorn-Romulan War begins and continues for five years.

At about this time, most empires are able to extend the reach of their tractor beams to 20,000km and the range of their transporters to 40,000km. All empires begin building base stations along their borders, replacing previous haphazard networks of various types and sizes of bases. This tends to solidify the borders over the next two decades.

Y121 Klingo-Tholian "Incident" renews border tensions.

Y123 Third Klingo-Kzinti War begins.

Y124 The last of the Romulan "Old Series" mauler ships is destroyed in combat. The weapon, which needed too much power to be used effectively, was regarded as a failure. The design will be resurrected when Klingon warp engines provide the Romulans with a better source of power for their ships.

Y125 Fourth Gorn-Romulan War ends in a Gorn victory. Gorns occupy some Romulan territory to establish a clearly defined border, and destroy Romulan bases used to launch aggression.

Lyrans attack Kzintis (Third Lyran-Kzinti War) with part of their fleet, taking advantage of the Klingo-Kzinti War.

The Federation Council votes for a massive program of exploration toward the unexplored and uninhabited coreward regions. Aurora III becomes the staging area for this program. A fleet base station is built there, and supplies for the program are stockpiled as explorers, traders, colonists, and Star Fleet await final approval of the campaign.

The Klingons launch the first of the new D6 class.

Y126 The first of the new Federation heavy cruisers known as the *Constitution* class is launched.

Y128 Hydran civil war ends as Prince S'Lenthna abdicates in favor of his underage grandson. All of the boy-king's regents are heads of guilds.

Y129 Hydran "Lost Colonies" begin preparations for restoration of the kingdom. Technology is acquired from unknown foreign sources, later said to be Kzinti or perhaps Orion.

Y130 Federation *Constitution*-class heavy cruisers are simultaneously inaugurated as the flagships of all of the numbered fleets. Some have been *de facto* flagships for some time.

The Federation Aurora colony disappears mysteriously after sending a report of a very unusual cosmic storm. Every starship in the sector is sent to investigate but finds nothing; the entire Aurora system has disappeared, star, planets, asteroids,

bases, colonists — everything! The Federation Council attempts a cover-up, but the news leaks. The resignation of pro-exploration members of the Council delays such exploration for decades. A century will pass before Aurora is found in the Omega Octant.

Y131 Third Klingo-Kzinti War ends, results inconclusive.
Third Lyran-Kzinti War ends.
Orion Pirates board a Federation commercial starliner, *The Celestial Queen*, with numerous dignitaries on board. Highlanders Prime Team, under the command of Sheroc Kelleret, liberates the Starliner with no civilian fatalities. While the Orions fought to the death rather than surrender, Orion propaganda convinces many that a vengeful Prime Team executed the pirates.

Y132 Hydran agents from the Lost Colonies begin infiltrating Klingon-occupied planets of the Kingdom.

Y133 Gatling phaser is developed by Hydrans.

Y134 New Hydran ship classes (Ranger, Lancer, Scout) are in service in the Lost Colonies, along with the first fighters in the Alpha Octant capable of tactical warp combat. (The Romulans had used sublight fighters to provide local planetary defense for decades.)

Y135 Hydrans from the Lost Colonies under King Hydraxan XI attack the Klingon satellites over the Hydran planets. In a swift campaign lasting only a few weeks, the Hydran Kingdom is restored. The personal popularity of Hydraxan XI makes him "unacceptable" to the guilds, and he dies under mysterious circumstances. While Hydraxan XII ascends the throne, the guilds solidify their power.
Kzintis field the first battle tug, which defeats an Orion attack on a convoy.

Y136 Second Federation-Kzinti War begins as Kzintis attack Federation border stations.
Orions discover the Kzintis living in the WYN Cluster and establish their first base there.

Y137 Third Klingon-Hydran War begins as the Hydrans attack the Klingons.

Y139 Klingon-Tholian Incident (yes, another one).

Y141 Third Klingon-Hydran War ends. Hydrans have gained no territory but have regained their self-respect. For reasons that remain obscure, four new kings take the throne in less than a year. The last, Hydraxan XVI, lasts for two years.

Y142 Second Federation-Kzinti War ends with no change in the border.

Y143 The brief Fourth Lyran-Hydran War begins and ends as Hydrans recapture two planets from the Lyrans. Lyrans are unable to devote full attention to the war due to troubles on Kzinti border.

Y144 Fourth Lyran-Kzinti War begins.

Y145 Kzinti renegades (of a neo-samurai cult) raid Allen's Planet, slaughtering all 3,000 colonists with the exception of one human infant, William S. Gerard, whom they take with them. The Marquis (the Kzinti noble in charge of the Federation border) captures and executes the renegades to preserve peace, but he cannot return Gerard without explaining what the samurai had planned to do with him. Gerard is raised as a son of his own house.
Revolt in Lyran Dark Star County results in a democratic government still loyal to Lyran Empire.

Y146 Hydran "civil war" begins, but all combat will take place within the palace over the next five years.

Y149 Klingon-Tholian Incident. A Klingon fleet slips into Tholian territory to capture a patrol corvette and the secret of web technology, but Tholian ships surround the Klingons, and the captured ship must be abandoned during the retreat.

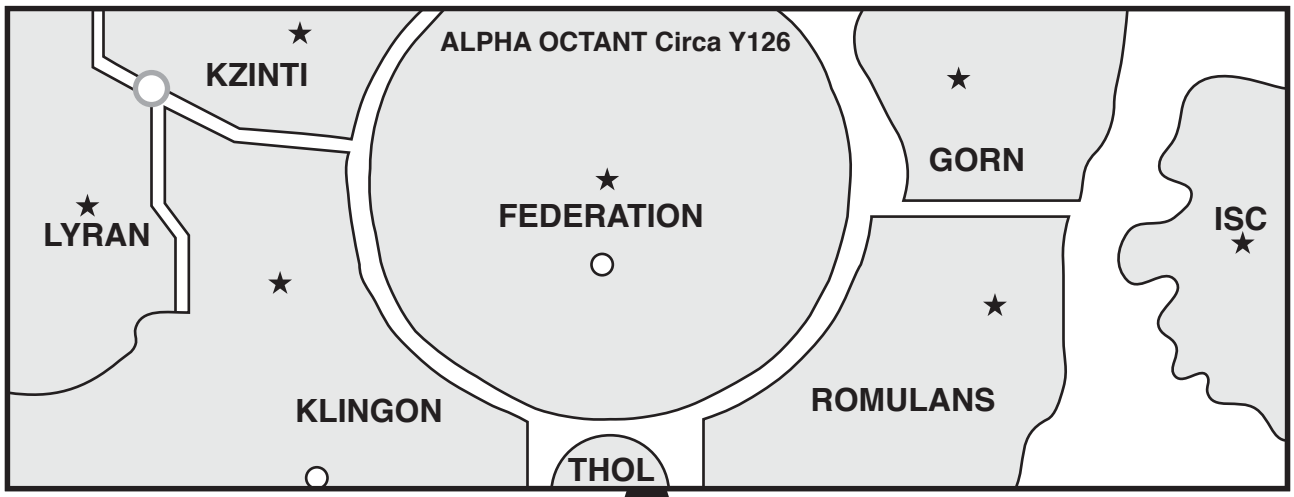
Y152 Hydraxan XXIII ("The Great") ascends the throne, which he will hold for almost two decades.

Y153 Lyrans face off against the rebellious Dark Star County at the Battle of Vandha.

Y154 Second Federation-Romulan War begins.
Lyran Dark Star County declares independence and becomes the Lyran Democratic Republic.

Y155 Treaty of Pelione re-establishes the Neutral Zone and ends the second Fed-Romulan War.
Fourth Lyran-Kzinti War ends.
Orions destroy Federation border station K4 (SH49).

Y156 Second Federation-Klingon War begins. War ends the same year with the Organian Treaty.
Orions destroy a Kzinti border station in a raid (SH8).
Lyran Civil War; one of many, few details known.
Kzinti-Hydran Treaty signed. Each pledges to attack



the Klingons and/or Lyrans if the other is attacked by them. The Klingons and Lyrans sign a joint defense treaty six weeks later. Many Lyran nobles oppose this treaty, resulting in a sporadic civil war.

Y157 Gorn-Federation "war" starts as the result of a small incident where two brash young captains shoot first and face embarrassing questions later. Both fleets mobilize, but no space combat takes place. The Romulans attempt to disrupt treaty negotiations (SH52), but the "war" ends six weeks later with the Treaty of Algoran. The Federation apologizes for entering the territory of the previously unknown Gorns, while the Gorns pay reparations for the colony destroyed in a ground raid and imprison an officer who used excessive force.

Fifth Lyran-Hydran War begins.

Lyran Civil War ends abruptly.

Klingons launch an abortive attack on the LDR.

Y158 Fourth Klingon-Kzinti War begins. Citing their treaty, the Hydrans almost immediately launch an attack against the Klingon border squadrons.

The Lyrans join the Klingons in fighting Hydrans and Kzintis. This is known as the Four Powers War and is regarded as a prelude to the later General War. All previous wars had been small (mostly consisting of border raids) but new logistical systems developed in this war (notably the semi-portable "mobile base") will make actual invasions of enemy territory possible. Fighters are deployed by the Kzintis in large numbers for the first time, establishing the concept of "attrition units" which make it possible to fight savage battles without losing quite so many ships that take years to build.

The Federation, anxious to reduce the threat posed by the Klingons, shifts fleet units to the Klingon border and discusses a limited action with the Organians to restore the balance of power. This is, however, a "hoax" intended to influence the Klingons to negotiate an immediate settlement to end the war, as the Federation would never consider military power as a solution to the problem. The plan backfires.

Y159 Klingon-Romulan Treaty of Smarba signed. Klingons begin supplying advanced technology to the Romulans, allowing the conversion of old Warbirds into War Eagles. These increase pressure on the Federation border. The Federation transfers ships back from the Klingon border to the Romulan border. This allows the Klingons to transfer ships to fight the Kzintis. The Federation's attempt to use the "threat of force" as a substitute for simple force has failed and planted the seeds of the General War.

Y160 Minor skirmish on the Gorn-Romulan-Federation border (SH53).

ISC forces observe a Gorn-Romulan battle.

Phillip Kosnett becomes captain of the heavy cruiser *Kongo*. In one of his first missions, he protects the planet Pollux IX from a meteor set on course by the Klingons (SH3).

Marcus Tal is selected by the Romulan Preditrate for Praetorian duty (equivalent to Prime Teams).

Y161 The *Kongo* under Captain Kosnett is sabotaged while on a special mission and attacked by a Klingon battlecruiser (SH1). Kosnett rescues Federation hostages held by the Klingons (SH7).

Y162 *Kongo* converted to a command cruiser.

The Kzinti noble known as "The Marquis" (in failing health) sends William S. Gerard home in an AAS fighter, the first time the Federation has seen a craft of this type.

Fifth Lyran-Hydran War ends.

Romulans begin mass conversion of Warbirds to War Eagles and update other old ships.

The Fourth Klingon-Kzinti War ends with inconclusive results.

Y163 Klingon-Tholian Incident.

The Federation Galactic Survey cruiser *Marco Polo* is attacked by the Romulans and rescued by the cruiser *Hood* (SL44).

Romulan Praetorian Marcus Tal distinguishes himself during the Sherioki Incident.

Y164 The Federation tug *Al Rashid* is disabled near the Kzinti-Klingon border (SH55). Kzinti ships arrive to rescue the ship; Klingons arrive and claim that the Kzintis are pirates.

The Klingon D6 *Gnasher* raids Rita's Planet in the Neutral Zone, massacring the Federation colonists. The *Kongo* arrives and rescues Burt Engles, the only survivor, and takes him to Organia to testify against Klingon Commander Kremler; the *Gnasher* tries but fails to stop the *Kongo*.

Ardak Kumerian assumes command of frigate *Vigilance*. Due to a combination of circumstances, history will record more about him than any other Klingon officer. As an admiral, his most famous quote will be "Never fight a battle you do not have to win."

Y165 The Romulans begin building the new generation of ships known as "the Hawk series".

Federation begins "refits" that add improved systems to their ships; other empires follow suit. Destroyer *Kublai* intercepts the Klingon D6 *Devastation*, which had been harassing shipping (SH56).

Andromedans build a base in the Lesser Magellanic Cloud and begin conquering it.

Y166 Series of incidents on Klingon-Kzinti border (undeclared war). Kumerian destroys Kzinti shuttle squadron #26 (SH5) and is promoted to command the D6 *Destruction.*

Klingon D6 *Devastation* operates as experimental semi-carrier and conducts several raids on Kzintis to test fighters.

William S. Gerard graduates from Star Fleet Academy.

First encounter with an Andromedan Intruder.

Federation-Kzinti ambassadors sign articles of agreement and become allies.

Ensign Peltier graduates from Star Fleet Academy.

Y167 Kumerian and the *Destruction* are sent to the prestigious Tholian Border Squadron, where he serves as commander of the 2nd Fighting Division. He destroys the Tholian 3rd Patrol Squadron after it forms a pinwheel; he is promoted to commodore in command of the Squadron. In the flagship *Darkslayer,* he leads a demonstration attack against a Tholian base (SH6). Threlvis Kren, an officer under Kumerian's command, starts an incident with the Tholians that backfires. Needing a scapegoat to quiet Federation complaints, the Klingons pick Kumerian. He is stripped of his position as commodore, but is allowed to retain his rank as captain and command of his original ship *Destruction*. The ship is sent to the Western Fleet. Korath replaces Kumerian in command of the Tholian Border Squadron.

Romulan attempt (with Klingon help) to ambush the Gorn cruiser *Reptilicon* fails when the ships enter Federation territory and the Federation command cruiser *Lexington* intervenes.

Deth O'Kay's ship, the *Hammerfield* (an Orion Pirate heavy cruiser), attacks a convoy.

Y168 On the Tholian border, the Federation destroyer *Ares* is destroyed. *Excalibur* rescues the crew (SH59) from Tholian slavery.

The Federation CC *Excalibur*, the Klingon D7C *Darkslayer*, the Tholian CA *Arrrakk*, and the Orion raider *Gossamer Phoenix* defeat the extragalactic Juggernaut. The *Darkslayer* is destroyed, but Korath is given the new *Direslayer* and a Federation commendation. Korath has, however, sworn revenge against Federation Captain Gray for calling him a coward during the battle.

The General War begins when war erupts on the Lyran-Kzinti border. This is at first known as the Fifth Lyran-Kzinti War. Technology improves during the course of the war.

Y169 Klingons join Lyrans and declare war on Kzintis. Korath, the *Direslayer*, and the Tholian Border Squadron deploy to the Kzinti border where Korath eventually becomes an admiral commanding that sector.

The Hydrans launch a preemptive strike on the Lyrans and begin their attempted breakthrough to Federation territory.

William S. Gerard serves as an "observer" with the Kzinti fleet, where he exhibits his skill as a fighter pilot.

To atone for his failure and to gain revenge against the Federation, Kumerian raids Sherman's Planet where he personally leads Marines in hand-to-hand combat.

Klingons begin construction of the B10 battleship *Invincible* and obtain mauler technology from the Romulans.

ISC forces defeat a Romulan squadron and make initial contact with the Gorns.

The Federation tries to capture the pirate raider cruiser *Berol Turquoise*, but the pirate cruiser *Hammerfield* intervenes.

Y170 Klingon D6 battlecruiser *Destruction* mutinies and is interned at Federation Starbase 16. It is returned to Klingons the next year. The Klingons are outraged that the Federation dismantled the Ubitron Interface Module and want to declare war, but are restrained by the Organians. Kumerian, captain of the *Destruction*, is demoted in disgrace and sent to command the penal frigate *Insufferable*. His son, Kollos, graduates from the Deep Space Fleet Academy but is refused a naval commission. He transfers to the Internal Security (Police) Forces.

The Kzintis attack the Klingon carrier *Berserker* (SH15).

The Klingon advance into Hydran territory depends on a tenuous supply line (SH18).

Y171 The Organians disappear. Several empires are blamed for this, but none know the true situation.

Klingons declare war on the Federation and attack the border with hundreds of ships. (It is unknown if the Klingons took advantage of the Organian departure or if the Organians left because they knew the Klingons were going to start a major war.) The Federation cruiser *Hood* is reported destroyed by three Klingon cruisers (SH19), but the saucer returns to Federation lines in Y174.

Under pressure from the invading Klingons, the Orion semiautonomous zone within the Federation briefly declares its independence and neutrality.

Seeking an alliance, the Klingons send Ambassador Thad Vak Kaleen to the Romulans. The Federation attempts to intercept Kaleen (SH80), but he succeeds in reaching Romulus. While the Romulans do not yet declare war on the Federation, they launch a series of raids (SH60, SH69).

Kraknora, a Klingon penal colony, revolts. A task force is sent to quell the rebellion, but is never heard from again. ISF ships sent to investigate find the entire star system missing. Klingon scientists compare this event to the disappearance of the Federation's Aurora colony 41 years earlier, but remain as baffled as their Federation counterparts.

Y172 The Federation responds to the Klingon attack with raids by new carriers. Federation fleets are sent to assist the Kzintis, and a Federation expedition (Operation Hydra) unsuccessfully attempts to reach the Hydrans. In an unusual case, a group of pirates is trapped between Klingon and Federation fleets (SH61) fighting on the border.

Deth O'Kay carries a contract cargo to Hydran territory; he is betrayed and attacked by the Hydrans, but wins.

Y173 With their invasion running out of steam, the Klingons convince the Romulans to declare war on the Federation and to launch a massive attack. Federation Commodore Stocker discovers the invasion and launches a preemptive attack with *Lexington*, catching a Romulan squadron unprepared and badly mauling it (SH2). Another Federation squad-

ron is ambushed at Denebola during treaty negotiations with an Orion base. The old cruiser *Republic* fights two groups of Romulan raiders.

Lieutenant Peltier completes Prime Central training with honors and rejoins the *Saratoga* as leader of the Black Eagles Prime Team. Deth O'Kay is captured by Stocker but rescued by his own ship and resumes his command.

Y174 The Gorns ally with the Federation. The General War has now reached virtually complete escalation. The Grand Alliance (Gorn-Federation-Kzinti) fleets battle Coalition (Romulan-Klingon-Lyran) fleets. Hydrans have co-belligerent status with the Grand Alliance but are not formal allies.

Orions begin operating against the Grand Alliance, using unprecedented numbers of ships.

Y175 The Klingon D7C *Demonslayer* mutinies (SH62).

Klingons trap a Federation fleet in a stasis field; Rear Admiral John "Cracker Jack" Radey and his carrier group rescue them (SH81).

Federation Police Commissioner Robert Scorpio orders the construction of the first Federation police carrier.

Black Eagles Prime Team disrupts dangerous spy operations on Data Processing Station 119.

Y176 Alliance forces recapture large areas of Federation territory, reaching the Tholian border and cutting off contact between the Klingons and their Romulan allies. The Tholians tentatively accept membership in the Grand Alliance.

ISC begins incursions into Romulan and Gorn territory. These increase over time.

Y177 Vulkalis Kurlak, commander of the Tholian Border Squadron, finds himself as a fleet commander without ships in a backwater of the war. Amassing hundreds of fighters, he attacks the Tholians, exposing their weakness. Exploiting his success, the Coalition launches "Operation Nutcracker" to destroy the Tholians once and for all. Besieged, the Tholians allow ships of their allies to enter the Holdfast, but only those of the Gorns and Kzintis (since they would not pose as much of a threat after the War).

The Romulans attempt a long-range cloaked attack on Rigel IV (SH63), throwing the Federation into a panic.

Ardak Kumerian is restored as captain of D6 *Destruction,* and fights on the Federation front.

Y178 The Neo-Tholian 312th Battle Squadron arrives. After these ships get into action, "Operation Nutcracker" begins to break down (SH22).

Direct contact between Klingons and Romulans is broken and will never be reestablished. This causes serious logistical problems for the Romulans; they can no longer obtain an adequate supply of spare parts for their Klingon-built ships, and there is insufficient Romulan production available to make up for the lost shipments.

A Gorn offensive culminates in the disastrous Battle of Delmac. The Gorn carrier *Archaeopteryx* (SH21) escapes from a Romulan trap.

PX123, an ISC mining colony, disappears in the same fashion as the Aurora and Kraknora systems did in earlier years. Investigations reveal nothing until decades later when all three systems are found in the Omega Octant.

Y179 Ardak Kumerian re-promoted to commodore, but in a staff position under the commander of the Western Fleet. While an average ship captain, he proves to be a genius at staff work, even if he hates the assignment.

Y180 Romulans penetrate the Gorn lines and are engaged by support forces (SH64). Later, the Gorns and Romulans fight a major battle over the planet Hokan. A Romulan ship disappears on the frontier (SN19).

Klingon political prisoners revolt on K't'tothos IV (SH65).

Deth O'Kay, the chief "enforcer" ship captain for the Orion Hamilcar Cartel, and his ship, *Hammerfield*, disappear under mysterious circumstances. (They were kidnapped by a species known as "the Masters" who used entire ships to play wargames for their own amusement.)

The Red WYN Express (an Orion convoy) delivers high-technology equipment to the WYN Cluster, but not in the quantities wanted (T6).

Y181 The Alliance launches "Operation Remus": the Federation and Kzintis attack the Romulans from the west while the Gorns drive from the north. The Kzinti fleet surprises a Romulan fleet at anchor and destroys it. Reasoning that their mission to guard the flank of the Federation fleet has been fulfilled, and responding to reports of Klingon attacks on their territory, the Kzintis withdraw without warning, collapsing an Alliance drive that could have captured the Romulan capital. Facing heavy pressure, the Gorns are diverted westward and cannot reach Remus. The Federation Fleet reaches Remus alone; forces of both sides annihilate each other. CVA *MacArthur* crashes into the planet, rendering it almost uninhabitable.

Ardak Kumerian promoted to admiral and made the commander of the Red Fleet, which is the Klingon training command for its new ships, not a tactical formation.

Phil Kosnett promoted to commodore on the Klingon frontier.

Y182 "Operation Cavalry" is launched. Gorn fleet units transfer to the Klingon frontier for a major assault in cooperation with Kzinti and Federation units. Kumerian and his Red Fleet are hastily reorganized as a tactical formation and sent to stop the "Cavalry". His fleet is all but destroyed, and he is reported missing in action. The Alliance forces attack a Klingon starbase and are themselves badly beaten.

The Amazons, an all-female Alpha-Centauran Prime

Team, foil an attempt on the life of the Federation President during the Susturia Conference. Although the culprits are Orion mercenaries, Romulan involvement is suspected.

Y183 Battles between Federation/Kzinti and Klingon forces. Fed CVA *Napoleon* is heavily damaged and forced out of the war. Kzinti forces trap the Klingon 701st PF Flotilla. Battles are fought at Blackfoot Pass. The cruiser *Australia* rescues the tug *Messier*, which had been trapped by the Klingons (SH23).

Kosnett launches an attrition campaign (U5). Kzinti, Federation, Klingon, and pirate forces battle for control of a key sector on the triple border.

On the Hydran front, PFs raid an advanced Klingon base. The Klingons track down the PF tenders that carried them into range.

Y184 Pleiades Turkey Shoot (SH17). The Klingons launch a massive fighter attack on Federation *Zhukov* carrier group, reasoning that if they can destroy it, they can win the war. "Cracker Jack" Radey bets the entire General War on a single battle and wins.

The Black Eagles Prime Team uncovers the source of the mysterious disappearances of Federation citizens on Meva Station.

Romulans launch a series of raids to keep the Gorns off balance. One notable success is at Gijard III (SH28).

Foreshadowing the Invasion, Andromedan *Dominator*-class dreadnoughts appear for the first time. One Dominator suffers an inexplicable breakdown and explodes; its satellite ships flee for a rendezvous point with help from the Orion Pirates, but stumble into one of the last major battles on the Federation-Romulan front (T7).

Y185 Klingons launch a desperate final attack on the Kzintis, which is blocked by the White Elephant Squadron of fighter-conveyor PFs (SH32).

Organians return and halt the General War. They offer no explanation for their absence, but express hope that the "Lower Empires" (as they call the others) have "learned the futility of war". This hope is in vain.

The Romulan Civil War begins between the Imperial and Republican factions.

Y186 ISC forces begin occupying Gorn and Romulan territory and enter Federation territory.

Y187 Federation forces dispute the ISC-mandated neutrality of the Fornax star system (SH24).

ISC briefly attempts to pacify the Tholians but decides that the Tholians really do want to be left alone.

Romulan Civil War ends as a powerless Empress becomes head of the Republican state.

Federation Prime Team Templars, under the command of Lt. Commander Jerod Kent, uncovers a plot by the Governor of New Marseilles to hide the existence of a primitive sentient species on his world.

Y188 The ISC completes its "conquest" of the galaxy, effectively occupying the Neutral Zones between most of the warring parties. The Klingons resist ISC interference (SH25).

Y190 The Andromedans launch a full-scale galactic invasion.

The ISC Echelon of Judgement (consisting entirely of new X-ships) arrives at the ISC capital barely in time to halt an Andromedan Dominator.

The Andromedans raid Hydraxaport (SH26).

Y192 The Andromedans attack the Federation.

Y195 Survey ships discover the first Andromedan base on the Rapid Transport Network.

Y197 The height of Andromedan power is reached.

Y198 Andromedan power begins to decline sharply as the Rapid Transport Network is heavily disrupted.

Y201 The Galactic Powers launch "Operation Unity" in an effort to destroy the primary Andromedan base (U6) in the Lesser Magellanic Cloud.

Y202 Final defeat of Andromedans as Operation Unity destroys the *Desecrator* (the starbase in the Lesser Magellanic Cloud).

Y203 Organians declare "Era of Tranquility".

Y205 Era of Second Generation X-ships and Trade Wars begins.

Klingon X-frigate *Vanda* disappears into a time warp.

Y225 End of recorded history. Presumably a third generation of X-ships was developed, but The Next Generation is not within the scope of the *Star Fleet Universe*.

COMMERCIAL PASSENGER SERVICE

From time to time, player characters may want to travel to a new star system but not have a ship (or even a shuttle) to do so on their own. Commercial travel is readily available (at least inside any given empire, and across or between empires assuming visas and the lack of open war).

As a general rule of thumb, commercial passenger service is available on a regularly scheduled basis between any planets with a significant population (say, over one million). Business-class travel can be had for a minimum DC of 14 for a short trip within the hex you are in to a DC of 18 for a trip across the map (see page 139). Add +2 per each empire's border that is crossed. First class travel would run from a DC of 17 to a DC of 22 (express travel at "fast dash" speeds would run from a DC of 20 to a DC of 25) and economy class would range from a DC of 9 to a DC of 14. Characters might have to wait up to a week to catch the next ship headed in their direction. Calculate the time of the travel based on the data on page 144 using "Aux Dash" speed.

Travel to minor planets not on regularly-scheduled routes would involving using a regularly-scheduled trip to the hex and then a purchase DC of 14 for a ticket on a "commuter spaceline" or "space taxi" to take you to the minor planet by a "scheduled as needed" route. Figure a week to find such a connection and actually make the trip (with several stops en route). This fee can be modified for first class or economy class travel as above.

Of course, a helpful GM could arrange for you to travel on a military or commercial ship that just happens to be going to your exact location.

PUBLISHER'S INFORMATION

DISCLAIMERS AND WARNINGS

There are a few things that should be obvious, but…

GMs in Command

GMs of a given group/campaign can pretty much change anything they want any way they want if it makes their campaign more fun for their group. If, in your campaign, you have a group of Federation National Guard officers who kidnap the Klingon Emperor and overthrow the Klingon government and stop the General War, good for you. Just don't think that events in a given GM's campaign need to result in changes to the official "historical" data of the *Star Fleet Universe*. And of course, you must be prepared to deal with the consequences of your changes when they run afoul of other published works.

PD vs SFU

While *Prime Directive* is a game of the *Star Fleet Universe*, no one should try to use a reference in (or a concept extrapolated from) *Prime Directive* to argue for a given rules interpretation (let alone a change to a published rule) for other games of the SFU (e.g., *Star Fleet Battles, F&E, Warlord, Star Fleet Battle Force, Federation Commander*, etc.). Said in more direct terms, the judges of the *Star Fleet Battles National Gold Hat Championships* are NOT going to award you a victory in your *SFB* game at Origins because some color text in a *Prime Directive* adventure could in theory be interpreted as meaning that you can do something specifically outlawed in the rules of *SFB*. When creating new items for any game in the *SFU*, designers should consider all of the data from all of the *SFU* game systems, but there are known and accepted inconsistencies from one game to another and ADB, Inc. reserves the right to publish rules in any of its games that do not *quite* reflect the data from some other game.

PD vs Starship Design

Prime Directive PD20M will provide information for starship combat (outside of *SFB* or *FC*) in a future product. Starship combat is not a major element of role-playing campaigns in most cases, and those who want to engage in this activity in their *Prime Directive* campaigns are asked to give us a little time to build a space combat system worthy of your time. That future system will certainly include a range of starships, and the ability to customize and build small ones suitable to RPG campaigns. We do not anticipate providing a system to construct an entire *Constitution*-class starship, but then keeping track of 450 non-player crew characters would put such a ship beyond the interest of most roleplayers anyway. We do not imagine that it will be entirely possible to exactly duplicate *Star Fleet Battles* ships by such a design system. Should that be possible and should ships from the two games not match up, just ascribe it to problems in translating those datatapes the Air Force found in 1979.

PD vs. Trek

This is the *Star Fleet Universe*, not Star Trek. When we created this universe, we reviewed the available source data. We used some, ignored others (considering some things to be "plot devices" with no real basis in technology), and when we found multiple sources in conflict, we picked the most logical interpretation and rejected the rest. After we published our decisions (in the form of numerous game products), new source material appeared which contradicted the *SFU*. That doesn't make us wrong, or the data wrong. Data that doesn't fit is from the other parallel universe and won't always match up.

So you will find things in this game that do not match at least some of the source data, while everything is grounded in that data. If a GM and his players agree, feel free to use a different interpretation or make up something new, but do not write to ADB, Inc. and demand that we change a rule to match a given interpretation, episode, novel, or comic book. We won't. And do not submit for publication things based on source data unless that data appears in *Star Fleet Universe* products; we can only use certain elements of it and have already used all of the elements we are allowed to use (although much of that has yet to migrate from *SFB* into *Prime Directive*).

SFU vs. the d20 Modern Game System

We have attempted to stick close to *d20 Modern*, but in some cases had to make changes or tweaks to fit *SFB* history and technology. We have also suggested a new concept for *d20 Modern:* the idea that not all players will start at the same level. There are hundreds of *d20*- and *d20 Modern*-based roleplaying books out there on the market, allowing a GM who spends a little effort to construct strange new worlds from an endless sea of source material. The beauty of the *d20/d20M* system is that all of its books work together fairly well.

ACKNOWLEDGEMENTS

Success has many fathers, and this book is no exception. We would like to take a moment to thank everyone who helped.

First, we must acknowledge Wizards of the Coast, who created the new *d20* and *d20 Modern* game engines for the classic *Dungeons & Dragons* game setting. A starship really is just a maze, after all. We'd also like to thank Steve Jackson, Sean Punch, Andrew Hackard, and Robert Gilson, who helped us convert the *SFB* background into the original *GURPS*-based version of *Prime Directive*. Once we had the background written in a way that roleplaying gamers could use, converting the books to other game engines was a relatively clear-cut issue, given a veteran and masterful writer.

We found such a writer in Jonathan Thompson of Battlefield Press, who studied the *Prime Directive* data and converted it into the *d20M* version you hold in your hands. He has written many *d20* and *d20M* books and will doubtless write many more, as well as helping us convert our other new books into those game engines.

Special note must be given to Jean Sexton, the new head of ADB's RPGs, without whom this book would have been no better than previous d20 products, which had too many people involved (with no leadership to keep them working together). Jean has, at long last, provided the leadership needed to meld the work of many cooks and one chef into a single splendid stew. Tony L. Thomas served a key role in rules-checking the final version. Mike Sparks did the layout of the book and Steve Cole was available to answer all sorts of questions.

We should acknowledge those who worked on the background material for earlier versions of Prime Directive, including Gary Plana, Alex Chobot, Steve Cole, Steve Petrick, John Sickels, David Lang, Aaron Hendricks, and Loren Knight. John and Loren are already writing new *Prime Directive* books in a "universe neutral" format which others will turn into the versions for *d20, d20M, D6, GURPS*, and other engines.

Mark Costello and Timothy D. Olsen did their part many years ago in *Prime Directive First Edition*, along with many others. A lot of background text came out of that project, much of it relatively unchanged.

ABOUT THE PUBLISHER

Amarillo Design Bureau, Inc., has been the designer of the *Star Fleet Universe* for more than two decades, and became the publisher in early 1999. You can contact us at:
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www.StarFleetGames.com

Information on *Prime Directive* is at:

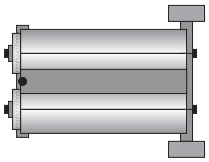
www.StarFleetGames.com/pdindex.shtml

CHAPTER 9: STARSHIPS OF THE *STAR FLEET UNIVERSE*

This chapter includes a survey of the starships used by the more important empires. As these starships have crews of hundreds of people, they are not often used in most roleplaying games, but are provided for reference as players may have contact with such ships (even if they don't fly them). On the next pages we provided data on shuttlecraft, which players can customize for use by small groups.

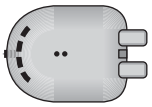
In a future product, *Star Fleet PD20M*, we will provide a complete starship combat system. Until then, players who want to simulate space combat can use *Federation Commander* or *Star Fleet Battles* and the rules on pages 147-149 so that their characters can use their skills and feats to modify the die rolls and other aspects of those game systems.

All of these ships have artificial gravity and adequate life support. All have batteries for reserve power and impulse engines for backup propulsion. All have tractor beams (except the freighters) and transporters.



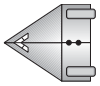
Standard Large Freighter

This ship uses two 12-GW (gigawatt) warp engines to push 7.5 million cubic feet of cargo at a cruise speed of Warp 4.5. The ship has one standard phaser (with low-grade gyros) in a 360° mount and one point-defense phaser firing in the rear arc. Standard crew is twenty, but the ship can be handled by as few as four or five (assuming nothing breaks). It has one shuttle. Passenger variants can carry 600 people.



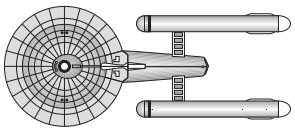
Free Trader

Thousands of these ships are all over the Alpha Octant of the Milky Way Galaxy, used as cargo and passenger ships, transports, prospectors, naval auxiliaries, troop transports, and many other missions. The ship uses two 18-GW engines to push 1.8 million cubic feet of cargo (and 1.3 million cubic feet of passenger and other volume) at a cruise speed of Warp 5.5. (Some have military grade engines and can make higher speeds.) There is a pair of point-defense phasers in a 360° arc. The ship needs a minimal crew of five to operate but the normal crew is 30, and there is space for twenty passengers, or more at the expense of cargo. See deck plans, page152-156.



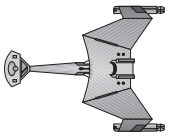
Security Skiff

Used for local patrols by planetary police, this ship is one of the smallest seen here. It can cruise at Warp 5.5 by using two small warp engines (18-GW total). The crew is normally 30 but this includes Marines (or police) to board suspect freighters; the ship can be handled on most patrols by as few as four people. It has a pair of standard phasers (usually with low-grade gyros) and a missile rack.



Federation Heavy Cruiser

The most famous starship in science fiction, this is the standard starship that patrolled the Federation's borders and interior regions. Equally capable of combat, exploration, and "support", it is a workhorse. The two warp engines total 90-GW; impulse engines, reactors, and batteries provide alternative power. The ship mounts four photon torpedoes, and six (eight in some variants) standard phasers. The crew is 450; there are four shuttles. This ship (and all of the military cruisers here) cruises at Warp 7 and can reach Warp 9.25 in emergencies (using far more fuel).



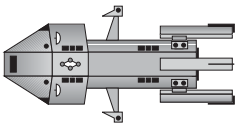
Klingon D7 Battlecruiser

The classic aggressor starship, this is built for battle with exploration and support a secondary consideration. It has the same power as the Federation cruiser. Weapons include four disruptors, nine standard phasers (usually with low-grade gyros), and two missile racks. The crew of 450 includes a company of 75 Marines. There are two shuttles.



Romulan War Eagle

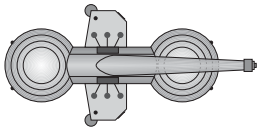
An ancient design refitted for warp, it would be irrelevant except for the massive type-R plasma torpedo and the cloaking device. The older warp engines generate 60-GW. Crew is 200. It has four standard phasers and three shuttles.



Kzinti Command Cruiser

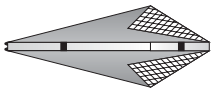
A workmanlike cruiser, it is highly regarded. It has the same warp power and speed as the Federation cruiser, but divided between three engines (30-GW each). Impulse (9-GW), reactors (15-GW) and batteries supplement this power. The crew is 480; there are two shuttles. The ship has four disruptors, four missile racks, four standard phasers, and eight point-defense phasers. The point-defense phasers (on the wing tips and either side of the tail) are designed to defend the ship against missiles, but the Kzintis are the premier missile-using empire (i.e., the ship is designed more for Kzinti civil wars than for national defense).

Gorn Allosaurus Battlecruiser



Solid as a brick and just about as maneuverable, the Gorn ships are feared for their heavy weapons load. Warp power is 96-GW, plus impulse (12-GW), reactor (6-GW), and battery power. There are two type-S and two type-F plasma torpedoes, eight standard phasers, and two point-defense phasers. The six shuttles include two configured for ground attack. Crew is 480.

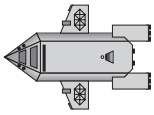
Tholian Patrol Corvette



Although a small ship, it is deadly when it combines with others. When the Tholians first arrived in this galaxy, this PL 10 ship was fighting PL 8 ships and kept the Tholians from being conquered. As other empires improved (and the Tholians could not, as they had only a minimal industrial base) the ship was increasingly outclassed. The two warp engines produce a total of 36-GW, and drive the ship to a cruise speed of Warp 7 (Warp 9.25 in emergencies). The only weapons are four standard phasers, mounted in the nose, but it does have web generators. Most Tholian ships (until the arrival of the Neo-Tholians) were built by combining hull sections of this ship. The crew is 125 and there is only one shuttle.

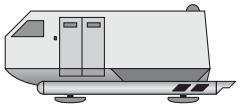
Orion Pirate Raider

Considered a "light cruiser," the Orion Raider is the classic pirate ship. It is big enough to tackle an escorted convoy while small enough to build in quantity. The ship has a stealth coating, and has many design compromises intended to make it harder to detect. The ship is basically flat, and has large passive receptor grids in the wings. When these grids detect the scanners of military or police ships, the pirate ship rotates in space so its narrowest aspect is facing the enemy and tries to evade. Many of these ships also have cloaking devices. Unlike most starships, this one can fly into an atmosphere and land on a planet. The two warp engines produce a total of 60-GW; other power includes the 9-GW impulse drive and batteries. Orion ships do not have internal power reactors but can pump antimatter directly into their engine exhaust, which increases power output but damages the engines. As with the military cruisers, the ship can cruise at Warp 7 and reach Warp 9.25 during emergencies. The crew is 200 and there are two shuttlecraft.

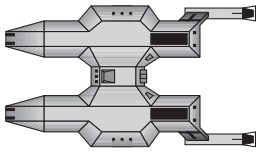


Standard Administrative Shuttlecraft

A small craft used for transport and liaison work, it can be operated by one pilot but often has a technician-navigator. It can carry six passengers; more can crowd in during short trips. It cruises at Warp 2.5 and cannot go any faster in an emergency. Shuttles used by the military have a 360° point-defense phaser; civilian shuttles lack this feature. Warp output is 1.5-GW; there is no impulse engine, transporter, tractor beam, or battery.



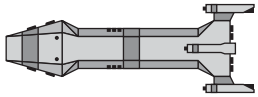
Lyran Tiger Cruiser



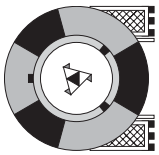
The standard heavy cruiser of the Lyran Empire, this ship has the same warp power (90-GW) and speed as other cruisers. It mounts four disruptors, four standard phasers, six point-defense phasers, and two expanding sphere generators. The ESG systems put up a sphere of energy around the ship, stopping enemy seeking weapons (up to a point). It can also be used to ram the enemy. There are two shuttlecraft and a crew of 420. The Lyran Empire is organized as a feudal society. Each of the 15 "Counts" has one of these cruisers (along with several other ships), with the four "Dukes" having slightly larger command cruisers. Due to the nature of this feudal organization, Lyran heavy cruisers have the same Flag Bridge and command facilities as command cruisers of other empires.

Hydran Ranger Heavy Cruiser

The standard heavy cruiser of the Royal Hydran Fleet, this ship has the same 90-GW warp drive and speed as most other cruisers. Weapons include four fusion beams (with brutal power but short range), six standard phasers (often with low-class gyros), and two point-defense phasers. Unlike other empires, Hydran point-defense phasers are "Gatling phasers" able to fire four shots in rapid succession. The most powerful weapons on the ship, however, are nine Stinger fighters, each armed with fusion beams and a Gatling phaser. There are three standard shuttles and a crew of 350.

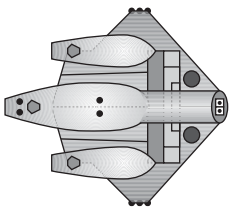


Andromedan Intruder



Little is known of these ships as no one has captured or inspected one. All data is from sensor ratings. Since Andromedan technology is extra-galactic, very hard to understand, and largely unknown, Star Fleet Intelligence lists this ship has having eight weapons similar to standard phasers and three tractor-repulsor beams (which grab target ships and shake them to pieces). The ship carries three Cobra-class "satellite ships" inside (or four Viper-class, or two Mamba-class). The ship also has the mysterious "displacement device" which can suddenly move the ship up to 120,000 kilometers. This can also be used to displace an enemy ship up to 60,000 kilometers. The size of the crew is not known (since no one has ever seen an Andromedan); there are about 50 boarding combat robots.

ISC Star Cruiser



The ship is slightly heavier than other cruisers, with 96-GW of warp power, eight standard phasers, six point-defense phasers, six rear-firing plasma-F tubes, two forward-firing plasma-S tubes, and a plasmatic pulsar device. Crew is 460 and there are six shuttlecraft.

CIVILIAN SHUTTLECRAFT

While ships like freighters and Free Traders form the backbone of interstellar commerce, tens of thousands of civilian shuttlecraft are used for short-range commerce and travel. While shuttlecraft are relatively slow (at Warp 2.5 it would take a week to travel from Earth to Vulcan), short-ranged (they have to refuel every 500 parsecs), and uncomfortable (less room than a Winnebago, albeit more than a minivan), they have the advantage of being cheaper than starships and able to go wherever and whenever the pilot wants to fly them. Most maintenance is within the abilities of a qualified pilot and every civilized planet will have service and fuel facilities.

Shuttlecraft come in a variety of sizes. The smallest ones (as seen on the original TV series) are "single-sized"; there are also double, triple, and quad-sized shuttlecraft. Larger shuttlecraft than quads are simply unfeasible.

While the different sizes are similar in many respects, there is one important division: single-sized and double-sized shuttlecraft can dock inside a starship's shuttlebay, while triple-sized and quad-sized shuttlecraft cannot — they are just too large. Triples and quads can only dock to a stationary ship or station externally (and would be catastrophically undocked if the ship went to high warp), and can only dock internally at bases which can also dock starships internally. As a result, triples and quads operate from ground bases almost all of the time.

Types of Shuttlecraft

There is no such thing as a "standard" civilian shuttle. While they emerge from the factory in one of a few "stock" designs, all are individually customized by their owners, often over a decade or two of service. All shuttlecraft have the following in common:

• They have a "flight deck" in the bow with two seats for pilots. These seats can also operate the navigation, weapons, and other systems. While the base price of all shuttles includes two seats, some (particularly "used") shuttles have only one (reduce the DC by 1) and a few have a third pilot seat installed (increase the DC by 1).

• They have an "engine" compartment at the very rear with access to the engine controls, phaser (if any), toolboxes, and other systems. This small compartment is usually locked by the pilot for safety.

• They have a "main compartment" which is for the payload (cargo, passengers, other systems). The "base price" of the shuttle includes only a "bare deck" (suitable for stacking cargo) but most leave the factory with built-in seats, cargo storage bins, or other fixtures. This always includes a fold-down lavatory.

• They have an equipment bay which is "beneath the floorboards" and in the two cylindrical pods on either side of the bottom. This contains the sensors, computer, avionics, warp engines, batteries, fuel, life support, etc. All shuttles have two low-power warp engines; few have any other source of power other than emergency power cells.

• They may have external cargo pods (up to four on single-sized and double-sized, six on larger) each holding 17.7 cubic feet of cargo.

Within these parameters, there are a small number of standard "stock models":

• The standard "administrative" shuttle is designed for short-duration flights, mostly carrying a few passengers and their personal gear or luggage from a ship to a planet, or from planet to planet inside a system. These will never have bunks, food replicators, etc.

• "Transport" shuttles are designed to carry cargo and have bins and tie-downs. They may or may not have uncomfortable fold-down "combat seats".

• "Business" shuttles (single/double-sized) and "Yachts" (triple/quad-sized) are fitted for longer flights with varying degrees of luxury. They may or may not have cargo space beyond the need for personal luggage.

• "Commercial" shuttles are used by interplanetary traders. These will be mostly cargo volume, with space for a bunk and food supply, and long-duration supplies for the one/two-man crew.

• "Exploration" or "adventure" shuttles will have space for cargo, equipment, bunks, long-term supplies, food, etc. They may also have minimal laboratory facilities. Most of these are used by independent operators (since corporations only like to pay for things actually found and don't like to finance treasure hunts) but in cases where a corporation is developing a planet or system, some of these could be used by teams of corporate employees. Most of these are double or triple size, just to have enough room to accommodate the required systems.

Sticker Shock

The dimensions below are in feet (length-width-height). All have an internal height of 6.5 feet. The overall internal dimensions *include* the flight deck which is 3.3 x 6.5 feet with two pilot seats.

The basic Purchase DC for a new shuttlecraft with two pilot seats, artificial gravity, life support, auto-pilot, engines, a lavatory, and an unfinished main compartment is:

• *Single-size,* 6.5 x 9.8 feet, DC 34 (DC 28 minimum; refurbish is DC 23).

• *Double-size,* 9.8 x 13.1 feet, DC 37 (DC 31 minimum; refurbish is DC 27).

• *Triple-size,* 9.8 x 19.7 feet, DC 40 (DC 34 minimum; refurbish is DC 30).

• *Quad-size,* 13.1 x 19.7 feet, DC 43 (DC 37 minimum; refurbish is DC 32).

Dimensions may vary by as much as 20% between different manufacturers. Given a twenty-year life, used shuttles deduct 1 from the Purchase DC for every three years of "average" use (but are never cheaper than the minimums above). Refurbishing can reduce the "age" by one year (up to half of the actual years of service).

Dealer Options

The available space within the main compartment of a shuttlecraft can be used for other things:

• folding "combat" seats, 35.3 cubic feet, 5.4 square feet of deck space, DC 15.

• economy airline seat, 35.3 cubic feet, 5.4 square feet of deck space, DC 17.

• first-class airline seat, 53 cubic feet, 8.1 square feet of deck space, DC 19. (Note that personnel in unsecured seats, say household dinner chairs, would be seriously injured by even moderate maneuvers.)

• pilot/control seat with consoles, 70.6 cubic feet, 10.8 square feet of deck space, DC 23.

• standard bunk, 70.6 cubic feet, 21.5 square feet of deck space (stackable, so two fit in the same deck space), DC 18. For Luxury status, DC 22. If you only want one bunk, the space under it can be used only for storage or equipment, not for seating. A double bed (for couples) is twice as big and has a DC 20 (DC 24 for Luxury).

• economy bunk, 47 cubic feet, 21.5 square feet of deck space (stackable, so three fit in the same deck space, DC 18 (just not as comfortable).

• standard lavatory without shower, 70.6 cubic feet, 10.8 square feet of deck space, DC 18.

• standard lavatory with compact shower, 70.6 cubic feet, 10.8 square feet of deck space, DC 20.

• first-class lavatory with shower, 141.3 cubic feet, 21.5 square feet of deck space, DC 23; luxury version, DC 26.

• airlock, single person, 70.6 cubic feet, 10.8 square feet of deck space, DC 23.

• airlock, two-person, 141.3 cubic feet, 21.5 square feet of deck space, DC 24.

• food replicator, 35.3 cubic feet, DC 23.

• laboratory equipment, 35.3 cubic feet: DC 23; add an additional +2 to the DC per 35.3 cubic feet.

• office, entertainment, and similar amenities, 35.3 cubic feet: DC 12; add an additional +2 to the DC per 35.3 cubic feet (for luxury class, start at DC 14 and add an additional +2 to the DC per 35.3 cubic feet).

• short-range tractor beam (to tow something that is within a few yards, 70.6 cubic feet, DC 25.

• cargo bins, lockers, etc. 35.3 cubic feet: DC 10; add an additional +2 to the DC per 35.3 cubic feet.

• refrigerated or other special storage, 35.3 cubic feet: DC 15; add an additional +2 to the DC per 35.3 cubic feet.

• hidden cargo bins, 35.3 cubic feet: DC 18; add an additional +2 to the DC per 35.3 cubic feet.

• point-defense phaser, 70.6 cubic feet, DC 31. This burns one hour of fuel for every shot fired.

• bulkhead to separate the flight deck from main cabin, DC 18 on single/double-sized; standard on triple/quad-sized. This takes up no space.

• external storage pod, 17.7 cubic feet, DC 18. These cannot be accessed from inside the shuttle but only when it is landed. They are insulated against cold and heat and air tight (also water tight and gas tight).

• life support for two people for one month; fuel for one week of cruise speed: *included as standard.*

• each additional week of fuel, 17.7 cubic feet (can be in external pods), DC 20; add an additional +2 to the DC per week's supply.

• each additional week of food and life support, per person, 7.1 cubic feet, DC 15; add an additional +2 to the DC per week's supply. This can be in external pods and piped into the shuttle's onboard systems.

All of the above items include necessary ancillary equipment such as additional life support, water tankage, recycling, power conduits and control interfaces, etc.

Hidden and special cargo areas hold one-half of the capacity they use.

Characters owning a shuttle do not have to worry about day-to-day expenses; they simply replace the heroes' rent, which is already accounted for in the Wealth system; see *d20 Modern Roleplaying Game Core Rulebook*. All prices are given for PL 8.

Weaponry

Phasers: all shuttlecraft may carry a single shipboard phaser-3 (point-defense) cannon which can fire in any direction. Not every shuttlecraft carries one, however. Phaser-3 cannons are Licensed (+1).

While some empires (and pirates) arm their military shuttlecraft with missiles, they are too expensive for civilian use and are Military (+3). Heavy weapons like disruptors and larger phaser cannons are simply too big to mount on a shuttlecraft, or have excessive power requirements, and are Illegal (+4) in all cultures — no exceptions!

Prospecting Shuttlecraft

While these use the same engine and some common chassis elements, these are highly specialized shuttlecraft designed for asteroid mining and prospecting. Most are single-sized, a few are double-sized. Larger shuttles could be custom converted but are very rare. Prospecting shuttlecraft differ from standard shuttlecraft in many ways.

• The single-sized prospector has one seat (one-man crew), a prospecting cannon, a 35.3-cubic-foot geology lab, a 35.3-cubic-foot airlock (for bringing rocks on board), a tractor-grappler, and 141.3 cubic feet of storage (consumables, mined materials). DC 37.

• The double-sized prospector has two seats (two-man crew), a prospecting cannon, a 35.3-cubic-foot geology lab, a 35.3-cubic-foot materials processor (to remove waste rock from valuable metals or minerals), a 70.6-cubic-foot airlock, and 388.5 cubic feet available for storage. DC 39.

A prospecting charge launcher is basically a “mortar” used to propel a mining charge to an asteroid, breaking it up so the valuable bits can be brought aboard. The unguided projectile can hit a stationary target within 300 feet; forget trying to hit a moving target. Pilot skill is used to aim and fire the cannon. On a critical miss, the weapon jams and must be repaired. Charges for a prospecting cannon are DC 10 and take up 7.1 cubic feet. Prospecting cannon can be reloaded from inside the shuttle.

The tractor-grappler is short-ranged (30 feet) and is used to bring aboard rocks (or chunks of a wrecked space ship) for investigation or recovery. It is a DC 31 Purchase check, but the boom arm of this system can be fitted with a laser-cutter able to dismantle space wreckage for salvage.

Prospecting shuttles can buy any of the listed upgrades (including the phaser-3) they have room for. For that matter, standard shuttles could buy the geology lab and materials processor (DC 23 each) for surface exploration.

CHAPTER 10: RESCUE ON ROON

INTRODUCTION TO ROON

A Federation delegation is on the neutral planet of Roon to conduct trade negotiations. The planet is inside Federation territory and had just been contacted, but it is not (yet) a member. Christopher Plemmons, the son of the senior member of the delegation — a Federation Trade Commissioner — has been kidnapped. The ransom demand stats that he will be released only after the trade negotiations fail, so the commissioner had better make sure they do, *or else.* The commissioner, knowing that his son will probably be killed in any event, has asked for help … and that is where the player characters enter the picture.

The adventure takes place on a world called Roon; it is an independent world, primarily an agricultural exporter. It is only PL 6, which will give the PCs a major advantage! The trade negotiation in progress is to negotiate a new trade treaty; both sides want this treaty, and the details being argued over revolve around both sides wanting to make a bigger profit, thus making it difficult to arrive at an arrangement that both sides can agree to.

GMs: MAKE IT DIFFICULT ENOUGH!

An adventure should never be easy; the players will have more fun completing a difficult mission. The GM should make it as hard as possible, but should be careful not to make it too hard — after all, this is supposed to be fun for everyone, right?

As written, the easiest possibilities are given; in many cases there are notes on how to make it more difficult for the PCs, and the GM should consider using them.

It's also a good idea for the GM to pay attention to what his players are talking about during the game. Sometimes, their paranoid expectations about what is going to happen next may give you ideas on how to improve the game, not to mention new ideas that you (or I!) haven't thought of.

GMs should look for opportunities to liven up, personalize, or otherwise change the adventure. Most of your players have read the story, so they *think* they know what to expect. All manner of things can be done to throw the players a curve; here are just a few suggestions:

• One of the enemy gang is a spy for … someone. Who? The Orions? The Klingons? The Federation GIA? Another faction of the Roon government?

• Just when the characters think they are trapped, they find a box of something useful which the Orions left hidden in the room.

• One member of the enemy gang is something of a hothead and likely to do something spectacularly stupid.

• The hostage has succumbed to the Stockholm Syndrome and has joined his captors!

• The hostage is female, or a brother and sister, or the trade rep's mistress who must be rescued unofficially by an off-the-books operation.

SETTING UP THE ADVENTURE

The GM does not have to use this adventure verbatim; any number of things may be changed to suit the GM and the campaign setting. For example, if the PCs are all Lyrans, then the GM should adjust the adventure so that the trade delegation is from the Lyran Empire, not the Federation. Or the GM could decide that the trade delegation *is* from the Federation, but the signing of the trade agreement would serve the interests of the Empire in some fashion, so the PCs must make sure the treaty is signed.

In the same fashion, the identity of the bad guys might also be adjusted. While it is easy for the Orion Pirates to fill that role, the GM may choose to use an enemy of the PCs that is unique to his campaign.

WHAT'S MY MOTIVATION?

One question the GM will have to answer is: why are the PCs doing this? If they are Star Fleet, Marine, or other Federation officers, then it becomes easy: the PCs are doing this mission because they have been ordered to do so — as in the story. If the PCs are ex-military, then Commissioner Plemmons could be someone they met while they were still "in the service" and the PCs feel indebted to him for some reason. If the PCs are mercenaries-for-hire, then they were hired by someone who would stand to lose money if the trade agreement did not get signed, etc.

Whatever the GM chooses, one other factor is going to revolve around the reaction of the local police force to the PC's raid: are the PCs acting in some official capacity, or not? If they are cooperating with the police, then the GM should make the police merely "obstructionist" in some way. For example, the police are willing to let the PCs do the dirty work, but will take custody of the kidnap victim from the PCs if they get a chance. Or a senior police official could be in the pay of the Orions, and wants to stop

the PCs from rescuing the kidnap victim in order to keep his paycheck from going up in smoke. The GM is highly encouraged to come up with something that the players are simply not expecting!

On the other hand, if the PCs are *not* in an official capacity, then the police are going to want to arrest them and "ask them a few questions" (a thought which should motivate the PCs into avoiding any official entanglements); a really nasty GM could have the police mistake the PCs for the real criminals and arrest them for the kidnapping! At the very least, no police force wants a bunch of cowboys running around their turf with weapons; innocent people could get hurt.

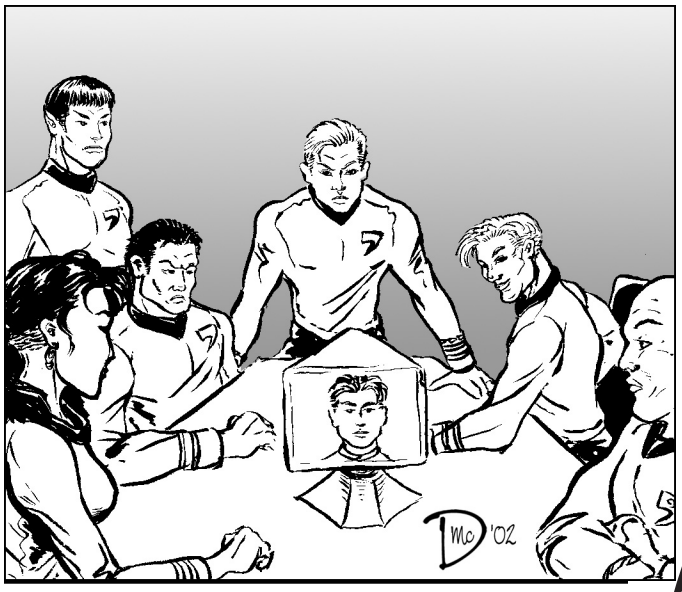
In the event that the PCs are a GIA team or other undercover group who are acting in an official capacity but do not want their activities made public, then a truly sadistic GM might consider combining the worst features of all of the above!

BRIEFING THE TEAM

The briefing will have to be tied to the PCs' composition, and the GM will have to adjust it as necessary. In any event, the following should be made clear to the PCs:

Their primary goal is to rescue the kidnap victim, alive and unharmed, and return him to safety. That means either working their way out of the warehouse compound or getting to a point where they can be pulled out by transporter. Because of the trithallium ore, this means either reaching the top of the elevator shaft or reaching the bottom of it *and* using a transporter beacon to enhance the signal.

Their secondary goals include: the elimination of the bad guys, either killing them or capturing them as appropriate; shutting down their operation; taking possession of as much contraband, intelligence material, and so forth as possible (and making sure they get credit for it!); and generally avoiding any complications once their other goals have been met, i.e., getting off-world without being arrested by the police, etc.



WHAT THE CHARACTERS KNOW

The kidnappers were not terribly bright, so it was relatively easy for the PCs to learn where the kidnap victim was taken, i.e., to a warehouse complex owned by the kidnappers. With their advanced technology, the PCs quickly learn that the victim is not being held anywhere they can scan, but the warehouse complex is located on top of an outcropping of trithallium ore, and there is an elevator shaft going deep underground from one of the buildings. The victim must have been taken down there!

One of the properties of trithallium ore is that it will block sensor scans, including those from a tricorder or from shipboard sensors. This is very significant, as a PL 6 civilization should *not* be aware of this feature! This tells the PCs that the warehouse complex belongs to someone with access to PL 7+ technology, which strongly implies an off-world connection of some kind. And the Federation does not want planets inside its space having connections to foreign governments or criminal organizations.

One of the other properties of the trithallium ore layer is that transporters cannot penetrate it easily; require a Knowledge (physical sciences) skill roll with a DC of 31. If that does not dissuade them, well … they've got to learn sometime!

Note: it should not be difficult for the players/PCs to figure out where to start looking. An obvious starting point for the game can save hours of the players mucking around, and as they are going to arrive at the same place eventually, why not cut to the chase?

STARTING POINT FOR THE ADVENTURE

If they have access to a transporter, the PCs have *already* gotten past the rent-a-cops and other security measures above ground (which may include the local police) without incident; if not, the GM may require the PCs to play this activity out. As an accident might reveal PL 7+ technology, the warehouse complex is only protected by PL 6 security measures.

See the floor plan (page 176). The PCs have arrived in a 210 x 450 foot warehouse, the one with the elevator going deep underground. There is one guard, a hulking Roonian youth named Chucst (see the GM character data below). He is in the lobby area just in front of the elevator, which is empty except for Chucst, his equipment and weapons, the security camera, and the elevator door. The PCs are in Storage Bay #4. (Note to GM: Feel free to replace Chucst with an alien mercenary, such as a Lyran, just to liven things up and to warn the players that you have changed the adventure from what they read in the story.)

As the only way underground is through the elevator or the ventilator shaft, the PCs are going to have to get past Chucst somehow. If the PCs have not defeated the security camera, roll a d20. On a 14 or less, the person monitoring the cameras sees what the PCs do to Chucst, and immediately sets off the alarms; on a 15 or higher, the person isn't alert, and doesn't notice Chucst is down for 1d6 minutes.

If the GM wants to make it more difficult for the PCs, move Chucst farther away from them, or make him more alert. Or have his teenage cousin, Granst, help him guard the elevators. Granst isn't going to be much good in a fight but he is an extra pair of eyes, ears, and hands.

SECURITY CAMERAS

These are marked on the map with a black disk; they sweep the entire field of view. In the story, the ship used its communications and computer abilities to tap into the system and feed a recorded loop into the monitors. That will work for the upper cameras. For the lower cameras (and for the upper ones if you don't have a handy starship) you can deal with them in several ways, each with its own requirements and problems. The team could use a tricorder to jam the signal, or a weapon to destroy a camera, but when the monitor screens go blank, the bad guys are going to know something is up. They won't know *what,* but they will be on alert. On a lucky roll they may just assume an equipment malfunction and send somebody to check.

THE ELEVATOR

This is marked "E." It is a metal box (10 feet x 10 feet wide, with an 8-foot ceiling) made from thin steel; a couple of phaser (or disruptor) shots can cut a hole through it. It is mechanically operated, hanging on the end of a 1-inch steel cable that can be cut in several interesting ways. The walls of the elevator shaft itself are 6-inch concrete, and the characters would need demolition charges to get through the walls. There is a security camera inside the elevator with a wide-angle lens, and another at the top of the shaft looking straight down. While it is easy to get into the elevator itself, there is a numeric keypad instead of the expected buttons for each floor. The PCs have the following choices:

• Get the PIN number from Chucst (good luck!). Perhaps a mind meld might work.

• Use a tricorder to try and crack the code using the Computer Use skill (DC 17 after all PL differences are factored in)

• Forget about the elevator and use the ventilation shaft.

To make it more difficult for the PCs, make the keypad a thumbprint or voiceprint lock, which will add a +2 or +5 to the DC of the skill roll, respectively.

THE VENTILATION SHAFT

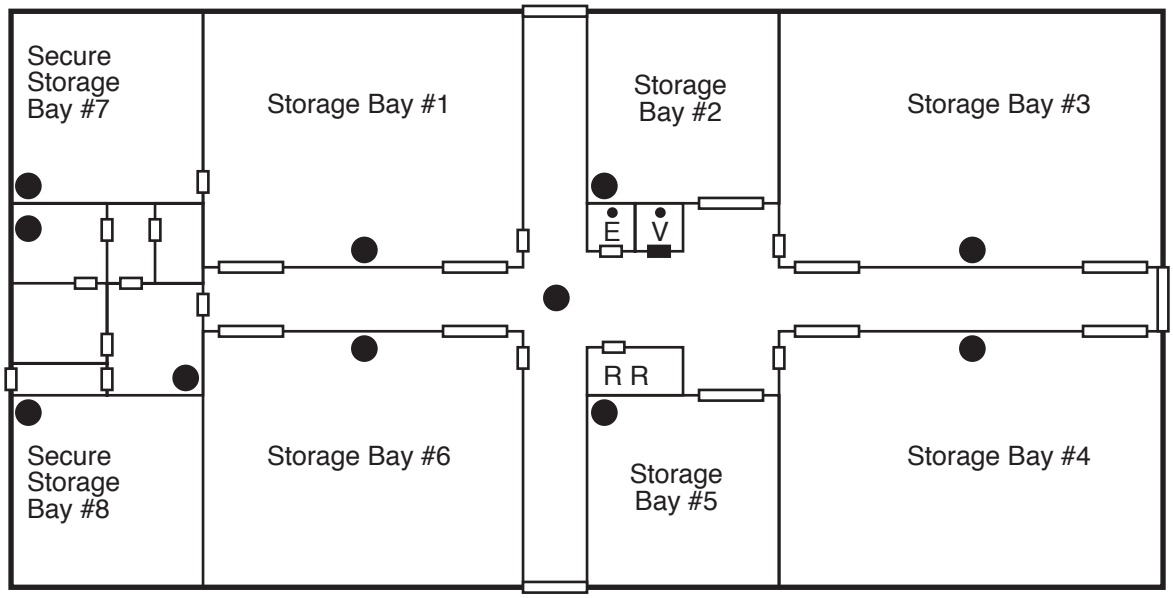
The ventilation shaft, marked V, goes from deep underground to the roof of the building; the shaft is 3 feet square and is empty except for slime and dust on the walls and various security sensors including a video camera.

There is an air-conditioning unit (weighing 4,000 lbs.) sitting on the top of the shaft; the PCs must remove it if they want to enter the shaft that way. Facing the lobby, there is also an inspection hatch, which can be removed easily, but the question is what kind of security sensors are in the ventilation shaft itself. These are up to the GM; motion or heat detectors, trip-wires or laser beams, or just heavy iron bars are all possibilities, depending on how difficult the GM wants things.

The inside shaft walls are bare metal, with no handholds or ladder rungs. While going down the shaft is easy for someone with minimal climbing equipment, climbing up the shaft without a rope is difficult and requires a Climb skill check for every 5 feet; as the shaft is 75 feet high, the PCs will have to make 15 skill rolls and will take quite some time to accomplish. Equipment such as suction cups will give bonuses to the Climb check, but not eliminate them entirely.

If a Climbing skill roll is failed, the PCs will slide back down the shaft 5 feet before stopping themselves; on a critical failure, they fall all the way back down the shaft to the bottom, taking damage per the Falling rules … and the "thump" might be audible if the guards are still active!

The ventilation and elevator shafts have security systems installed. There is a transporter-jammer system that



will prevent transporters from working down the shaft unless it is disabled (roll vs. Disable Device or Knowledge (physical sciences) skills with a DC of 12) or destroyed by an explosion or weapon. If an alarm is tripped, a metal plate will slam shut, closing off the ventilation shaft. This plate is steel; the players will need a demolition charge in order to penetrate it.

THE UNDERLEVEL

See below; all ceilings are 10 feet high (unless otherwise noted). The corridors are 10 feet wide.

There is a guard in area "G." There are no doors between area "G" and the corridor, so if the PCs make a lot of noise when they take out the guard, everyone underground *will* hear them and will be alerted!

All interior doors (including the elevator doors) are steel, but will go down to a phaser shot or two. The floor, ceiling and all interior walls underground are made from 6-inch steel-reinforced concrete. The walls help support the roof, so if anyone gets explosives-happy the ceiling may cave in at that point!

In the story, all doors are unlocked. A GM can increase the difficulty level by adding locks which require a Disable Device check at DC 12 to bypass them or a phaser shot to destroy them.

The rest of this level is described below. There are several of each kind of room, allowing the GM to "mix up" the map and confuse the players (who have almost certainly read this chapter and memorized the floor layout.

Area G: As stated, area "G" is more a widening of the corridor than anything else. It contains a desk and a chair. On the desk are a number of video monitors, which are tied to the various security cameras. These allow the guard on duty to keep an eye on things. Also in this area is a PL 6 electrically-powered forklift; there is a heavy electrical cable leading from it to a box on the wall (its battery charger).

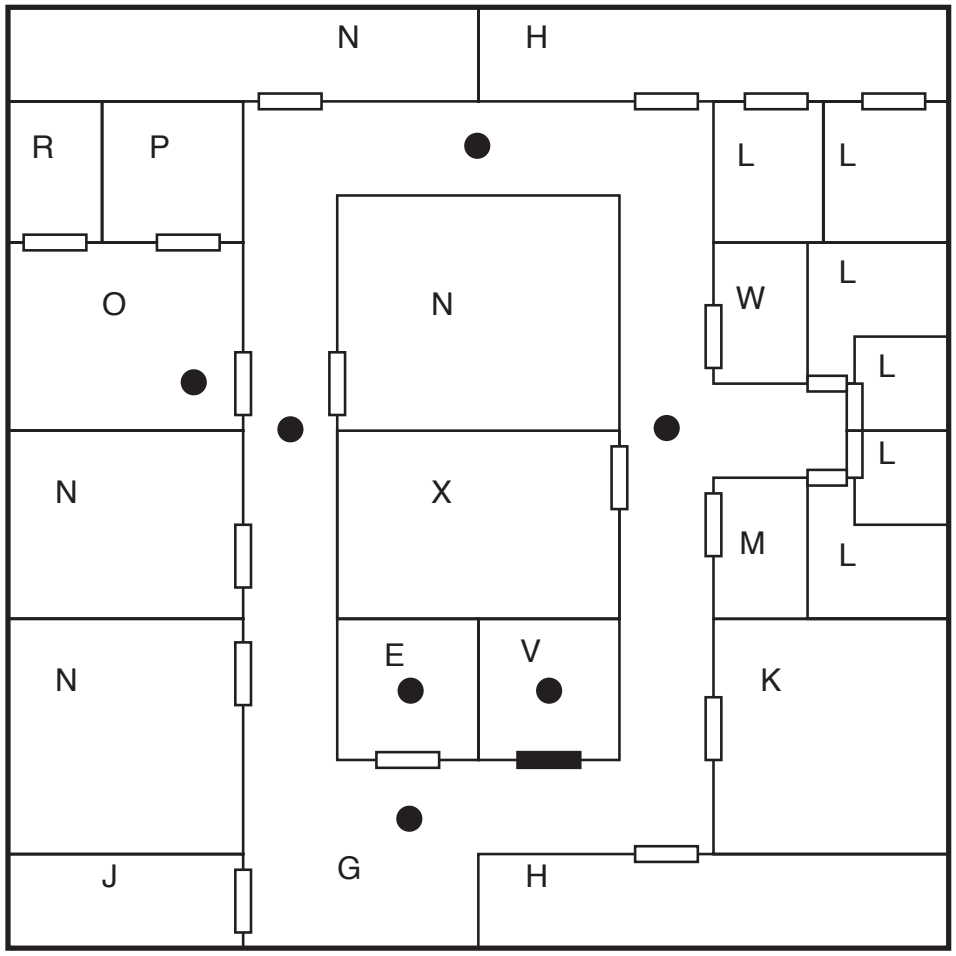
To make things more difficult, move the guard from area "G" to a more remote room, make the guard more alert, or have two guards on duty, or have backup sensors that the PCs didn't detect.

Rooms H: Both are 50 feet x 10 feet. These are a combination lunchroom and lounge area. The one near the elevator is for the guards while the one at the top end is for the family. In the story, most of them are there.

Room J: This is a storage area for cleaning supplies, spare parts, etc.

Room K: This is a barracks for the guards. It has eight double bunks in it. To confuse the hostage rescue team, feel free to move this to some other compartment.

Rooms L: These are individual rooms for the senior personnel. One is assigned to each major PC listed at the end of this adventure including Chucst and Ted N'Korl, but not Dahlen (as he is a visitor). Each room has what you'd expect to find in a bedroom/living quarters, except for toilet facilities.



Room M is the men's restroom, complete with showers.

Rooms N: These are storerooms. The lights don't work very well in either, as boxes and crates have been stacked all over, and some block the light fixtures. Lots of dark shadows for things to lurk in — did we mention the Roonian three-legged rats?

Room O: This is the office where the accountants who work on the illegal deals, schemes, and imports work.

Room P: This is the private office for Ted N'Korl, the head accountant.

Room R: This is a unisex restroom for the accountants and office workers.

Room W is the women's restroom, also with showers.

Room X: There is only one of these. It contains the elevator machinery, electrical boxes for the level, pumps and tanks, and other equipment to make this level habitable.

INFORMATION FOR THE GM

WHERE IS EVERYBODY?

There are six members of the smuggler gang. Depending on the setup (and the difficulty level the GM has chosen) they may all be related to the owner of the warehouse complex, members of a professional criminal organization, enemy military personnel, or anything else the GM may select. In the story, these are of course the adult children of the owner of the warehouse complex, and partners in his criminal conspiracy to profit from illegal offworld imports.

One of the gang members has brought a visitor, named Dahlen. He looks somewhat like the kidnap victim, and the PCs may mistake Dahlen for the real victim. Dahlen and one of the gang members are in one of the "L" rooms. They are enjoying each other's company, and will be taken by surprise by the PCs unless the alarm has sounded.

The story in this book covers a fairly easy mission, in which an *ad hoc* team of Star Fleet personnel, with only a few hours for planning, rescues the hostage from a few civilian criminals who are not trained for combat. The GM may choose to make the adventure more difficult. To do this, add 2d6+4 (6-18) guards in the bunk room, all armed with PL 6 weapons, mainly sub-machine guns. They have light armored vests, but half of them won't be wearing vests and will have to take time to put one on or do without. The caliber of the weapons is chosen by the GM based on the difficulty of the adventure, but should be in the pistol to light assault rifle range. To difficult, the GM may give some or all of the guards PL 7+ weapons such as disruptor pistols, better armor, etc. As they are in an underground area, none of the guards will have any heavy weapons; maybe a hand grenade or two, but nothing heavier.

Ted N'Korl is an accountant who is working for the bad guys. On an easy mission, he is being forced to work for the bad guys and is willing to give the PCs information. On a hard mission, all he will say is "I want to speak to my lawyer." The GM should feel free to have his attitude change in reaction to things going on around him. He will be in the "P" room (which is kept spotlessly clean) and has a small handheld computer which contains the bookkeeping records for the bad guys. On an easy mission, the important records will be easily accessible; on a hard mission, those same records will be encrypted or on removable media like an IRD chip, or both! He might be unwilling to cooperate with the PCs to the point that he will try to destroy the hardware so that records implicating him are likewise destroyed.

Christopher Plemmons is the kidnap victim. The GM should decide which room he is being held in; the only rooms he should *not* be held in are the restrooms and the guard barracks. In the story, young Mister Plemmons is in one of the "L" rooms which open off of the family "H" lounge.

WHERE IS EVERYTHING?

There are any number of items in this secret facility. Most are considered to be illegal under Roon law. Other items cannot legally be imported to a neutral planet like Roon under Federation law. The GM is encouraged to add items that are unique to his campaign to this adventure.

One storeroom contains (among other items) 50 pounds of Kirian Redbloom; this is a plant that can be used as a mind-altering drug and is illegal to possess on Roon and on most Federation planets.

Another storeroom contains a stockpile of over 500 pounds of Estallian Fireweed. Estallian Fireweed is a plant which, while native to Roon and quite legal to possess (on Roon!), can be used as a drug on some Federation planets, particularly Rigel. Discovery of this stockpile and the fact that Roon is the source for it, when communicated to the proper authorities, will earn the PCs a reward or a medal, depending on their background.

Yet another storeroom holds a stockpile of Kresian Taliate. This is similar in both texture and appearance to both plants listed above, but is merely a very expensive spice that is entirely harmless and 100% legal. In order to tell these three plants apart (and identify their characteristics) a skill roll must be made against Knowledge (earth and life sciences).

GM CHARACTERS

All of these GM characters assume that the GM has chosen to run an easy mission for the players. Increase the stats and skill levels, and/or the equipment, to make the mission more difficult.

Gang Members

There are six of them, all in their 20s. Each has a special item; choose from a tricorder, a disruptor pistol, three flash-bang hand grenades, or Dahlen. The gang member who "has" Dahlen will be found with him in one of the "L" rooms, as described above.

All have the same armor and weapons as the guards but may not be wearing it when the PCs attack. All will have assault rifles (2d6 damage when they hit). The original cast includes:

Melika: Female, is the oldest of the sisters, and least tolerant of immature behavior: hp 6; BAB +0; Str 10, Dex 12, Con 10, Int 13, Wis 11, Cha 11.

Annitha: Female, is the middle daughter, and does without objection what she is told by Melika or Michalik: hp 5; BAB +0; Str 10, Dex 11, Con 9, Int 11, Wis 12, Cha 12.

Besslith: Female, has an ongoing romance with an Orion Pirate officer who has promised to take her away with him. The most "military" of the females, she was assigned to guard the lower elevator lobby: hp 10; BAB +1; Str 12, Dex 12, Con 12, Int 10, Wis 12, Cha 13.

Michalik: Male, is 28 years old, the son and heir of the owner of the illegal business, and the clear leader, although Melika might dispute that status — far out of his

hearing: hp 9; BAB +1; Str 13, Dex 11, Con 13, Int 12, Wis 10, Cha 13.

Kaelyn: Female, is the youngest of the sisters, and unusually attractive; she uses her sex appeal as a weapon. She was the one who lured Plemmons out of town so he could be kidnapped: hp 6; BAB +0; Str 8, Dex 11, Con 11, Int 11, Wis 11, Cha 16.

Chucst: Male, is the younger brother, and got more than his share of brawn, but is clearly not an intellectual: hp 8; BAB +1; Str 13, Dex 9, Con 11, Int 10, Wis 11, Cha 11.

Chucst might be assisted by his teenage cousin Granst, who is always looking for "real, adult jobs" to do for the family. Granst will not be issued a weapon, but will pick one up if it's lying around loose: hp 6; BAB +0; Str 9, Dex 10, Con 10, Int 10, Wis 11, Cha 11.

For variety, however, Chucst could be replaced by Chrowl, an ethnic Lyran mercenary, and not a particularly bright member of that species. He wears a medium armor vest and is armed with a disruptor rifle and an assortment of knives. His skill level with all of his weapons is 16, and he also has Brawling-16. Note that Lyrans can use their teeth and claws as weapons; see the Lyran template in Chapter 2: hp 16; BAB +2; Str 15, Dex 12, Con 11, Int 7, Wis 10, Cha 9.

Guards: Thugs On Call

All have submachine guns and light armor vests: hp 8; BAB +1; Str 11, Dex 12, Con 10, Int 10, Wis 10, Cha 11. The same stats can be used for the above-ground guards, or you could reduce those to the level of rent-a-cops: hp 6; BAB +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Mr. Plemmons and Dahlen

Both are hp 4; BAB +0; Str 10, Dex 12, Con 12, Int 10, Wis 10, Cha 12. These two people possess no skills worth mentioning. Plemmons is from Mars (although an Earth-descended human) while Dahlen is from Roon (and an unrelated species close enough to human to pass a visual inspection). Plemmons is a little confused by the whole situation (or perhaps drugged) while Dahlen is a "boy toy" not noted for the quickness of his wits. Simply asking them their name will produce a confused response. Dahlen knows about Plemmons and is likely to claim to be him, while Plemmons is confused by the kidnapping and may deny his own identity if he doesn't realize that the team is here to rescue him. Either one could match the rather awful "ID card photo" of Plemmons that the team has; it would take a tricorder reading or a mind meld to discern the true identity. (This could also be told with fingerprint analysis, something that might take too long to be done during the mission.)

NOTES TO GMs

The Compound

In the event that your players need to fight (or sneak) their way into the compound itself, the map (next page) is provided. The compound (roughly 3000 feet wide and 2100 feet front to back) includes fourteen warehouses (feel free to pick any one of them for the entrance to the basement or to include basements under more than one of them), a large multistory office building, four large security gates, and eight guard towers. (One of the warehouses should be designated as having generators for internal power. You could even designate some of them for manufacturing.) The fence is eight feet high, chain link with barbed wire on the top. (GMs could electrify it for extra thrills.) There could be two guards in each tower, four in the office building, one on each gate, and four on roving patrols around the inside (or outside) of the compound and another four bunked down as a reserve. (Most of the guards live at home and drive to the compound only when it is time for their shift.) Each guard tower has remote security cameras controlled from the security center. If the enemy has gotten sloppy or is in a cost-cutting mode, a lot of the above-mentioned guards will not be present.

Rewards

In *Prime Directive PD20 Modern,* GMs are not limited to just awarding experience points. A GM should not pass out medals so easily that they become meaningless, but look for opportunities to encourage your players to come back and play again. Remember not to reward people *just* for doing their jobs, but for doing their jobs under considerable stress and danger, or better than expected. Obviously, anyone wounded could get a wound badge, and if you rescue the hostage and get the computer records and accountant back to the ship, a decoration is in order. A Lifesaving medal could be given if somebody pulls a comrade out of the line of fire. A Command Accomplishment Medal or a Bronze Star could be given to the team leader (although a player would be warned that the next one will be tougher to get). Combat Action Ribbons would, of course, go to everyone — with the crossed swords of a direct assault. Commendation awards with assorted scrolls could be given.



Roon: Ideas for Gamemasters

If your group prefers a slower, more investigative and detailed style, they're going to want to work things out for themselves, not just get briefed on where the bad guys are and how to get to them. Some groups might even want to only do this, leaving the actual rescue to the professionals (or to their other set of characters!). In addition, even for groups that like fighting, they're not always going to want to go in guns blazing to free the hostage. Here are a few other approaches your players might take to this situation and ideas about how to handle them. Don't be surprised if players come up with something not on this list!

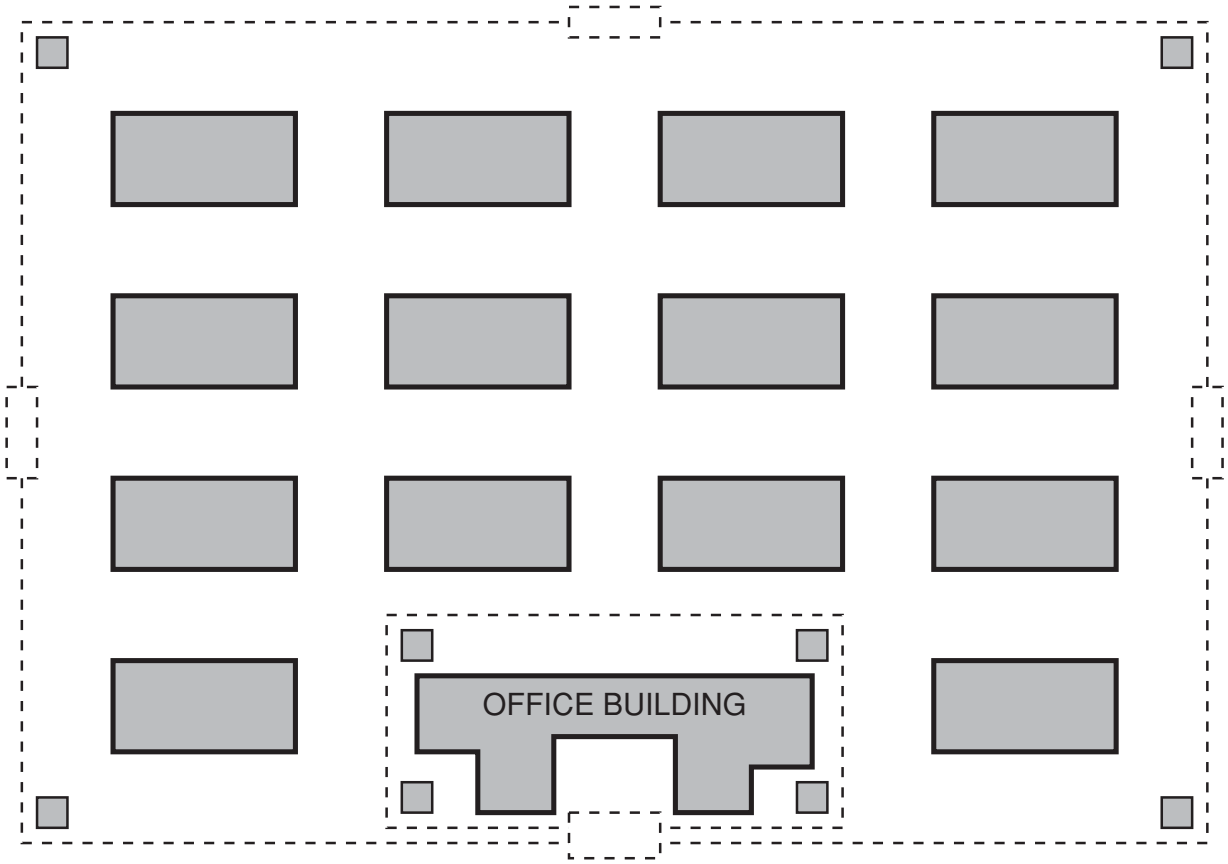
They could spend some time investigating beforehand — "Knowledge is power", after all. Depending on whom they talk to and how they do it, the PCs could obtain almost anything. Some groups of players will like to do this kind of work themselves; some teams of characters won't be able to conduct that kind of investigation.

Plans of the warehouse complex would be kept by government archives and the company HQ, but might be out of date and may omit some details. Of course, the players might not want to wait weeks to get a response for their perfectly reasonable request for information. Diplomacy, fast talk, pulling rank, or a bribe might get permission for them to do their own research; computer hacking or a midnight rummage through the files could also be used to gain access. Having obtained access to the records, the information given to the players should depend on their skills. A security expert might notice the types of locks used and bring along the master key, while a trader would notice what is stored in the warehouse and arrange a "special delivery". If the players are discreet about this approach, the bad guys will be none the wiser, but ask the wrong question and the kidnappers will hear about it. Depending on how dangerous they think the players are, this could mean that the kidnappers do anything from a being a little more alert to booby-trapping the whole complex and moving elsewhere.

Similarly, information about the kidnappers might be available from police files, from the customers of their warehouse, from an industry association, or from anyone else they've dealt with. Less obvious places can give hints, too, even really mundane sources. (What does it mean if there are a dozen empty pizza boxes in the trash?)

Tapping into the kidnapper's communications and listening in for a while might let the players fake instructions from the Orion employers, instructing them to hand over the hostage to the "Orions" (whom your team impersonate). *"Michalik, the Feds have found you and will be trying a rescue tonight. A shuttle will pick you up at midnight while their ship is on the far side of the planet. Be on it with the hostage."* Now the PCs just need to beg, borrow, or steal a shuttle … and hope they were believed.

Talking the kidnappers into releasing the hostage isn't impossible, although it's likely to be difficult. Knowing why they kidnapped the commissioner's son — for a cause, for money, to repay a favor, because they were forced to — is important here, as are high ranks in Diplomacy, advantages such as a good reputation, and, of course, roleplaying by the players.



The players might want to just threaten the kidnappers, pretending to be "another Orion cartel" or a group that wants to make sure that it's the Roon side of the negotiations that causes them to fail. The players might even *be* from another Orion cartel! The more credible the threat, the more likely that this will work (and the more likely that the players will attract unwanted attention).

If the players are wealthy or have wealthy contacts, it might be possible to buy the kidnappers off. Both sides will be watching for — and probably planning — treachery when the hostage is exchanged for the money. The bad guys know about transporters; they won't agree to making the swap anywhere a transporter can reach.

If none of the above work, or if the players don't want to try them, they still might want to tilt the odds in the attack as far in their favor as possible. Being sneaky might not earn bonus points, but it sure can be fun.

If the players can get the kidnappers to leave the basement, the tactical advantage is reversed. It will be the players who have the cover and no need to press forwards. This means the bad guys will be able to choose when to start the fight and will all be ready when they do, so the players should keep a careful watch. There are several methods the players could use to make the enemy come to them: playing around with the air conditioning, false messages, cutting communications links, stealing or destroying the contents of the warehouses (if valuable), etc.

Talking their way in is a perennial favorite of players, with one or more of them pretending to be there for "scheduled maintenance" on the lift or air conditioning, a pizza delivery, a friend of the father, as a representative from the Orion employers — anything that would require access. Depending on how elaborate the disguise is, getting the information to pull these off convincingly could itself be an adventure. Having a person on the inside, or even a look around the facility, could be a decisive edge once the assault from outside is launched.

Inventive use of technology is possible too. The players might want to avoid using both the elevator and the airshaft, instead setting up a transporter repeater at the top of the elevator shaft, so that transport directly down the elevator shaft without passing through any ore is possible. This would still be at a significant penalty (+5 to DC), as the surrounding ore still would cause interference. Successful rolls on Knowledge (earth and life sciences) and Knowledge (physical sciences) will each reduce this penalty by 2. After a success on each, the player's new knowledge of the properties of trithallium and transporter theory has allowed him to customize a transporter to penetrate the ore. Alternatively, and with the right equipment, the players might even be able to dig themselves a new entrance.

The main thing is to expect your players to throw you for a loop at least once in an adventure. That's fair enough since they haven't seen the script. Whatever they come up with, you'll need to think on your feet and improvise. (When the PCs purchase the 100 tons of licorice that are essential to their plan, do the evildoers find out … and if so, what do they do about it?) Don't try to force the players into following your script; it's their game too.

Who, What, Where, When, and Why: Notes for Gamemasters of PD20M

Most gamemasters have done their job for some time now and have no trouble getting started. For those who need a little help, here are some thoughts.

When: While it's not the first thing on the "Five W" list, this is the first thing to consider. The simplest decision is to ignore the *SFU* timeline with its fixed dates for who was at war with whom and just run whatever adventure you want. However, if you do want to fit within the established game universe timeline (which can add some richness to your game as your characters look forward to the politically inevitable events of next year and what opportunities they provide), it's best to pick a date first. The two most obvious choices are during the General War and before it. Campaigns set during the General War are like trying to run a game during WWII — challenging if being part of "the war" is not central to your characters. Perhaps you are treasure hunters trying to stay out of the way of the fighting?

Where: Given access to a spaceship or tickets on a commercial starliner, you can pretty much go anywhere. You don't have to think in terms of one sector, or one border, and your characters could easily find themselves on opposite sides of the Federation from one month to the next. While "where" isn't particularly critical, you will want to decide if your home base is a Federation colony, a Klingon battle station, a clandestine Orion base, or somewhere else.

What: Are you military, ex-military, or civilian? Are you journalists, archaeologists, treasure-hunters, or pirates? Whatever you want to be, decide now and you can build the campaign around the kind of characters who will play it. Flexibility is key. Even military people will get a little time off for vacations or adventures, and even civilians might pick up a government contract for a little dangerous work. Ex-military people can be a good choice as they have lots of skills, some leftover gear, a few friends still in uniform, and the opportunity to be called back to the colors if an adventure is better suited to active duty personnel.

Who: Having established where, when, and what your campaign is may eliminate some choices as to "who" the characters invited to play it might be. If you are Star Fleet Marines, then being a Klingon or Lyran is probably not going to work in a historical setting, although a "free" campaign without regard to the historical background might allow such species to be used. Certain characteristics may not be appropriate to certain characters due to their society, job, or background. Of course, the GM makes the final determination as to what can and cannot be allowed.

Why: Well, obviously the GM and his "customers" are playing the game to enjoy it (and each other). You should never forget this (although some do). Beyond that, "why" is a good place to start each adventure. You can draw these from your own imagination, from episodes of television shows or movies or books (related or not related to the background), from websites that post or discuss ideas, from adventure seeds (and even complete adventures) published in *PD20M* and other products. But never forget that the real reason to play is to enjoy good company.

SAMPLE CHARACTERS

Lt. Commander Grissom

Level 3 Dedicated / Level 1 Bridge Operations Specialist.
Human: Male HP: 28 XP: 6000.
Str 13, Dex 14, Con 10, Int 15, Wis 12, Cha 13.

Skills: Computer Use +4, Craft (electronic) +1, Craft (mechanical) +1, Diplomacy +3, Knowledge (civics) +1, Knowledge (history) +1, Knowledge (military science) +4, Knowledge (physical sciences) +1, Knowledge (specific culture - Fed) +1, Knowledge (technology) +2, Listen +2, Navigate +1, Pilot +5, Perform (wind instruments) +1, Profession +5, Read/Write English, Read/Write Federation Standard, Repair +3, Research +1, Speak English, Speak Federation Standard, Spot +2, Survival +2, Treat Injury +2.

Feats: Advanced Firearms Proficiency, Hobby (Knowledge [military science], Hobby (Perform [wind instruments], Personal Firearms Proficiency, Simple Weapon Proficiency, Starship Gunnery, Starship Operations (shuttlecraft/fighter).

Talents: Empathy, Skill Emphasis-Pilot.
Base Attack Bonus: +2, Fort +2, Ref +1, Will +2.

Petty Officer 2nd Class Daneric-Tren

Level 2 Smart / Level 1 Engineering Specialist.
Cygnan: Male HP: 26 XP: 3000.
Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 10.

Skills: Computer Use +6, Craft (electronic) +6, Craft (mechanical) +6, Demolition +1, Gambling +2, Hide +2, Knowledge (behavioral sciences) +2, Knowledge (civics) +1, Knowledge (history) +1, Knowledge (military science) +2, Knowledge (physical sciences) +4, Knowledge (specific culture - Fed) +1, Knowledge (technology) +6, Listen +1, Move Silently +2, Navigate +1, Profession +2, Read/Write Cygnan, Read/Write Federation Standard, Read/Write Kzinti, Repair +4, Speak Cygnan, Speak Federation Standard, Speak Kzinti, Spot +2, Survival +2, Treat Injury +3.

Feats: Cultural Legacy (Knowledge [technology]), Educated (Knowledge [behavioral sciences] and Knowledge [military science]), Personal Firearms Proficiency, Simple Weapon Proficiency.

Talent: Fast Learner.
Base Attack Bonus: +1, Fort +1, Ref +1, Will +0.

Marine Private Dellik

Level 2 Strong.
Human: Female HP: 21 XP: 1000.
Str 10, Dex 12, Con 14, Int 15, Wis 10, Cha 10.

Skills: Computer Use +3, Climb +3, Craft (electronic) +1, Craft (mechanical) +1, Hide +3, Jump +3, Knowledge (civics) +1, Knowledge (history) +1, Knowledge (military science) +1, Knowledge (technology) +1, Listen +2, Move Silently +3, Profession +3, Read/Write Federation Standard, Read/Write Russian, Speak Federation Standard, Speak Russian, Spot +2, Survival +2, Swim +1, Treat Injury +3.

Feats: Armor Proficiency (light), Brawl, Personal Weapon Proficiency, Simple Weapon Proficiency, Weapon Focus (phaser rifle).

Talent: Grapple.
Base Attack Bonus: +2, Fort +2, Ref +0, Will +0.

Marine 1st Lieutenant Yahnke

Level 2 Strong / Level 1 Marine.
Human: Male HP: 30 XP: 3000.
Str 12, Dex 10, Con 14, Int 15, Wis 13, Cha 12.

Skills: Computer Use +3, Climb +3, Craft (electronic) +1, Craft (mechanical) +1, Hide +3, Jump +3, Knowledge (civics) +1, Knowledge (history) +1, Knowledge (military science) +3, Knowledge (technology) +1, Listen +1, Move Silently +1, Profession +4, Read/Write English, Read/Write Federation Standard, Speak English, Speak Federation Standard, Spot +3, Survival +3, Swim +1, Treat Injury +1.

Feats: Armor Proficiency (light, medium), Combat Martial Arts, Personal Firearm Proficiency, Simple Weapon Proficiency, Weapon Focus (phaser pistol).

Talent: Disable.
Base Attack Bonus: +3, Fort +2, Ref +0, Will +0.

Marine Corporal Kilrathie

Level 2 Tough.
Human: Male HP: 24 XP: 1000.
Str 16, Dex 11, Con 17, Int 14, Wis 10, Cha 13.

Skills: Computer Use +3, Climb +3, Craft (electronic) +1, Craft (mechanical) +1, Hide +2, Jump +2, Knowledge (civics) +1, Knowledge (history) +1, Knowledge (technology) +1, Listen +2, Move Silently +1, Profession +3, Read/Write English, Read/Write Federation Standard, Speak English, Speak Federation Standard,Spot +2, Survival +2, Swim +1, Treat Injury +2.

Feats: Alertness, Armor Proficiency (light), Personal Weapon Proficiency, Simple Weapon Proficiency.

Talent: Rage 1/Day.
Base Attack Bonus: +1, Fort +2, Ref +0, Will +0.

Ensign Stulak

Level 2 Smart.
Vulcan: Male HP: 19 XP: 1000.
Str 11, Dex 12, Con 9, Int 17, Wis 10, Cha 10

Skills: Computer Use +5, Craft (electronic) +3, Craft (mechanical) +1, Diplomacy +1, Knowledge (civics) +3, Knowledge (earth and life sciences) +8, Knowledge (history) +3, Knowledge (physical sciences) +4, Knowledge (technology) +2, Listen +2, Mind Meld +3, Navigate +1, Pilot +2, Perform (wind instrument) +1, Profession +3, Read/Write Federation Standard, Read/Write Vulcan, Repair +2, Research +5, Speak Federation Standard, Speak Vulcan, Spot +2, Survival +2, Treat Injury +2.

Feats: Educated (Knowledge [earth and life sciences] and Knowledge [physical sciences]), Improved Natural Healing, Nerve Pinch, Personal Weapon Proficiency, Psionic Talent, Simple Weapon Proficiency.

Talent: Fast Learner
Base Attack Bonus: +1, Fort +1, Ref +1, Will +0

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