

PRIME DIRECTIVE MODERN EDITION

PD20
MODERN



SUPPLEMENT





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Roleplaying in the Star Fleet Universe The Missing Species and other useful information

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<http://www.starfleetgames.com/prime/pd-d20m.shtml>



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Early Bird PDF Publication Date 7 February 2017.

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Introduction

When we wrote *Prime Directive PD20M Modern*, we left out some species and empires in order to “make it fit.” We always meant to add the missing species, but always seemed to find a more pressing product to write. This has gone on far too long. Rather than find an outside author for the missing empires and species, we’ve decided to simply write this book with the missing elements in it.

In this book you will find all the species that were originally listed in *GURPS Prime Directive* that didn’t make it to the *Prime Directive PD20M Modern* core rulebook. We hope you find the species fun to play.

You’ll also find expanded information on some of the empires that were skipped. It should make it easier for you to include them in your games. We also discovered that it was the *USS Darwin* that found the Deians rather than the *USS Magellan* (the *Magellan* hadn’t been built yet when the Deians were contacted.)

While we were at it, we decided that gamers would enjoy having some information gathered in one spot. So in the height and weight chart you will find all of the species that are in *Prime Directive PD20 Modern*. Zorski’s Interspecies Compatibility Table has been updated to reflect new data found. The weapons charts include all of the weapons found in the existing *Prime Directive PD20 Modern* books. We also included an index of the weapons to show you which book has the full information on the weapon.

There is a long index that includes all of the entries for all of the books. It should make it easy for you to find exactly where something is that you remember.

We hope that you find this book informational and useful. Most importantly, we hope you enjoy playing in the *Star Fleet Universe*.

– Jean Sexton

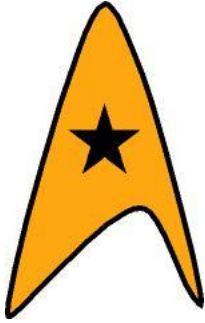


Seltorian, Hydran, Federation, Gorn, Kzinti, Inter-Stellar Concordium, and Tholian ships

Table of Contents

UNITED FEDERATION OF PLANETS	3
Prellarians	3
Deians	4
Brecon	5
KLINGON EMPIRE	6
Yitlians	7
Zoolies	7
ANDROMEDANS	9
Empire Information	9
Robots	9
INTER-STELLAR CONCORDIUM	10
Empire Information	10
Veltressai	10
Q’Naabians	11
Pronhoulites	12
Rovillians	13
Korlivilar	14
SELTORIAN TRIBUNAL	15
Empire Information	15
Queens	16
Rams	17
Workers	17
Sages	17
Experts	18
JINDARIAN CARAVANS	19
Empire Information	19
Jindarians	20
VUDAR ENCLAVE	21
Empire Information	21
Vudar	21
PARAVIAN RAIDERS	22
Empire Information	22
Paravians	22
CARNIVON HORDE	23
Empire Information	23
Carnivons	23
OTHER INFORMATION	24
Age	24
Height and Weight	25
Zorski’s Interspecies Compatibility Table	28
Weapons Charts	29
Unified Index	38
Planetary Classes	45
Publisher’s Information	46
Open Gaming License	48

The United Federation of Planets



The United Federation of Planets is a multispecies 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 the *Prime Directive PD20 Modern Core Rulebook* are: Humans, Vulcans, Andorians, Rigellians, Alpha-Centaurans, Cygnans, Orions, Tellarites, Mynieni, Arcturians, and Skoleans. There are many, many more; their numbers are growing all the time. (See more in the *Federation PD20 Modern* sourcebook and the Borak in *Away Team Log*).

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 Modern*.



Prellarians

Prellarians are Associate Members of the Federation, renowned for their mastery of high-grav and null-grav technology. A squat humanoid species, they are at home in tunnels. Their powerful frames and technological inclinations



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Explore More Worlds! Discover More Species! Part of the Prime Directive Roleplaying Universe

Find out about the Brecon, four-armed humanoids who live in the Federation. There are also Deians, who are extremely beautiful. Prellarians are masters of high-grav and null-grav technologies.

The Klingon Empire has more species: Yitlians who are fierce warriors and Zoolies who are highly perceptive and sought out for Klingon commando teams.

The Andromedan Invaders have more background and enough information that the GM can construct robots to confound players.

The Inter-Stellar Concordium is described more fully along with the five member species for players to play or encounter.

The Seltorian Tribunal has but one goal: exterminate the Tholians! To that goal, there are five types of Seltorians, two of which are suitable for players.

Jindarians are at home on their asteroid caravans. And then there are the Vudar. They are located between the Hydrans and the Klingons, part of the Klingon Empire, yet they run their own navy.

The Carnivons and Paravians are different as in they have a distinct extinction date - unless they don't! The Paravians died when a sun snake destroyed their sun; the Carnivons, when the Kzintis and Lyrans carried out genocide. What are the odds that a small group escaped detection? (Hint: 100%)

Included for your convenience are unified weapons charts with all the weapons included in the core rulebook and three sourcebooks. If you can't remember where you spotted something, the complete index might help with that.



Compatible with modern roleplaying systems using 20-sided dice. Requires the use of the *Prime Directive PD20 Modern Core Rulebook*. To fully use the weapons, the sourcebooks are highly recommended.



ISBN No 978-1-58564-189-5 \$10.95

STOCK #8725

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