

Member Species of the United Federation of Planets



Galacta Hardcopy Edition

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*A fan-produced sourcebook for use with the Prime Directive Modern Roleplaying Game
by Amarillo Design Bureau.*

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Contents

Raamazarite	3
Alpha Centaurian	3
Andorian	4
Arcadian	4
Arcturian	5
Ariolo	5
Arkenite	6
Aurelian	6
Betazoid	7
Betelgeusean	7
Bzzit Khaht	8
Caitian	8
Cygnian	9
Deltan	9
Edoan	10
Efrosian	10
Human	11
Joridian	11
Kaferian	12
Kasheeta	12
Kazarite	13
K'mormian	13
Megarite	14
Phylosian	14

Rhaandarite	15
Saurian	15
Tellarite	16
Vulcan	16
Xelatian	17
Zaranite	17
Experience Point Chart	18
Source Material	19
Credits	20



Member Species of the United Federation of Planets is a Fan-produced supplement for use with *Prime Directive Modern Edition* by ADB.

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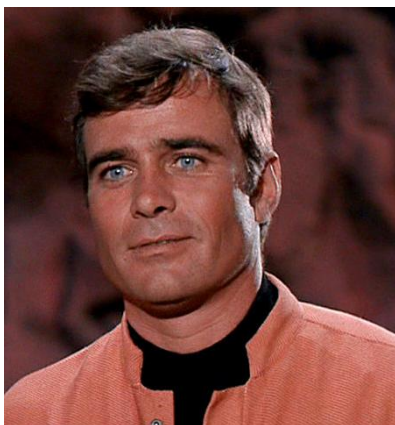
Species Traits

- -2 Constitution. Aamazarites are less hardy than Humans on average under most circumstances.
- Medium: As Medium creatures, Aamazarites have no special bonuses or penalties due to their size.
- +4 species bonus to Fortitude saves versus poisons and other ingested toxins.
- Biochemical Resin (Ex): Aamazarites secrete a biochemical resin that can be shaped into mundane objects. For example, Aamazarites frequently produce their own clothing and even furniture. The bulk of the resin comes from food or other fibrous material such as wood pulp that is specially digested in a secondary stomach. This material is treated internally with special enzymes and turns into a pliable resin suitable for shaping. Secreting the resin takes a full round action. If left to harden naturally, the resin will semi-harden in 10 minutes. The resin at this stage has a hardness of 2 with 5 hit points/1 inch of thickness. Within six hours, the resin fully cures and has a hardness of 5 with 10 hitpoints/1 inch of thickness. Aamazarites have developed a chemical treatment in the form of a spray that, when used on the resin, cures it to a hardness of 8 with 15 hit points/1 inch of thickness. There is also a spray which prevents hardness 2 material from curing to hardness 5. Aamazarites frequently employ molds and the special hardening spray to fabricate tools. *GM Notes: A full stomach of material can be secreted as resin in approximately 30 minutes. Assume that the final amount of resin produced is equal to the amount of material digested. A full stomach's worth of material is 2.3 liters. This will yield 144 cubic inches of material, or a 12 inch by 12 inch square one inch thick. For each secretion attempt beyond the first, an Aamazarite must succeed on a Fortitude save versus DC 15. The Difficulty Class increases by +4 for each additional attempt beyond the second. The Aamazarite species bonus to Fortitude saves does not apply in these cases.*
- Automatic Languages: Read/Write, Therbian; Speak, Therbian. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Medium.

Aamazarites



Alpha Centaurian



Species Traits

- Medium: As Medium creatures, Alpha Centaurians have no special bonuses or penalties due to their size.
- Alpha Centaurian base land speed is 30 feet.
- Human-like: Alpha Centaurians go through character creation just like Humans.
- Automatic Languages: Read/Write, Centaurian; Speak, Centaurian. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Fast.

Species Traits

- +2 Strength; -2 Charisma. Andorians are stronger on average than Humans, but are less charismatic.
- Medium: As Medium creatures, Andorians have no special bonuses or penalties due to their size.
- Andorian base land speed is 30 feet.
- +4 species bonus to Fortitude saves when dealing with cold and cold-based attacks.
- +4 species bonus to Listen checks. Andorian antennae are extremely sensitive to sound.
- Bonus Feat: Alertness.
- Danger Sense (Ex): 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 the 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.
- Automatic Languages: Read/Write, Andorian; Speak, Andorian. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Medium.

Andorian



Arcadian



Species Traits

- +2 Dexterity, +2 Intelligence; -2 Strength. Arcadians are more agile than Humans and are capable learners. Arcadians are not as strong as Humans.
- Medium: As Medium creatures, Arcadians have no special bonuses or penalties due to their size.
- Arcadian base land speed is 15 feet; base swim speed is 30 feet.
- Arcadians gain a +8 species bonus on any Swim check to perform some special action or avoid a hazard. They can move through water at their swim speed without making Swim checks. An Arcadian can always choose to take 10 on a Swim check, even if distracted or endangered. An Arcadian can use the run action while swimming, provided it swims in a straight line.
- Communal Consciousness, Arcadian (Psi-Like Ability): Arcadians gain a +1 species bonus on Intelligence-based skill checks and Intelligence-based ability checks when in the presence of one other Arcadian, up to a maximum of +4 for four other Arcadians (Range: 60 feet).
- Hold Breath (Ex): An Arcadian can hold its breath for a number of rounds equal to 4 x its Constitution score.
- Limited Photosynthesis (Ex): Arcadians can produce life-sustaining energy through photosynthesis. When carbon dioxide, water, and light are available, Arcadians can use photosynthesis to create carbohydrates for energy. Arcadians use this as a supplemental energy source, thereby reducing their daily energy requirement from ingested food by half. When photosynthesis cannot be used in this way, Arcadians have the same ingested food requirements as other humanoids. To benefit from the effects of limited photosynthesis, an Arcadian must be exposed to eight hours of artificial light or four hours of natural light per day.
- Low-Light Vision (Ex): Arcadians can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. They retain the ability to distinguish color and detail under these conditions.
- Automatic Languages: Read/Write, Arcadian; Speak, Arcadian. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Medium.

Species Traits

- +2 Strength, +2 Constitution; -2 Dexterity, -2 Wisdom, -2 Charisma. Arcturians are on average stronger and hardier than Humans. Their physiology, however, results in Arcturians being less agile and less charismatic. Due to their accelerated maturation, Arcturians have lower wisdom than average Humans.
- Medium: As Medium creatures, Arcturians have no special bonuses or penalties due to their size.
- Arcturian base land speed is 30 feet.
- +4 species bonus on Fortitude saves when dealing with poisons (ingested, topical or inhaled) and radiation. Arcturians are exceptionally hardy.
- +2 skill points at 1st level. Due to all Arcturians being genetically similar, standardized education has resulted in efficient teaching.
- Bonus Feat: Improved Natural Healing.
- Dull Senses: Arcturians lack the sensory range of Humans. Smell, taste, touch, hearing, and vision are all well below Human average. Arcturians receive a -2 species penalty on all Listen, Search, Sense Motive, and Spot skill checks. They also receive this penalty on all ranged attacks and Initiative checks.
- Regeneration, Arcturian (Ex): Arcturians can regenerate missing body parts over time (arms, legs, outer ear, etc.). The amount of time for complete regeneration depends on the body part being regenerated and should be determined by the GM, but generally would not exceed ten standard days for one limb.
- Tough Skin: Arcturian skin is tough, granting a damage reduction of 1/-.
- Automatic Languages: Read/Write, Arcturian; Speak, Arcturian. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Medium.

Arcturian



Ariolo



Species Traits

- +2 Strength, +2 Constitution; -4 Dexterity, -2 Charisma
- Large: As large creatures, Ariolo have a -1 penalty to attack and defense due to their size. They have a -4 species penalty to Hide checks.
- Ariolo base land speed is 60 feet.
- Bonus Feat: Run. Being quadrupeds, running comes naturally to Ariolo.
- Scent (Ex): Ariolo can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Ariolo can identify familiar odors just as Humans do familiar sights. Ariolo can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range. When a scent is detected, the exact location of the source is not revealed—only its presence somewhere within range. An Ariolo can take a move action to note the direction of the scent. Whenever an Ariolo comes within 5 feet of the source, it pinpoints the source's location.
- Low-Light Vision (Ex): Ariolo can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. They retain the ability to distinguish color and detail under these conditions.
- Automatic Languages: Read/Write, Ariolon; Speak, Ariolon. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Fast.

Species Traits

- +2 Dexterity; -2 Charisma. Arkenites are more agile than humans while in their native environment (see below). Certain engrained attitudes toward others make Arkenites less charismatic than Humans.
- Medium: As Medium creatures, Arkenites have no special bonuses or penalties due to their size.
- Arkenite base land speed is 30 feet.
- *Anlac'ven*: Arkenites suffer a -4 penalty to Dexterity when not on their homeworld of Arken II due to being so attuned to their own planet's magnetic field. To counteract this negative effect, Arkenites have developed the *Anlac'ven*. When this U-shaped device is worn over the head, it creates a tiny magnetic field that provides an Arkenite with a false sense of balance. As long as this device is worn, the -4 penalty to Dexterity is negated. The device is so sensitive that while worn it also grants an Arkenite a +2 bonus on Reflex saves, +2 bonus to Balance skill checks, and a +2 bonus on Navigate skill checks and Survival skill checks used to keep from getting lost.
- Blindsense (Ex): Using nonvisual senses based on specialized organs, an Arkenite notices things it cannot see. Arkenites usually do not need to make Spot or Listen checks to pinpoint the location of a creature within 60 feet, provided that it has line of effect to that creature. Any opponent an Arkenite cannot see still has total concealment (50% miss chance) against the Arkenite and the Arkenite still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of an Arkenite. An Arkenite is still denied its Dexterity bonus to Defense against attacks from creatures it cannot see.
- Nearsighted: Arkenite vision loses focus 25 feet away. Arkenites can read large text at long distance, and while they can still determine colors and distinct shapes, details are blurred.
- Social Grouping: To Arkenites, physiological differences between sentient species are meaningless. However, Arkenites as a race tend to mentally group together individuals with like social traits such as career, allegiance, social standing, etc. This grouping affects Arkenite social interactions with other species. An Arkenite suffers a -2 species penalty to all Diplomacy skill checks when dealing with a being that is not a member of its own group. Arkenites can mentally form more than one group and automatically consider members of the Federation as part of a large, extended group. However, this causes Arkenites to be extremely suspicious of non-Federation races. Arkenites receive a -4 species penalty to all Diplomacy skill checks when dealing with a non-Federation race.
- Automatic Languages: Read/Write, Arkenite; Speak, Arkenite. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Fast.

Arkenite



Aurelian



Species Traits

- Medium: As Medium creatures, Aurelians have no special bonuses or penalties due to their size.
- Aurelian base land speed is 30 feet.
- +2 species bonus to Climb and Spot checks. Aurelians have strong grips with both hands and feet, and their eyes are unusually keen.
- Gliding (Ex): In environments with suitable atmospheric density, an Aurelian can use its wings to glide, negating damage from a fall of any height and allowing 20 feet of forward travel for every 5 feet of descent. Aurelians glide at a speed of 40 feet (average maneuverability). Even if an Aurelian's maneuverability improves, it can't hover while gliding. An Aurelian can't glide while carrying a medium or heavy load. If an Aurelian becomes unconscious or helpless while in midair, its wings naturally unfurl and powerful ligaments stiffen the wings. The Aurelian descends in a tight corkscrew and takes only 1d6 points of falling damage, no matter what the actual distance of the fall.
- Flight (Ex): When an Aurelian reaches 5 Hit Dice, it becomes able to fly at a speed of 40 feet (average maneuverability). An Aurelian can't fly while carrying a medium or heavy load or while fatigued or exhausted. Aurelians can safely fly for a number of rounds equal to their Constitution modifier (minimum of 1 round). They can exert themselves to fly for up to twice as long, but they're fatigued at the end of the flight. Aurelians are likewise fatigued after spending a total of more than 10 minutes per day flying. Because Aurelians can glide before, after, and between rounds of actual flight, they can remain aloft for extended periods (even if they can only use flight for 1 round at a time without becoming fatigued). When an Aurelian reaches 10 Hit Dice, it has enough stamina and prowess to fly for longer periods. It can fly at a speed of 40 feet (average maneuverability), and flying requires no more exertion than walking or running. An Aurelian with flight can make a dive attack. A dive attack works like a charge, but the Aurelian must move a minimum of 30 feet and descend at least 10 feet. An Aurelian can make a dive attack only when wielding a piercing weapon; if the attack hits, it deals double damage. An Aurelian with flight can use the run action while flying, provided it flies in a straight line.
- Low-Light Vision (Ex): Ariolo can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. They retain the ability to distinguish color and detail under these conditions.
- Unerring Direction: Aurelians have an instinctive sense of which direction is north, even when they are underground or otherwise unable to see the sky or other visual cues. This ability only functions planet-side.
- Wing-Aided Movement: In environments with suitable atmospheric density, Aurelians can use their wings to help with movement even if they can't fly. The extra lift from their wings gives an Aurelian a +10 species bonus on Jump skill checks.
- Automatic Languages: Read/Write, Skorr; Speak, Skorr. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Medium.

Species Traits

- +2 Charisma. As a whole, Betazoids are a friendly and open species.
- Medium: As Medium creatures, Betazoids have no special bonuses or penalties due to their size.
- Betazoid base land speed is 30 feet.
- Bonus Skills: Empathy and Telepathy. Betazoids receive these skills as class skills regardless of whether they meet the prerequisites for the skills.
- Automatic Languages: Read/Write, Betazoid; Speak, Betazoid. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Medium.

Betazoid



Betelgeusian



Species Traits

- Medium: As Medium creatures, Betelgeusians have no special bonuses or penalties due to their size.
- Betelgeusian base land speed is 30 feet.
- +2 species bonus on Spot checks. Belegeusians are descended from avian predators and retain exceptional eyesight.
- Bonus Feat: Skill Focus. Betelgeusians as a whole tend to devote themselves to one particular professional path. Betelgeusians may choose one Craft, Knowledge, or Perform skill to benefit from this feat.
- Low-Light Vision (Ex): Betelgeusians can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. They retain the ability to distinguish color and detail under these conditions.
- Automatic Languages: Read/Write, Betelgeusean; Speak, Betelgeusean. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Fast.

Species Traits

- +2 Strength, +2 Constitution; -2 Dexterity, -2 Charisma. Bzzit Khaht are on average stronger and harder than Humans. Their physiology, however, results in Bzzit Khaht being less agile and less charismatic.
- Medium: As Medium creatures, Bzzit Khaht have no special bonuses or penalties due to their size.
- Bzzit Khaht base land speed is 30 feet; base swim speed is 15 feet.
- Bonus Feat: Alertness. Bzzit Khaht have exceptional hearing and olfactory senses.
- Amphibious: Bzzit Khaht can breathe air and water equally well. Bzzit Khaht gain a +8 species bonus on any Swim check to perform some special action or avoid a hazard. They can move through water at their swim speed without making Swim checks. Bzzit Khaht can always choose to take 10 on a Swim check, even if distracted or endangered. A Bzzit Khaht can use the run action while swimming, provided it swims in a straight line.
- Empathy, Bzzit Khaht (Psi-Like Ability): Bzzit Khaht gain a +2 species bonus on Diplomacy and Sense Motive checks when dealing with members of their own race.
- Low-Light Vision (Ex): Bzzit Khaht can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. They retain the ability to distinguish color and detail under these conditions.
- Dehydration: If a Bzzit Khaht does not soak its skin at least once a day for one hour in water other than salt or seawater, it suffers one point of Constitution damage each day until its skin is soaked. In an especially dry environment, the Bzzit Khaht may suffer this damage more often.
- Automatic Languages: Read/Write, Bzzit Khaht; Speak, Bzzit Khaht. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Fast.

Bzzit Khaht



Caitian



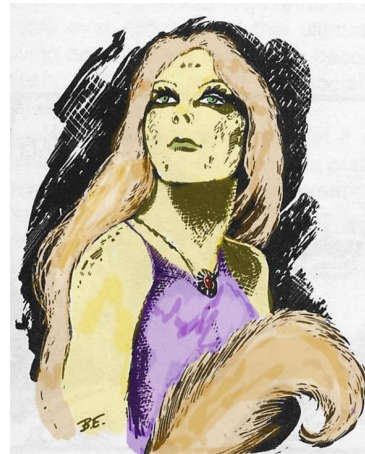
Species Traits

- +4 Dexterity, +2 Charisma. Caitians have remarkable agility and are more charismatic on average than Humans.
- Medium: As Medium creatures, Caitians have no special bonuses or penalties due to their size.
- Caitian base land speed is 40 feet.
- +2 species bonus on Listen and Move Silently skill checks.
- Bonus Feat: Alertness. Caitians have exceptional hearing and olfactory senses.
- Low-Light Vision (Ex): Caitians can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. They retain the ability to distinguish color and detail under these conditions.
- Automatic Languages: Read/Write, Caitian; Speak, Caitian. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Medium.

Species Traits

- +4 Strength, +2 Charisma. Cygnians are the second strongest member race in the Federation behind Vulcans. Cygnians are also exotic and alluring to most humanoids.
- Medium: As Medium creatures, Cygnians have no special bonuses or penalties due to their size.
- Cygnian base land speed is 30 feet.
- Bonus Feat: Gearhead. The natural technical inclination of Cygnans is a trait shared by the whole species.
- Technical Aptitude: Cygnians receive a +4 species bonus on Repair checks dealing with technological devices.
- Automatic Languages: Read/Write, Cygnian; Speak, Cygnian. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Medium.

Cygnian



Deltan



Species Traits

- +4 Charisma. The natural sensuality of Deltans is known throughout the Federation.
- Medium: As Medium creatures, Deltans have no special bonuses or penalties due to their size.
- Deltan base land speed is 30 feet.
- Deltan Talents: Regardless of class, a Deltan can choose from the following species specific talents anytime it can choose a new talent as long as it meets the prerequisites:
 - ◊ Control Pain: As a full-round action, Deltans can attempt to remove the dazed, stunned, or unconscious condition from a creature and heal 1 hit point of damage (Wisdom check vs. DC 12). A successful check removes the condition from the affected character. A Deltan cannot revive an unconscious character who is at -1 hit points or lower without first stabilizing the character. *Prerequisite:* Character level 1.
 - ◊ Mind Link, Deltan: Deltans may establish a psionic link with any mate. This link remains in effect until ended by either party. As a full round action, either party may transfer the emotions that he or she is experiencing to the other. Deltans receiving the emanations can actually identify people and events by the exact emotional reaction felt by the sender. The person receiving has no control over what is received and breaking the link requires a DC 15 Will save. The range of this ability is approximately 5,000 miles. *Prerequisite:* Character level 1.
 - ◊ Psionic Charm: Deltan charisma is the result of a latent psionic effect coupled with complex pheromonal cues. Deltans have the ability to channel this charisma to influence, and in some cases manipulate, others. By spending one action point during this full round action, a Deltan can attempt to make a humanoid creature regard it as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by the Deltan or its allies, it receives a +5 bonus to its Will save (Will save negates; see GM Notes below). The charm doesn't enable the Deltan to control the creature as if it were an automaton, but it perceives the Deltan's words and actions in the most favorable way. A Deltan can try to give the subject orders, but it must win an opposed Charisma check to convince the creature to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders. Any act by the Deltan or its apparent allies that threatens the affected creature breaks the effect. The Deltan must speak one of a creature's known languages to communicate commands, or else be good at pantomiming. This special ability is one that is forbidden by the Oath of Celibacy—required to be taken by Deltans serving in Star Fleet. *Prerequisite:* Character level 2. *GM Notes:* If the targeted creature rolls a natural 1 on its Will save, it becomes obsessed with the Deltan. This obsession may manifest as stalking, kidnapping, murder-suicide, or similar pathological disorders.
 - ◊ Terminus (Ex): Deltans can place themselves into a state that is impossible to distinguish from death, or they can appear to be in a coma or deep sleep. Although able to smell, hear, and know what is going on, the Deltan is blind and has no sense of touch or pain. The condition lasts for one hour per character level safely. However, for every 30 minutes that a Deltan exceeds the safe limit of the coma, sleep or deathlike state, it must make a DC 15 fortitude save. Each subsequent 30 minute extension increases the Difficulty Class by +4. *Prerequisite:* Character level 1.
- Automatic Languages: Read/Write, Deltan; Speak, Deltan. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Medium.

Species Traits

- +4 Dexterity, -2 Constitution. Edoans are very dexterous, but are less hardy than Humans.
- Medium: As Medium creatures, Edoans have no special bonuses or penalties due to their size.
- Edoan base land speed is 35 feet.
- +2 species bonus on Craft (mechanical), Craft (structural), and Craft (visual arts) checks. Edoans are renowned for their aptitude in these skills.
- Bonus Feat: Multidexterity.
- Automatic Languages: Read/Write, Edoan; Speak, Edoan. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Medium.

Edoan



Efrosian



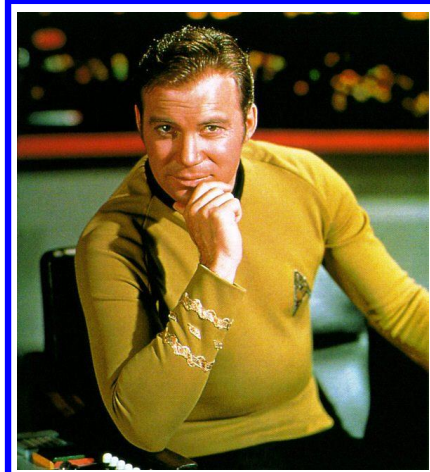
Species Traits

- +2 Strength. Efrosians are stronger on average than Humans.
- Medium: As Medium creatures, Efrosians have no special bonuses or penalties due to their size.
- Efrosian base land speed is 30 feet.
- +4 species bonus to Fortitude saves when dealing with cold and cold-based attacks.
- +4 species bonus to Navigate skill checks and Survival skill checks used to keep from getting lost. Efrosians have a highly developed sense of direction and can instinctively know correct courses.
- Bonus Skills: Navigate. Efrosians receive this as a class skill regardless of class.
- Intuitive Healing (Ex): Efrosians receive a +4 species bonus on all Treat Injury skill checks. In addition, Efrosians may attempt a Treat Injury skill check at a -4 circumstance penalty, effectively nullifying the species bonus, when without a medical kit when one is usually necessary (thus the base target Difficulty Class would be the ones indicated in the Treat Injury skill description in the *d20 Modern Core Rulebook*). This ability extends to surgery attempts using Treat Injury without a surgery kit, as long as an Efrosian has at least a medical kit.
- Automatic Languages: Read/Write, Efrosian; Speak, Efrosian. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Medium.

Species Traits

- Medium: As Medium creatures, Humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- Human: Humans go through character creation without modification.
- Automatic Languages: Read/Write, Terran; Speak, Terran. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Fast.

Human



Joridian



Species Traits

- +2 Wisdom, -2 Charisma. Joridian psionic abilities make Joridians more insightful on average than Humans. However, Joridians are reclusive as a whole and are not as well attuned socially to non-Joridians.
- Medium: As Medium creatures, Joridians have no special bonuses or penalties due to their size.
- Joridian base land speed is 30 feet.
- Bonus Feat: Non-Verbal Telepathy. Joridians receive this feat regardless of whether they meet the prerequisite for the feat.
- Bonus Skills: Empathy and Telepathy. Joridians receive these skills as class skills regardless of whether they meet the prerequisites for the skills.
- Mute: Joridians lack vocal chords and thus cannot speak verbally. They can, however, learn Speak Language for any language normally accessible to humanoids, albeit the speaking is done telepathically.
- Automatic Languages: Read/Write, Joridian; Speak, Joridian. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Fast if Mute trait is roleplayed fully by a PC, Medium if not.

Species Traits

- +2 Strength. Kaferians are stronger than Humans on average.
- Medium: As Medium creatures, Kaferians have no special bonuses or penalties due to their size.
- Kaferian base land speed is 40 feet.
- +4 species bonus to Fortitude saves against poisons. Kaferian physiology is very resistant to poisons that affect humanoids.
- Blindsense (Ex): Using nonvisual senses based on specialized organs, a Kaferian notices things it cannot see. Kaferians usually do not need to make Spot or Listen checks to pinpoint the location of a creature within 60 feet, provided that it has line of effect to that creature. Any opponent a Kaferian cannot see still has total concealment (50% miss chance) against the Kaferian and the Kaferian still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a Kaferian. A Kaferian is still denied its Dexterity bonus to Defense against attacks from creatures it cannot see.
- Chemoreception (Ex): Via pheromones, Kaferians can automatically identify members of their own colony at up to 2,000 feet away and gain a +4 species bonus to Renown checks to identify other Kaferians not members of their colony. Even if the individual is not recognized, the individual's colony will be recognized under normal circumstances as long as the Kaferian has had contact with a member of the other colony or otherwise been exposed to the other colony's pheromones (90% base chance). Kaferians automatically succeed on any Survival skill check used to track another Kaferian due to pheromonal clues left behind on stationary objects such as walls, bushes, or even bare ground unless attempts have been made to cover up or remove those clues. Kaferians can also signal danger to other Kaferians by emitting warning pheromones. Signaling danger is a free action. The pheromones travel at 150 feet each round and project outward in a radius centered on the Kaferian for up to 2,000 feet. Strong winds and adverse weather have little affect on the potent pheromones and often a Kaferian will leave pheromone markers on stationary objects. Pheromones in calm air linger for 1d4+1 hours and can last up to 2d4 days on objects.
- Compound Eyes: This feature of Kaferian anatomy gives Kaferians a +2 species bonus on Spot checks.
- Scent (Ex): Kaferians can detect approaching enemies, sniff out hidden foes, and track by sense of smell via their antennae. Kaferians can identify familiar odors just as Humans do familiar sights. Kaferians can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range. When a scent is detected, the exact location of the source is not revealed—only its presence somewhere within range. A Kaferian can take a move action to note the direction of the scent. Whenever a Kaferian comes within 5 feet of the source, it pinpoints the source's location.
- Automatic Languages: Read/Write, Kaferian; Speak, Kaferian. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Slow.

Kaferian



Kasheeta



Species Traits

- +2 Strength, +2 Constitution; -4 Dexterity. Kasheeta are stronger and harder than the average Human, but are much less dexterous.
- Medium: As Medium creatures, Kasheeta have no special bonuses or penalties due to their size.
- Kasheeta base land speed is 20 feet.
- Bonus feat: Toughness.
- Bonus skill points: Kasheeta receive 4 bonus skill points at first level and gain 1 additional skill point at each level beyond first.
- Low-Light Vision (Ex): Kasheeta can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. They retain the ability to distinguish color and detail under these conditions.
- Automatic Languages: Read/Write, Kasheetan; Speak, Kasheetan. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Fast

Species Traits

- +2 Constitution, +2 Wisdom; -2 Charisma. Kazarites are hardier and more reflective than the average Human, but are somewhat more introverted.
- Medium: As Medium creatures, Kazarites have no special bonuses or penalties due to their size.
- Kazarite base land speed is 30 feet.
- Bonus Feat: Animal Empathy. Kazarites have a natural rapport with animals.
- Bonus Skills: Handle Animal and Telekinesis. Kazarites receive these skills as class skills regardless of whether they meet the prerequisites for the skills.
- Psychoteleportation (Psi-Like Ability): Once per day as a full round action, a Kazarite can instantly teleport to a destination within its sight up to 300 feet away. The actual line of sight between the Kazarite and the spot targeted does not need to be clear of intervening objects. For example, a Kazarite could focus on an opening between two trees in a dense jungle and teleport safely. A Kazarite cannot teleport through solid walls, doors, or similar barriers it cannot see through, but it could teleport through transparent solid walls or doors. It could successfully teleport "through" a solid, opaque door, for example, if a crack or keyhole in that door allowed a clear spot to be targeted no more than 300 feet away. As long as the Kazarite can see a clear spot, it can teleport. The only exception to this is teleportation through force-fields or other similar containment fields: a Kazarite cannot teleport through force fields, deflector shields, or other similar energy fields. Attempting to do so ends the teleportation prematurely at a point directly next to the outermost edge of the shield or shield-like effect. A Kazarite can bring along objects, including other creatures, as long as their weight doesn't exceed the Kazarite's maximum load.
- Automatic Languages: Read/Write, Kazarite; Speak, Kazarite. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Slow.

Kazarite



K'normian



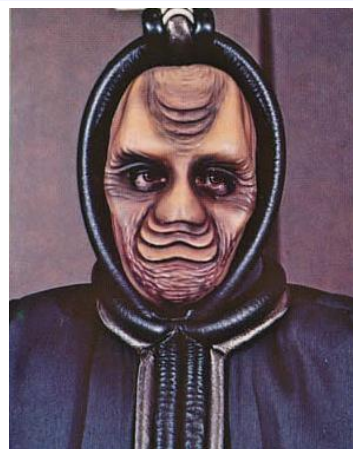
Species Traits

- +2 Intelligence; -2 Constitution.
- Medium: As Medium creatures, K'normians have no special bonuses or penalties due to their size.
- K'normian base land speed is 30 feet.
- +4 species bonus to Navigate skill checks; +4 species bonus on Knowledge (physical science) skill checks involving temporal mechanics, time, or space. K'normians have a highly developed sense of space-time and how it interacts within the universe.
- Limited Telepathy (Ex): K'normians gain Telepathy as a class skill, but the skill can only be used with other K'normians. The range of this special form of Telepathy is not limited to line of sight- K'normian telepathy transcends normal space-time. As a full round action, a K'normian can communicate with another K'normian at an astounding distance of up to 50 light years.
- Automatic Languages: Read/Write, K'normian; Speak, K'normian. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Fast.

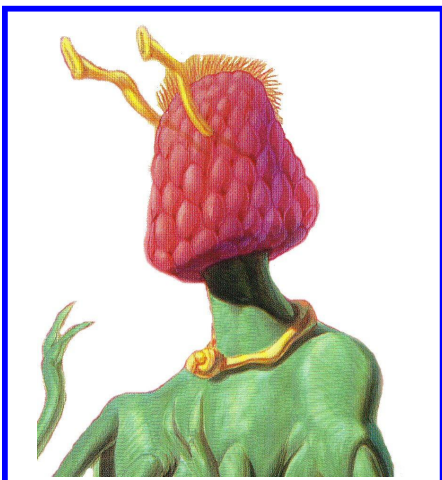
Species Traits

- Medium: As Medium creatures, Megarites have no special bonuses or penalties due to their size.
- Megarite base land speed is 20 feet; base swim speed is 30 feet.
- Megarites gain a +8 species bonus on any Swim check to perform some special action or avoid a hazard. They can move through water at their swim speed without making Swim checks. A Megarite can always choose to take 10 on a Swim check, even if distracted or endangered. A Megarite can use the run action while swimming, provided it swims in a straight line.
- Low-Light Vision (Ex): A Megarite can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. They retain the ability to distinguish color and detail under these conditions.
- Temporary Acclimation: Megarites are aquatic humanoids. However, Federation science has developed an injection that allows Megarites to breathe a normal oxygen/nitrogen atmosphere for about a week. Megarites under the influence of the injection suffer no penalties for not being in water. However, if a Megarite does not submerge itself in water for at least 24 hours at the end of the one week period, it suffers 1 point of Constitution damage every 2 hours until it submerges itself in water or dies (another, back-to-back injection will not suffice).
- Automatic Languages: Read/Write, Megaran; Speak, Megaran. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Fast.

Megarite



Phylosian



Species Traits

- +2 Intelligence, +2 Wisdom; -2 Dexterity, -2 Constitution. Phylosians are an intelligent and wise species, but are less agile and less hardy than Humans.
- Medium: As Medium creatures, Phylosians have no special bonuses or penalties due to their size.
- Phylosian base land speed is 25 feet.
- Low-Light Vision (Ex): A Phylosian can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. They retain the ability to distinguish color and detail under these conditions.
- Photosynthesis (Ex): Phylosians can produce life-sustaining energy through photosynthesis. When carbon dioxide, water, and light are available, Phylosians can use photosynthesis to create carbohydrates for energy. Exposure to 4 hours of normal artificial lighting will generate enough energy through photosynthesis to provide the daily energy needs of a Phylosian. Exposure to natural light reduces the time requirement by 2 hours.
- Plant Traits: Phylosians have the following traits:
 - ◊ Immunity to all mind-affecting effects, including psionics.
 - ◊ Immunity to poison, sleep effects, paralysis, polymorph and stunning.
 - ◊ Not subject to critical hits.
 - ◊ Do not require sleep, but do breathe and "eat". Phylosians need small quantities of carbon dioxide for photosynthesis (see above). Phylosians "eat" by absorbing and metabolizing nutrients and water from soils by forming root shoots from their tendrils. Phylosians only need to "eat" in this matter once per week for approximately one hour.
- Automatic Languages: Read/Write, Phylosian; Speak, Phylosian. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Slow.

Species Traits

- +2 Charisma; -2 Wisdom. Most species find Rhaandarites very amicable, but Rhaandarites mature at a slower pace than most humanoids.
- Medium: As Medium creatures, Rhaandarites have no special bonuses or penalties due to their size.
- Rhaandarite base land speed is 30 feet.
- Bonus Feat: Gregarious.
- Long-lived: Rhaandarites mature much slower than most humanoids, reaching young adulthood at around 85 years and living up to 200 years. As a result, they receive 20 extra skill points at first level to reflect life experiences before adventuring, if the Rhaandarite's starting age is 85 or higher. These extra skill points must be spent to round out a Rhaandarite's background and must be spent with the GM's approval (Craft, Knowledge, and Perform skills being well suited for consideration). Rank maximums for class and cross-class skills must be followed (choose the character's class before allotting these extra points).
- Automatic Languages: Read/Write, Rhaandarite; Speak, Rhaandarite. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Medium.

Rhaandarite



Saurian



Species Traits

- +2 Strength, +2 Constitution. Saurians are stronger and harder than Humans.
- Medium: As Medium creatures, Saurians have no special bonuses or penalties due to their size.
- Saurian base land speed is 30 feet.
- +2 species bonus to Fortitude saves. With a cardiovascular system containing four hearts, Saurians are extremely hardy.
- Immunities (Ex): Saurians can breathe several different types of gases that would be instantly fatal to most humanoids. This makes them extremely useful on exploratory missions and landing parties. Saurians can survive the atmospheric composition of Class C, E, F, G, H, K, L, M, N, and O worlds under most circumstances (*Prime Directive Modern Edition*, page 138).
- Low-Light Vision (Ex): A Saurian can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. They retain the ability to distinguish color and detail under these conditions.
- Automatic Languages: Read/Write, Saurian; Speak, Saurian. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Medium.

Species Traits

- +2 Strength; +2 Constitution; -2 Charisma.
- Medium: As Medium creatures, Tellarites have no special bonuses or penalties due to their size.
- Tellarite base land speed is 25 feet.
- Tellarites gain a +4 species bonus on Will saves when faced with situations that would normally frighten others.
- Tellarites receive a +2 species bonus to Repair skill checks.
- Furred Hide: The tough, furred skin of Tellarites grant a damage reduction of 1/-.
- Automatic Languages: Read/Write, Tellarite; Speak, Tellarite. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Medium.

Tellarite



Vulcan



Species Traits

- +4 Strength, +2 Intelligence.
- Medium: As Medium creatures, Vulcans have no special bonuses or penalties due to their size.
- Vulcan base land speed is 30 feet.
- +4 species bonus to Fortitude saves when dealing with heat and heat-based attacks. +4 species bonus to Will saves when faced with any fear checks or modifiers.
- +2 species bonus on Mind Meld, Listen, Knowledge (all), and Computer Use skill checks.
- Bonus Feats: Improved Natural Healing, Nerve Pinch and Psionic Talent. In addition, at any time a Vulcan character is capable of learning a new feat, it may chose from Archaic Weapons Proficiency and Photographic Memory regardless of the prerequisites required. This feat replaces the feat it would normally be able to gain for the level.
- Logical (Ex): Vulcans cannot be fazed and are allowed to take 10 on skill checks while under fire.
- Truthful: Vulcans are known for always telling the truth; it is against their culture to lie for any reason. It is possible for a Vulcan to overcome this with a Will roll, but it must beat a DC 22.
- Automatic Languages: Read/Write, Vulcan; Speak, Vulcan. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Slow.

Species Traits

- +0 Strength, +2 Dexterity, +0 Constitution, +2 Intelligence, +2 Wisdom*. These adjustments reflect a Xelatian in its natural water medium.
- Medium: As Medium creatures, Xelatians have no special bonuses or penalties due to their size.
- Xelatian base land speed is 25 feet**; base swim speed is 60 feet.
- Xelatians gain a +8 species bonus on any Swim check to perform some special action or avoid a hazard. They can move through water at their swim speed without making Swim checks. A Xelatian can always choose to take 10 on a Swim check, even if distracted or endangered. An Arcadian can use the run action while swimming, provided it swims in a straight line.
- Communal Consciousness, Xelatian (Psi-Like Ability): Xelatians gain Empathy as a class skill. However, its use only applies to other Xelatians. The range of this special form of Empathy is not limited to line of sight; its range extends for approximately five miles.
- Improved Grab (Ex): To use this ability, a Xelatian must hit an opponent of any size with its tentacles. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the Xelatian establishes a hold and can conduct an attack, move, or full round action. This ability can only be used in a Xelatian's natural water environment, free of its anti-gravity harness.
- Jet (Ex): A Xelatian can jet backward once per round in water as a full round action at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.
- Low-Light Vision (Ex): Arcadians can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. They retain the ability to distinguish color and detail under these conditions.
- Water Breather: Xelatians are aquatic and must have water to process oxygen. Xelatian anti-gravity harnesses provide recirculated, specially treated water for respiratory purposes. However, a Xelatian must immerse itself in sea water for one hour for every seven hours it is in the anti-gravity harness. A Xelatian suffers one point of Constitution damage for each hour after the seventh it goes without sea water emersion. In an especially dry environment, the Bzzit Khaht may suffer this damage more often. Xelatians exposed to air without water to process oxygen begin to suffocate immediately.
- Automatic Languages: Read/Write, Xelatian; Speak, Xelatian. Bonus Languages: Read/Write, Galacta. Xelatians must train (spend 1 skill point) to learn Speak, Galacta.
- Level Advancement: Fast.

*Ability modifiers reflect a Xelatian in a water medium. Xelatians in an anti-gravity harness have the following adjustments (subtract from the modifiers above): -2 Strength, -4 Dexterity, -2 Constitution.

**With anti-gravity harness. A Xelatian not in an anti-gravity harness, yet on dry land, has a base land speed of 5 feet.

Xelatian



Zaranite



Species Traits

- +2 Strength; -2 Charisma. Zaranites are stronger on average than Humans, but are an introverted species.
- Medium: As Medium creatures, Zaranites have no special bonuses or penalties due to their size.
- Zaranite base land speed is 30 feet.
- Bonus Feat: Any.
- Bonus Skill Points: Zaranities receive 4 bonus skill points at first level and gain 1 additional skill point at each level beyond first.
- Fluorine Breather: Zaranites require small amounts of fluorine as a supplemental gas to their respiratory processes. As a result, a Zaranite wears an environmental mask on its face which is connected to a small, discrete tank of fluorine worn on its back. A typical tank as described above will provide sufficient fluorine for three days of continuous use. If a Zaranite is deprived of its supplemental fluorine, it suffers one point of Constitution damage every 12 hours.

Through Federation science, some Zaranites have elected to surgically alter their physiology to remove their requirement for fluorine. A Zaranite that goes through this surgery no longer requires supplemental fluorine to live. However, this procedure is very controversial within Zaranite culture. A Zaranite that has had this procedure done receives a -4 circumstance penalty to Diplomacy skill checks when dealing with Zaranites who have not undergone this procedure.

- Automatic Languages: Read/Write, Zaranite; Speak, Zaranite. Bonus Languages: Read/Write, Galacta; Speak, Galacta.
- Level Advancement: Fast.



Experience Point Level Progression Chart

Character Level	<i>Slow</i>	<i>Medium</i>	<i>Fast</i>
1st	0	0	0
2nd	3,000	2,000	1,300
3rd	7,500	5,000	3,300
4th	14,000	9,000	6,000
5th	23,000	15,000	10,000
6th	35,000	23,000	15,000
7th	53,000	35,000	23,000
8th	77,000	51,000	34,000
9th	115,000	75,000	50,000
10th	160,000	105,000	71,000
11th	235,000	155,000	105,000
12th	330,000	220,000	145,000
13th	475,000	315,000	210,000
14th	665,000	445,000	295,000
15th	955,000	635,000	425,000
16th	1,350,000	890,000	600,000
17th	1,900,000	1,300,000	850,000
18th	2,700,000	1,800,000	1,200,000
19th	3,850,000	2,500,000	1,700,000
20th	5,350,000	3,600,000	2,400,000



Source Material

Below are sources for each species in which roleplaying material ("fluff") can be found. The first listing in the entry is the original source of the species.

Aaamazarite: *Star Trek: The Motion Picture, The Making of Star Trek: The Motion Picture.*

Alpha Centaurian: *Star Trek, Star Trek IV: The Voyage Home, Star Trek IV: The Voyage Home Sourcebook Update* by FASA, *Prime Directive Core Rulebook Modern Edition* by ADB, *Star Trek Roleplaying Game* by Last Unicorn Games, *Planets of the UFP: A Guide to Federation Worlds* by Last Unicorn Games, *The Andorians: Among the Clans* by Last Unicorn Games, *Star Trek Roleplaying Game: Starfleet Operations Manual* by Decipher, *Star Trek Roleplaying Game: Worlds* by Decipher (pdf), *Worlds of the Federation* by Shane Johnson.

Andorian: *Star Trek, Star Trek IV: The Voyage Home Sourcebook Update* by FASA, *Prime Directive Core Rulebook Modern Edition* by ADB, *Star Trek Roleplaying Game* by Last Unicorn Games, *Planets of the UFP: A Guide to Federation Worlds* by Last Unicorn Games, *The Andorians: Among the Clans* by Last Unicorn Games, *Star Trek Roleplaying Game Aliens* by Decipher, *Star Trek Roleplaying Game: Worlds* by Decipher (pdf), *Worlds of the Federation* by Shane Johnson.

Arcadian: *Star Trek IV: The Voyage Home, Star Trek IV: The Voyage Home Sourcebook Update* by FASA.

Arcturian: *Star Trek: The Motion Picture, The Making of Star Trek: The Motion Picture.*

Ariolo: *Star Trek IV: The Voyage Home, Star Trek IV: The Voyage Home Sourcebook Update* by FASA.

Arkenite: *Star Trek IV: The Voyage Home, Star Trek IV: The Voyage Home Sourcebook Update* by FASA.

Aurelian: (aka Skorr) *Star Trek: The Animated Series, Star Trek Concordance* by Bjo Trimble, *Worlds of the Federation* by Shane Johnson.

Betazoid: *Star Trek: The Next Generation, Star Trek: The Next Generation Roleplaying Game Core Rulebook* by Last Unicorn Games, *Planets of the UFP: A Guide to Federation Worlds* by Last Unicorn Games, *Star Trek Roleplaying Game Player's Guide* by Decipher, *Star Trek Roleplaying Game: Worlds* by Decipher (pdf).

Betelgeusean: *Star Trek: The Motion Picture, The Making of Star Trek: The Motion Picture, Star Trek: The Next Generation Roleplaying Game Player's Guide* by Last Unicorn Games, *Star Trek Roleplaying Game: Aliens* by Decipher.

Bzzit Khaht: *Star Trek IV: The Voyage Home, Star Trek IV: The Voyage Home Sourcebook* by FASA.

Caitian: *Star Trek: The Animated Series, Star Trek IV: The Voyage Home, Star Trek IV: The Voyage Home Sourcebook Update* by FASA, *Star Trek Roleplaying Game: Starfleet Operations Manual* by Decipher (as Regulans).

Cygnian: *Star Trek, The Federation* by FASA, *Prime Directive Core Rulebook Modern Edition* by ADB.

Deltan: *Star Trek: The Motion Picture, Star Trek IV: The Voyage Home Sourcebook Update* by FASA, *Star Trek Roleplaying Game: Aliens* by Decipher, *Star Trek Roleplaying Game: Starfleet Operations Manual* by Decipher.

Edoan: *Star Trek: The Animated Series, Star Trek IV: The Voyage Home Sourcebook Update* by FASA.

Efrosian: *Star Trek IV: The Voyage Home, Star Trek IV: The Voyage Home Sourcebook Update* by FASA, *Star Trek Roleplaying Game: Aliens* by Decipher (as Atreionids).

Human: multiple sources

Jordian: *The Federation* by FASA.

Kaferian: *Star Trek, The Federation* by FASA, *Worlds of the Federation* by Shane Johnson.

Kasheeta: *Star Trek IV: The Voyage Home, Star Trek IV: The Voyage Home Sourcebook Update* by FASA.

Kazarite: *Star Trek: The Motion Picture, The Making of Star Trek: The Motion Picture.*

K'normian: *Star Trek: The Motion Picture, The Making of Star Trek: The Motion Picture.*

Megarite: *Star Trek: The Motion Picture, The Making of Star Trek: The Motion Picture.*

Phylosian: *Star Trek: The Animated Series, Worlds of the Federation* by Shane Johnson.

Rhaandarite: *Star Trek: The Motion Picture, The Making of Star Trek: The Motion Picture.*

Saurian: *Star Trek: The Motion Picture, The Making of Star Trek: The Motion Picture, Worlds of the Federation* by Shane Johnson.

Tellarite: *Star Trek, Star Trek IV: The Voyage Home Sourcebook Update* by FASA, *Prime Directive Modern Edition* by ADB, *Star Trek Roleplaying Game Core Rulebook* by Last Unicorn Games, *Planets of the UFP: A Guide to Federation Worlds* by Last Unicorn Games, *Star Trek Roleplaying Game Player's Guide* by Decipher, *Star Trek Roleplaying Game: Worlds* by Decipher (pdf), *Worlds of the Federation* by Shane Johnson.

Vulcan: *Star Trek, Star Trek IV: The Voyage Home Sourcebook Update* by FASA, *Prime Directive Modern Edition* by ADB, *Star Trek Roleplaying Game Core Rulebook* by Last Unicorn Games, *Planets of the UFP: A Guide to Federation Worlds* by Last Unicorn Games, *The Way of Kolinahr: The Vulcans* by Last Unicorn Games, *Star Trek Roleplaying Game Player's Guide* by Decipher, *Star Trek Roleplaying Game: Worlds* by Decipher (pdf), *Worlds of the Federation* by Shane Johnson.

Xelatian: *Star Trek IV: The Voyage Home, Star Trek IV: The Voyage Home Sourcebook Update* by FASA.

Zaranite: *Star Trek IV: The Voyage Home, Star Trek: V: The Final Frontier* (no mask), *Star Trek IV: The Voyage Home Sourcebook Update* by FASA.

Credits

Images:

UFP banner by Kristian Trigwell; retrieved from <http://www.st-minutiae.com/academy/anthropology114A> on December 12, 2008.

Aurelian by Larry Dixon; retrieved from http://www.startrekanimated.com/tas_art.html on December 12, 2008.

Cygnian, Edoan, Joridian and Kaferian by Bob Eggleton; scanned from *The Federation* by FASA Corporation; colorized by Lee A. Wood.

Phylosian by Don Ivan Punchatz; scanned from *The Worlds of the Federation* by Shane Johnson.

Other images courtesy of Paramount Pictures Corporation; retrieved from various sites across the internet.

Game Data:

Alpha Centaurian, Andorian, Human, Tellarite, and Vulcan adapted from *Prime Directive Modern Edition* by ADB; compiled by Jonathan M. Thompson. Additional game data from *Prime Directive Modern Edition*.

Bzzit Khaht, Xelatian, and general inspiration adapted from "Star Trek Races" by Daniel J. Bishop; retrieved from <http://www.enworld.org/forum/general-rpg-rules-discussion/171535-star-trek-races.html> on December 12, 2008. A must view!

Experience Point Chart from *Pathfinder Alpha 3 Playtest* by Paizo (<http://paizo.com/pathfinderRPG>). Thanks to Jonathan M. Thompson for the idea.

Original game data compilation and text by Lee A. Wood.

Works Consulted:

Amarillo Design Bureau-

Prime Directive Modern Core Rulebook

Decipher-

Star Trek Roleplaying Game: Aliens

Star Trek Roleplaying Game: Player's Guide

FASA Corporation-

Star Trek IV: The Voyage Home Sourcebook Update

The Federation

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Star Trek: The Next Generation Roleplaying Game Player's Guide

Wizards of the Coast-

D20 Modern Core Rulebook

D20 Modern Future

D20 Modern Menace Manual

Dungeons and Dragons Expanded Psionics Handbook

Dungeons and Dragons Dungeon Master's Guide, 3.5 edition

Dungeons and Dragons Player's Handbook, 3.5 edition

Dungeons and Dragons Monster Manual, 3.5 edition

Races of the Wild

Stormwrack

Independent-

Star Trek Roleplaying Game: Alien Compendium by Scott Rhymer and Daniel Potterl, retrieved from <http://strpg.patrickgoodman.org> on December 12, 2008. Another must view!

D & D Wiki- www.dandwiki.com

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