

Tricoder, Standard



Weight: 1 pound

Size: Small

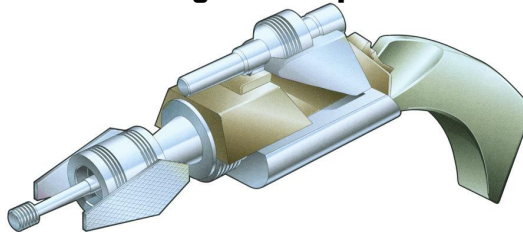
Purchase DC: 23

Restriction: License (+1)

Properties:

- ◊ Supercomputer processing & data storage.
- ◊ Networking capabilities.
- ◊ Scan biosigns @ 300 feet.
- ◊ Scan physical objects @ 1,500 feet.
- ◊ Detect energy emissions @ 10 miles.

Klingon Disruptor



Weight: 2 pounds

Damage: 2d20 x2

Critical: 20

Damage Type: Fire

Range Increment: 60 ft.

Rate of Fire: Semi-automatic

Magazine: 25 (internal)

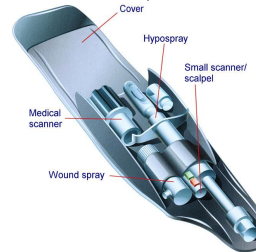
Size: Medium

Purchase DC: 20

Restriction: License (+1)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency feat.

Medical Kit, Standard



Weight: 5 pounds

Size: Medium

Purchase DC: 15

Restriction: License (+1)

Properties:

- ◊ Acts as a first aid kit and medical kit for the purposes of the Treat Injury skill.
- ◊ Grants a +2 equipment bonus on Treat Injury checks.
- ◊ Negates the -4 penalty to some Treat Injury checks performed without a kit (see p. 117-First Aid Kit & p. 118- Medical Kit in *d20 Modern Core Rulebook*.)

Equipment:

- ◊ Field Reader Tube
- ◊ Hypospray
- ◊ Laser Scalpel [one 00-2 gauge]
- ◊ Medical Scanner, Type 2
- ◊ Protoplaser, Type 1 and 2
- ◊ Spray Dressing, Large

Drugs:

- ◊ 6 doses each of heavy, medium and light sedatives.
- ◊ 6 doses each of heavy, medium and light stimulants.
- ◊ 6 doses of Coreadrenaline.
- ◊ 6 doses of Neural Paralyzer.
- ◊ 6 doses of tranquilizer.
- ◊ 12 doses of Tri-Ox Compound.
- ◊ 12 doses of Broad-Spectrum Antibiotics (Sterilite).
- ◊ 12 doses of Broad-Spectrum Antitoxin (Dylovene).

Tricoder, Standard Klingon



Weight: 1 pound

Size: Small

Purchase DC: 25

Restriction: License (+1)

Properties:

- ◊ Supercomputer processing & data storage.
- ◊ Networking capabilities.
- ◊ Scan biosigns @ 300 feet.
- ◊ Scan physical objects @ 1,500 feet.
- ◊ Detect energy emissions @ 10 miles.

Phaser 1



Weight: 0.5 pounds

Damage:

| Damage Setting | Damage | Critical | Type | Energy/Shot |
|----------------|--------------|----------|------|-------------|
| Stun-1 | 1/Fort DC 15 | 20 | Fire | 1 |
| Kill-1 | 2d6 | 20 | Fire | 2 |

Range Increment: 10 ft.

Rate of Fire: Semi-automatic

Magazine: 100 (box)

Size: Small

Purchase DC: 20

Restriction: Military (+3)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency.

Stunner



Weight: 0.5 pounds

Damage:

| Damage Setting | Damage | Critical | Type | Energy/Shot |
|----------------|--------------|----------|------|-------------|
| Stun-1 | 1/Fort DC 15 | 20 | Fire | 1 |
| Stun-2 | 2/Fort DC 18 | 20 | Fire | 2 |
| Stun-3 | 3/Fort DC 20 | 20 | Fire | 3 |

Range Increment: 10 ft.

Rate of Fire: Semi-automatic

Magazine: 100 (box)

Size: Small

Purchase DC: 16

Restriction: License (+1)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency.

Communicator, Klingon



Weight: 1/16 pound

Size: Tiny

Purchase DC: 12

Properties:

- ◊ 500 mile surface range (without relay or signal boost systems)
- ◊ Surface-to-orbit range.
- ◊ Encryption protocols
- ◊ Wide-band transmission

Communicator, Federation



Weight: 1/16 pound

Size: Tiny

Purchase DC: 10

Properties:

- ◊ 500 mile surface range (without relay or signal boost systems)
- ◊ Surface-to-orbit range.
- ◊ Encryption protocols
- ◊ Wide-band transmission

PADD



Weight: 1/16 pound

Size: Small

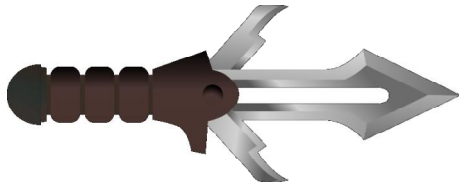
Purchase DC: 13

Restriction: License (+1)

Properties:

- ◊ Built-in data processing and storage capabilities.
- ◊ Networking capabilities.
- ◊ Interfacing capabilities.

D'k tahg



Weight: 1/16 pound

Damage: 1d4 + STR bonus

Critical: 19-20

Damage Type: Piercing

Range Increment: 10 ft.

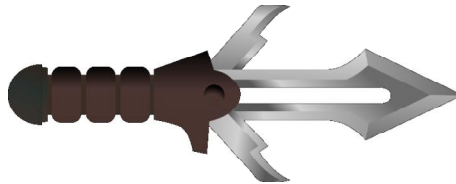
Size: Small

Purchase DC: 9

Restriction: -

Notes: -4 penalty To-Hit without the Simple Weapons Proficiency feat.

D'k tahg



Weight: 1/16 pound

Damage: 1d4 + STR bonus

Critical: 19-20

Damage Type: Piercing

Range Increment: 10 ft.

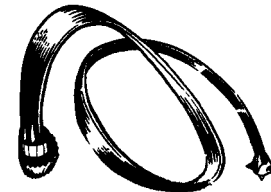
Size: Small

Purchase DC: 9

Restriction: -

Notes: -4 penalty To-Hit without the Simple Weapons Proficiency feat.

Ahn Woon



Weight: 2.5 pounds

Damage: 1d3 + STR bonus

Critical: 20

Damage Type: Slashing/Bludgeoning

Range Increment: 10 ft. (max)

Size: Small

Purchase DC: 6

Restriction: -

Notes:

- ◊ -4 penalty To-Hit without the Exotic Melee Weapon Proficiency feat.
- ◊ Trip attack attempt with successful ranged touch attack.
- ◊ +2 bonus on opposed attack roll during disarm attempt.
- ◊ See pg. 103, *d20 Modern Core Rulebook*.

Laser Pistol, Service



Weight: 3.0 pounds

Damage:

| Damage Setting | Damage | Critical | Type | Energy/ Shot |
|----------------|--------|----------|------|--------------|
| Level 1 | 1d8 | 20 | Fire | 1 |
| Level 2 | 2d8 | 20 | Fire | 2 |
| Level 3 | 3d8 | 20 | Fire | 3 |

Range Increment: 40 ft.

Rate of Fire: Single Shot

Magazine: 50 (box)

Size: Medium

Purchase DC: 18

Restriction: License (+2)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency feat.

Phaser II



Weight: 1.0 pounds

Damage:

| Damage Setting | Damage | Critical | Type | Energy/ Shot |
|----------------|---------|----------|--------|--------------|
| Stun-1 | 1/Fort | 20 | Fire | 1 |
| Stun-2 | 2/Fort | 20 | Fire | 2 |
| Kill-2 | 4d6+1 | 20 | Fire | 4 |
| Disint.-1 | 3d20 x2 | 20 | Energy | 10 |

Range Increment: 50 ft.

Rate of Fire: Single Shot

Magazine: 100 (box)

Size: Medium

Purchase DC: 22

Restriction: Military (+3)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency feat.

Needler



Weight: 2.0 pounds

Damage: 2d4

Critical: 20

Damage Type: Piercing

Range Increment: 40 ft.

Rate of Fire: Automatic

Magazine: 80 (box)

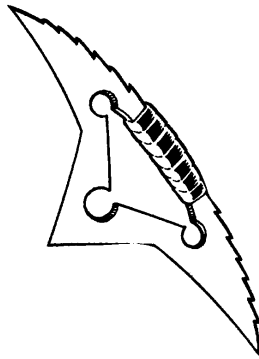
Size: Medium

Purchase DC: 11

Restriction: License (+1)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency feat; -4 To-Hit without the Advanced Firearms Proficiency feat.

Chaka



Weight: 4 pounds

Damage: 1d6 + Strength Bonus

Critical: 19-20

Damage Type: Piercing/Slashing

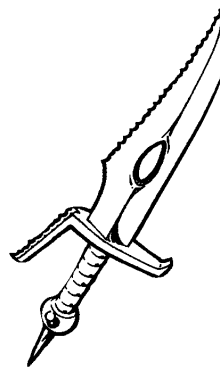
Purchase DC: 12

Restriction: -

Size: Medium

Notes: -4 penalty To-Hit without Exotic Melee Weapon Proficiency feat.

Dosainar, One-Handed



Weight: 6 pounds

Damage: 1d6+1 + Strength Bonus

Critical: 19-20

Damage Type: Slashing

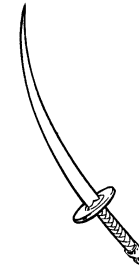
Purchase DC: 12

Restriction: -

Size: Medium

Notes: -4 penalty To-Hit without Exotic Melee Weapon Proficiency feat.

Hrisal



Weight: 1 pounds

Damage: 1d4 + Strength Bonus

Critical: 18-20

Damage Type: Piercing/Slashing

Purchase DC: 7

Restriction: -

Size: Small

Notes: -4 penalty To-Hit without Exotic Melee Weapon Proficiency feat.

Tricoder, Science



Weight: 1 pound

Size: Small

Purchase DC: 25

Restriction: License (+1)

Properties:

- ◊ Supercomputer processing & data storage.
- ◊ Networking capabilities.
- ◊ Scan biosigns @ 300 feet.
- ◊ Scan physical objects @ 1,500 feet.
- ◊ Detect energy emissions @ 10 miles.
- ◊ +4 to any Knowledge (earth and life sciences, physical sciences) skill checks

Tricoder, Medical



Weight: 1 pound

Size: Small

Purchase DC: 26

Restriction: License (+1)

Properties:

- ◊ Supercomputer processing & data storage.
- ◊ Networking capabilities.
- ◊ Scan biosigns @ 300 feet.
- ◊ Scan physical objects @ 600 feet.
- ◊ Detect energy emissions @ two miles.
- ◊ +4 equipment bonus to all medical-related skill checks and a +4 equipment bonus to Treat Injury skill checks.
- ◊ Emergency surgical kit in a lower panel.

Tricoder, Engineering



Weight: 1 pound

Size: Small

Purchase DC: 25

Restriction: License (+1)

Properties:

- ◊ Supercomputer processing & data storage.
- ◊ Networking capabilities.
- ◊ Scan biosigns @ 60 feet.
- ◊ Scan physical objects @ 1,500 feet.
- ◊ Detect energy emissions @ 10 miles.
- ◊ +4 Equipment bonus to all Repair skill checks.

Laser Pistol, Service



Weight: 3.0 pounds

Damage:

| Damage Setting | Damage | Critical | Type | Energy/Shot |
|----------------|--------|----------|------|-------------|
| Level 1 | 1d8 | 20 | Fire | 1 |
| Level 2 | 2d8 | 20 | Fire | 2 |
| Level 3 | 3d8 | 20 | Fire | 3 |

Range Increment: 40 ft.

Rate of Fire: Single Shot

Magazine: 50 (box)

Size: Medium

Purchase DC: 18

Restriction: Restricted (+2)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency feat.

Needler Rifle



Weight: 10.0 pounds

Damage: 2d6

Critical: 20

Damage Type: Piercing

Range Increment: 100 ft.

Rate of Fire: Automatic

Magazine: 200 (box)

Size: Large

Purchase DC: 14

Restriction: Restricted (+2)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency feat; -4 To-Hit without the Advanced Firearms Proficiency feat.

Needler Pistol



Weight: 2.0 pounds

Damage: 2d4

Critical: 20

Damage Type: Piercing

Range Increment: 40 ft.

Rate of Fire: Automatic

Magazine: 80 (box)

Size: Medium

Purchase DC: 11

Restriction: Restricted (+2)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency feat; -4 To-Hit without the Advanced Firearms Proficiency feat.

Phaser 1



Weight: 0.5 pounds

Damage:

| Damage Setting | Damage | Critical | Type | Energy/Shot |
|----------------|--------------|----------|------|-------------|
| Stun-1 | 1/Fort DC 15 | 20 | Fire | 1 |
| Kill-1 | 2d6 | 20 | Fire | 2 |

Range Increment: 10 ft.

Rate of Fire: Semi-automatic

Magazine: 100 (box)

Size: Small

Purchase DC: 20

Restriction: Military (+3)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency.

Phaser II



Weight: 1.0 pounds

Damage:

| Damage Setting | Damage | Critical | Type | Energy/Shot |
|----------------|---------|----------|--------|-------------|
| Stun-1 | 1/Fort | 20 | Fire | 1 |
| Stun-2 | 2/Fort | 20 | Fire | 2 |
| Kill-2 | 4d6+1 | 20 | Fire | 4 |
| Disint.-1 | 3d20 x2 | 20 | Energy | 10 |

Range Increment: 50 ft.

Rate of Fire: Single Shot

Magazine: 100 (box)

Size: Medium

Purchase DC: 22

Restriction: Military (+3)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency feat.

Phaser II



Weight: 1.0 pounds

Damage:

| Damage Setting | Damage | Critical | Type | Energy/Shot |
|----------------|---------|----------|--------|-------------|
| Stun-1 | 1/Fort | 20 | Fire | 1 |
| Stun-2 | 2/Fort | 20 | Fire | 2 |
| Kill-2 | 4d6+1 | 20 | Fire | 4 |
| Disint.-1 | 3d20 x2 | 20 | Energy | 10 |

Range Increment: 50 ft.

Rate of Fire: Single Shot

Magazine: 100 (box)

Size: Medium

Purchase DC: 22

Restriction: Military (+3)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency feat.

Phaser 1



Weight: 0.5 pounds

Damage:

| Damage Setting | Damage | Critical | Type | Energy/Shot |
|----------------|--------------|----------|------|-------------|
| Stun-1 | 1/Fort DC 15 | 20 | Fire | 1 |
| Kill-1 | 2d6 | 20 | Fire | 2 |

Range Increment: 10 ft.

Rate of Fire: Semi-automatic

Magazine: 100 (box)

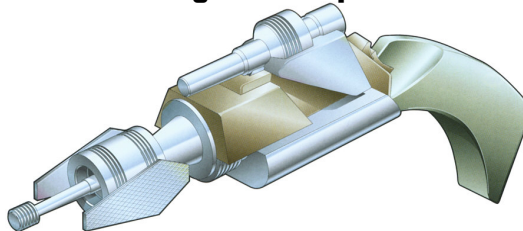
Size: Small

Purchase DC: 20

Restriction: Military (+3)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency.

Klingon Disruptor



Weight: 2 pounds

Damage: 2d20 x2

Critical: 20

Damage Type: Fire

Range Increment: 60 ft.

Rate of Fire: Semi-automatic

Magazine: 25 (internal)

Size: Medium

Purchase DC: 20

Restriction: License (+1)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency feat.

Phaser II



Weight: 1.0 pounds

Damage:

| Damage Setting | Damage | Critical | Type | Energy/Shot |
|----------------|---------|----------|--------|-------------|
| Stun-1 | 1/Fort | 20 | Fire | 1 |
| Stun-2 | 2/Fort | 20 | Fire | 2 |
| Kill-2 | 4d6+1 | 20 | Fire | 4 |
| Disint.-1 | 3d20 x2 | 20 | Energy | 10 |

Range Increment: 50 ft.

Rate of Fire: Single Shot

Magazine: 100 (box)

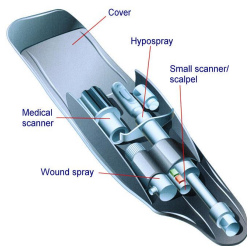
Size: Medium

Purchase DC: 22

Restriction: Military (+3)

Notes: -4 penalty To-Hit without the Personal Firearms Proficiency feat.

Medical Kit, Field



Weight: 3 pounds

Size: Medium

Purchase DC: 14

Restriction: License (+1)

Properties:

- ◊ Acts as a first aid kit and medical kit for the purposes of the Treat Injury skill.
- ◊ Grants a +2 equipment bonus on Treat Injury checks.
- ◊ Negates the -4 penalty to some Treat Injury checks performed without a kit (see p. 117-First Aid Kit & p. 118-Medical Kit in *d20 Modern Core Rulebook*.)

| ◊ Equipment: | ◊ Drugs: |
|---------------------------|--|
| ◊ Field Reader Tube | ◊ 6 doses each of medium and light sedatives. |
| ◊ Hypospray | ◊ 6 doses each of medium and light stimulants. |
| ◊ Medical Scanner, Type 1 | ◊ 6 doses of Coreadrenaline. |
| ◊ Protoplaser, Type 1 | ◊ 6 doses of Neural Paralyzer. |
| ◊ Spray Dressing, Regular | ◊ 6 doses of tranquilizer. |
| | ◊ 6 doses of Tri-Ox Compound. |
| | ◊ 6 doses of Broad-Spectrum Antibiotics (Sterilite). |

Instructions: Print the sheets you want for play on cardstock and cut the cards out. The cards in your hand or at your side during play indicate the equipment your character is carrying. **Optional:** Laminate the cards and use dry erase markers to keep track of game information such as ammunition counts. Some weapon cards are spaced for a "wheel counter" to keep track of ammunition expended (one inch cardstock disc with numbers along circumference, secured in the center by a paper fastener, or better yet a brad, with a window cut in the weapon card (single hole punch works great) so that the numbers on the wheel can be seen). Some "common" cards are repeated for convenience.

Needler pistol and needler rifle images and stats from *d20 Future* by Wizards of the Coast. Ahn-woon, Hrisal, Doslanar, and Chaka images from *The Way of Kolinar: The Vulcans* and *Among the Clans: The Andorians* by Last Unicorn Games. Other images courtesy of Paramount Pictures Corporation and retrieved from various sites across the internet, especially www.memory-alpha.org.

Playtesters: Lee "Love ta' Stun" Wood, Michael "Ahn-woon" Penuel, and Charles "Chaka-khan" Tatum.

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