

# Medical Equipment



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

**Medical Equipment** produced by Morena Shipyards  
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## Section 1: Kits and Specialized Equipment

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### First Aid Kit

**Size:** Small

**Weight:** 3 lbs.

**Purchase DC:** 5

**Restriction:** —

**Notes:** Available at most supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 15). A first aid kit can be used only once. Specific Treat Injury skill checks made without a first aid kit incur a –4 penalty (see the Treat Injury skill, pg. 74 of the *d20 Modern Core Rulebook*.)

## Medical Kit, Field

**Size:** Medium

**Weight:** 3 lbs.

**Purchase DC:** 26

**Restriction:** License (+1)

**Notes:** This small pouch with a fold-over top is designed to be worn on a belt. It contains a good variety of medical supplies and equipment. The medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the Treat Injury skill, pg. 74 of the *d20 Modern Core Rulebook*). Treat Injury skill checks made without a medical kit when one is needed incur a –4 penalty. A field medical kit contains the following:

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).
	6 doses of Broad-Spectrum Antitoxin (Dylovene)

## Medical Kit, Standard

**Size:** Medium

**Weight:** 5 lbs.

**Purchase DC:** 28

**Restriction:** License (+1)

**Notes:** This medical kit with a fold-over top is usually carried on a shoulder sling. It contains a wide variety of medical supplies and equipment. The medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the Treat Injury skill, pg. 74 of the *d20 Modern Core Rulebook*). Skill checks made without a medical kit incur a –4 penalty. A standard medical kit contains the following:

Equipment:	Drugs:
Field Reader Tube	6 doses each of heavy, medium and light sedatives.
Hypospray	6 doses each of heavy, medium and light stimulants.
Laser Scalpel [one 00-2 gauge]	6 doses of Coreadrenaline.
Medical Scanner, Type 2	6 doses of Neural Paralyzer.
Protoplaser, Type 1 and 2	6 doses of tranquilizer.
Spray Dressing, Large	12 doses of Tri-Ox Compound.
	12 doses of Broad-Spectrum Antibiotics (Sterilite).
	12 doses of Broad-Spectrum Antitoxin (Dylovene).

## Surgery Kit

**Size:** Medium

**Weight:** 5 lbs.

**Purchase DC:** 19

**Restriction:** License (+1)

**Notes:** About the size of a small tackle box, this kit contains the instruments needed for rudimentary emergency field surgery. A surgery kit is used when performing surgery, although ideally it is assumed that the surgeon also has access to a standard medical kit and a medical tricorder. A surgery kit grants a +2 bonus to Treat Injury skill checks involving surgery. A character performing surgery without a surgery kit takes a -4 penalty on the Treat Injury check. This penalty is in addition to the -4 penalty that applies if the character does not have the Surgery feat (see the Treat Injury skill, pg. 74 of the *d20 Modern Core Rulebook*.)

### Equipment:

Bone-Knitting Laser

Laser Scalpels [six total; one of each type]

Sonic Separator

Surgical Probe

Trilaser Connector

## Tricorder, Medical

**Size:** Small

**Weight:** 1 lb.

**Purchase DC:** 26

**Restriction:** License (+1)



**Notes:** A medical tricorder is similar to a standard tricorder, but it is specialized for medical use. It is designed to scan, receive and interpret sensor signals on a patient's condition. It can also help provide complete diagnostic medical data (using the remote sensor), including detecting foreign substances in the bloodstream, and aid in diagnosing cases of poisoning or drugging by analyzing blood composition, identifying chemical compounds, etc.

A medical tricorder grants a +4 equipment bonus to all medical-related skill checks and a +4 equipment bonus to Treat Injury skill checks. If programmed in advance with data on a given species, the Treat Injury bonus becomes +8 for that particular species. A hand-held remote sensor (included) must be within one foot of the patient for these bonuses.

A medical tricorder can scan biosigns at 300 feet, physical objects at 600 feet, and energy emissions at two miles.

A medical tricorder contains an emergency surgical kit in a lower panel below the controls and display and is provided to supplement a standard medical kit for emergency field surgery. The kit contains: one surgical scalpel (00-1 gauge), bone-knitting laser, sonic separator, trilaser connector, three (3) doses each of broad-spectrum antibiotic (**Sterilite**) and a medium sedative (**Melanex**), and an emergency surgical knife.

*GM Notes: A standard medical kit and a medical tricorder's emergency surgical kit will act as a surgical kit for the purposes of the Treat Injury skill. However, it will not grant the +2 equipment bonus to Treat Injury skill checks as does a standard surgical kit. The emergency surgical kit can also be used to supplement a field medical kit, although it is not designed for this purpose. If used in this manner, the resulting surgical kit reduces the -4 penalty to Treat Injury checks without a surgery kit to -2.*

## Section 2: Kit Components

### Bone-Knitting Laser

**Size:** Tiny

**Weight:** 0.25 lb.

**Purchase DC:** 15

**Restriction:** License (+1)

**Notes:** Similar in shape to a laser scalpel, but roughly twice the size, a bone-knitting laser is capable of fusing broken bones together. Its protoplaser-based technology allows repairs to be accomplished directly through the skin when aided by a medical scanner and/or a medical tricorder. Untrained use can cause severe tissue damage; the laser beam can do 1d4 points of Wound Damage on a failed Treat Injury check with the bone-knitting laser in use if the person using the laser does not have at least 4 ranks in Treat Injury. It can also do this damage as a makeshift weapon.

*GM Notes: treat as a Piercing melee weapon; if thrown or dropped, the bone-knitting laser automatically shuts off, making it relatively useless as a thrown weapon unless measures are taken to counteract this design feature.*

## Hypospray

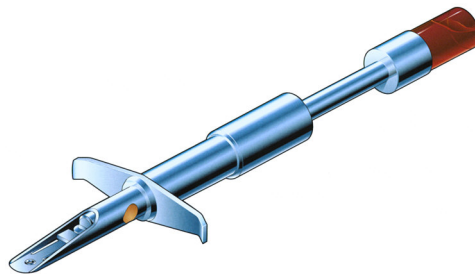
**Size:** Tiny

**Weight:** -

**Purchase DC:** 6

**Restriction:** License (+1)

**Notes:** A hypospray is a high-pressure pneumatic device that is used to inject substances painlessly through the skin without a needle. The device can deliver medicines through thin to medium-thick clothing. Almost all drugs can be injected in this manner. Common drugs given in smaller doses are contained in micro-injector vials which hold several doses. Less common drugs are attached in larger vials before injection.



## Laser Scalpel

**Size:** Tiny

**Weight:** 0.25 lb.

**Purchase DC:** 18 (set of 6)

**Restriction:** License (+1)



**Notes:** Laser scalpels are surgical scalpels which use laser beams to create precise incisions. They are activated by gripping the base of the scalpel. There are six (6) common gauges. Scalpels designated 000-1, 00-1, and 0-1 are single-beam lasers that cut anything between the scalpel tip and the end of the beam, which is adjustable to a 1.00, 1.25, and 1.50 cm focal length respectively. Scalpels designated 000-2, 00-2, and 0-2 are triple-beam versions that cut only at the focal point. They have the same focal lengths as the single-beam laser scalpels and increasingly larger beam diameters. They are often used for vaporizing small growths.

Untrained use can cause severe tissue damage; the laser beams can do 1 (000-1, 000-2), 1d2 (00-1, 00-2), and 1d3 (0-1, 0-2) points of Wound Damage on a failed Treat Injury check with the scalpels in use if the person using the scalpel does not have at least 4 ranks in Treat Injury. They can also do this damage as makeshift weapons.

*GM Notes: treat as a Piercing melee weapon; if thrown or dropped, the laser scalpel automatically shuts off, making it relatively useless as a thrown weapon unless measures are taken to counteract this design feature.*

## Medical Scanner



The medical scanner (also known as the Medical Feinberger) is a small scanning device used to aid in the diagnosing of patients. The scanner functions in a similar fashion as a sickbay diagnostic bed by sensing the physical emanations of an individual in close proximity. The audio signals indicate through tone or period ten vital readings: pulse rate, respiration, body temperature, cell rate, lung capacity, heart activity, blood pressure, basal metabolic rate, brain activity, and homeostatic deviation. This information can also be displayed on a biocomp, medical tricorder, or other computer.

**Type 1 Medical Scanners** are programmed specifically for one species, although they do have a limited diagnostic capability on similar lifeforms.

**Type 2 Medical Scanners** are identical to the smaller Type 1, but can be programmed for multi-species use (up to six). Both Type 1 and 2 Medical Scanners grant a +4 equipment bonus to Treat Injury skill checks; this bonus does not stack with the bonuses granted by a medical tricorder.

**Field Reader Tubes** are a type of medical scanner used when the Type 1 or Type 2 scanners can not effectively diagnose a patient's condition due to problems penetrating some layer around the patient's vital areas, whether that be fur, a thick epidermis, or other reasons. A Field Reader Tube transmits readings from a sensor head to four independently-activated lights, which indicate through their intensity or period: heartbeat (green), pulse rate (red), body temperature (blue), and blood pressure (yellow). Field Reader Tubes work best when physical contact can be made with the scanner and the patient's exposed skin. Field Reader Tubes are suitable only for humanoid lifeforms. Field Reader Tubes grant a +2 equipment bonus to Treat Injury Skill Checks; this bonus does not stack with the bonuses granted by a medical tricorder.

**Surgical Probes** are a variant of the Field Reader Tube and have the same function as a normal Field Reader Tube, but can be used to locate and remove small foreign objects imbedded in living tissues, such as subcutaneous projectile fragments. If the objects are embedded too deeply, the Surgical Probe cannot be used to remove the objects. Surgical Probes grant a +2 equipment bonus to Treat Injury Skill Checks; this bonus does not stack with the bonuses granted by a medical tricorder or a surgery kit.



Scanner	Size	Weight	Purchase DC	Restriction
Type 1	Tiny	-	8	-
Type 2	Tiny	-	9	-
Field Tube Reader	Tiny	-	6	-
Surgical Probe	Tiny	-	7	License (+1)

## Protoplaser, Type 1 Anabolic

**Size:** Tiny

**Weight:** 0.25 lbs

**Purchase DC:** 18

**Restriction:** —

**Notes:** Sometimes referred to as a skin-grafting laser, the Type 1 Protoplaser is a low-power laser used to quickly and painlessly heal small to moderate-sized wounds by closing severed blood vessels and nerve endings while stimulating the patient's natural regeneration of tissue. With each minute of application, a Type 1 Protoplaser will heal one point of Wound Damage, up to a maximum of one-half a character's total Constitution score (round up). Thus, a character with a Constitution score of 9 could have a maximum of five Wound Points healed by a Type 1 Protoplaser in five minutes. Type 1 Protoplaser can be used by any character regardless of his number of ranks in Treat Injury. Type 1 Protoplaser cannot restore lost Vitality Points.



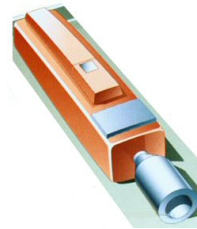
## Protoplaser, Type 2 Anabolic

**Size:** Tiny

**Weight:** 0.25 lbs

**Purchase DC:** 20

**Restriction:** License (+1)



**Notes:** The Type 2 Protoplaser is a more powerful version of Type 1 Protoplaser and is able to repair connective tissue, muscles, and skin damaged by moderate to severe wounds. With each minute of application, a Type 2 Protoplaser will heal one point of Wound Damage, including negative damage. Thus, a Type 2 Protoplaser could completely heal a character with 12 Wound Points in 12 minutes, or heal a character at -2 Wound Points to his maximum Constitution score of 14 in 16 minutes.

The accelerated healing effects of the Type 2 Protoplaser take a toll on a character's body. If a character is completely healed in this manner, he becomes Fatigued. If he is healed a second time in this manner, he becomes Exhausted. Any subsequent attempts at healing using a Type 2 Protoplaser are ineffective until the Exhausted condition is removed from the character.

Proper training is required to use a Type 2 Protoplaser to maximum effect. If a character does not have at least 4 ranks in the Treat Injury skill, a Type 2 Protoplaser only yields the effects of a Type 1 Protoplaser. Type 2 Protoplasers cannot restore lost Vitality Points.

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## Sonic Separator

**Size:** Tiny

**Weight:** 0.25 lbs

**Purchase DC:** 15

**Restriction:** License (+1)

**Notes:** A Sonic Separator is about the size and shape of a Type 1 Protoplaser and is used to manipulate body tissue when performing surgery. The separator uses subsonic pressure to move or separate certain nerves, blood vessels, or other tissue without having to make physical contact. The Sonic Separator comes standard in a Surgery Kit and is considered to be surgical equipment.



## Spray Dressing



**Notes:** Also called wound dressing, this plastic/synthetic “skin” is sprayed over a wound. It stops superficial bleeding and contains an antiseptic and anesthetic agent. When the wound heals, the dressing is absorbed. Two sizes of cans or bottles of spray dressing are available— regular and large. A regular-sized can of spray dressing contains enough of the gel-like spray for 10 applications. The large-sized can of spray dressing contains enough of the material for 25 applications. Each application automatically heals 1d6 points of Vitality Damage without the need for a Treat Injury check. However, a successful Treat Injury check (DC 15) increases the healing to 2d6. Due to histo-immune effects caused by the spray dressing, a single character may not benefit from more than three spray applications per day.

Spray Dressing	Size	Weight	Purchase DC	Restriction
Regular	Tiny	-	12	-
Large	Small	0.5 lbs	14	-

## Trilaser Connector

**Size:** Tiny

**Weight:** 0.25 lbs

**Purchase DC:** 15

**Restriction:** License (+1)

**Notes:** This device is similar in size and shape to a Type 1 Protoplaser. It is used for performing extremely delicate tissue fusion or nerve surgery, such as brain surgery. The Trilaser Connector comes standard in a Surgery Kit and is considered to be surgical equipment.

# Drugs



## Antibiotic, Broad-Spectrum

**Form:** Capsule/Hypospray Injection

**Type:** Antibiotic/Antiviral/Anti-infective

**Benefits:** Immunity

**Side-Effects:** Nausea

**Strength Rating:** 1

**Onset Time/Duration:** 3 minutes / Variable

**Side-Effect Duration:** n/a

**Addiction/Dependency:** Non-addictive

**Next Dosage:** n/a

**Withdrawal Period:** n/a

**Withdrawal Symptoms:** n/a

**Legality Rating:** Prescription (2)

**Purchase DC:** 16 (6 doses)

**Overdosing:** Severe Nausea and Diarrhea for 1d4 days.

**Game Effects:** An advanced broad-spectrum antibiotic will prevent and fight infections, or stop a pre-existing infection from spreading if the disease or infection is vulnerable to the antibiotic. It is designed to affect anything from bacterial infections and viral infections, to prions and other infective agents. Thus, a broad-spectrum antibiotic is particularly useful on exploratory missions to unknown or frontier worlds which can potentially harbor infectious agents. A broad-spectrum antibiotic grants the recipient a +4 bonus to a save against a disease. **Sterilite** is typically used in the Federation as a broad-spectrum antibiotic.

## Antibiotic, Specific

**Form:** Capsule/Hypospray Injection

**Type:** Antibiotic or Antiviral or Anti-infective

**Benefits:** Immunity

**Side-Effects:** Varies, but can include Nausea, Dehydration and Cold Sweats

**Strength Rating:** 1

**Onset Time/Duration:** 3 minutes / Variable

**Side-Effect Duration:** n/a

**Addiction/Dependency:** Non-addictive

**Next Dosage:** n/a

**Withdrawal Period:** n/a

**Withdrawal Symptoms:** n/a

**Legality Rating:** Prescription (2)

**Purchase DC:** 14 and up depending on rarity, fragility of the antibiotic, etc. (6 doses)

**Overdosing:** Severe Nausea and Diarrhea for 1d4 days.

**Game Effects:** Specific antibiotics counter specific types of diseases and will prevent and fight infections, or stop a pre-existing infection from spreading if the disease or infection is vulnerable to the antibiotic. Federation science recognizes three specific categories of infectious agents (biotic, viral, or other infective) and each category has a "general" antibiotic counterpart (antibiotic, antiviral, or anti-infective). However, some diseases respond only to a specific type of antibiotic within these three categories. For example, **Strobin** is the only known antibiotic that will help cure Vulcan Choriocytosis. A specific antibiotic grants the recipient a +6 bonus to a save against the disease.

## Antitoxin, Broad-Spectrum

**Form:** Hypospray Injection

**Type:** Stimulant

**Benefits:** Counteract Effects of Toxin, Reduced Addiction

**Side-Effects:** Cold Sweats, Dizziness, Reduced Awareness

**Strength Rating:** 1

**Onset Time/Duration:** see Game Effects

**Side-Effect Duration:** n/a

**Addiction/Dependency:** Non-addictive

**Next Dosage:** n/a

**Withdrawal Period:** n/a

**Withdrawal Symptoms:** n/a

**Legality Rating:** Prescription (2)

**Purchase DC:** 16 (6 doses)

**Overdosing:** Fortitude save (DC 20) to avoid coma for 2d12 hours.

**Game Effects:** Broad-spectrum antitoxin, known as Dylovene, was developed to counteract a wide array of known and unknown toxins - from naturally occurring biotoxins and radiation to manmade poisons. Broad-spectrum antitoxin is frequently carried by medical personnel in landing parties to counteract any possible toxins encountered- especially on unexplored or frontier worlds. To determine if the broad-spectrum antitoxin is effective, roll percentile dice. If the first roll is 50 or less, the antitoxin will cure 4d10 points of Vitality Point damage caused by the toxin and counteract the toxin totally in 1d3 hours. If this first roll fails, roll again; if the second roll is 50 or less, the antitoxin will cure 2d10 points of Vitality Point damage caused by the toxin and counteract the toxin totally in 1d6 hours. If this roll fails, roll again; if the third roll is 50 or less, the antitoxin will cure 1d10 points of Vitality Point damage caused by the toxin and counteract the toxin totally in 1d10 hours. If none of three rolls succeed, the antitoxin is totally ineffective. The 50% chance may be adjusted depending on the circumstances. General antitoxin cannot heal Wound Point damage caused by toxins.

## Antitoxin, Specific

**Form:** Hypospray Injection

**Type:** Stimulant

**Benefits:** Counteract Effects of Toxin, Reduced Addiction

**Side-Effects:** none

**Strength Rating:** 1

**Onset Time/Duration:** see Game Effects

**Side-Effect Duration:** n/a

**Addiction/Dependency:** Non-addictive

**Next Dosage:** n/a

**Withdrawal Period:** n/a

**Withdrawal Symptoms:** n/a

**Legality Rating:** Prescription (2)

**Purchase DC:** 14 and up depending on rarity, fragility of the antitoxin, etc. (6 doses)

**Overdosing:** Overdosing causes recipient to suffer the effects of the toxin the antidote is designed to cure.

**Game Effects:** Specific antitoxin is used to treat a known, corollary toxin and is specific to that toxin only. For example, rattlesnake antitoxin is only effective against rattlesnake toxin. A specific antitoxin is automatically effective against its corollary toxin and will cure 4d10 points of Vitality Point damage caused by the toxin and counteract the toxin totally in 1d3 hours. Specific antitoxins cannot heal Wound Point damage caused by its corollary toxin. Examples of specific antitoxins include **Hydronalin** (treats radiation poisoning), **Masiform-D** (counters Saplin, Curare and similar drugs), **Ryetalyn** (treats Rigillian Fever), and **Strobolin** (treats Vulcan Choriocytosis). Note that most antibiotics have specific antitoxin effects as well, helping to counter the toxins produced by the disease.

## Coradrenaline

**Form:** Hypospray Injection

**Type:** Stimulant

**Benefits:** Counteract Effects of Cold, Reduced Addiction

**Side-Effects:** Water Retention

**Strength Rating:** 1

**Onset Time/Duration:** see Game Effects

**Side-Effect Duration:** 3 hours

**Addiction/Dependency:** Non-addictive

**Next Dosage:** n/a

**Withdrawal Period:** n/a

**Withdrawal Symptoms:** n/a

**Legality Rating:** Prescription (2)

**Purchase DC:** 11 (6 doses)

**Overdosing:** Kidney & Liver Failure

**Game Effects:** **Coradrenaline** immediately neutralizes 2d10 points of damage from cold-based sources and gives the recipient DR 5/cold for three hours.

## Ease-All<sup>®</sup> OTC

**Form:** Gel Capsule

**Type:** Pain Reducer

**Benefits:** Reduced Addiction, Special (see Game Effects)

**Side-Effects:** Dehydration

**Strength Rating:** 1

**Onset Time/Duration:** 3 minutes / 12 hours

**Side-Effect Duration:** 1d2 hours

**Addiction/Dependency:** Non-addictive

**Next Dosage:** n/a

**Withdrawal Period:** n/a

**Withdrawal Symptoms:** n/a

**Legality Rating:** Legal (1)

**Purchase DC:** 5 (12 doses)

**Overdosing:** Fortitude save (DC 20) to avoid coma for 1d12 hours.

**Game Effects:** Ease-All<sup>®</sup> OTC (over-the-counter) is an analgesic, antacid and other pain/condition relievers rolled into one gel capsule. It relieves the symptoms of nausea, diarrhea, stomach ache, heartburn, headache, and topical pain such as inflammation, skin irritation, and even minor burns. It also treats cold and flu-like symptoms such as runny nose, sore throat, fever, cough and congestion. Ease-All<sup>®</sup> OTC contains **Propoxyphene Hydrochloride**.

## Ease-All<sup>®</sup>, Prescription-Strength

**Form:** Gel Capsule or Hypospray Injection

**Type:** Pain Reducer

**Benefits:** Reduced Addiction, Special (see Game Effects)

**Side-Effects:** Dehydration

**Strength Rating:** 2

**Onset Time/Duration:** 1 minute / 12 hours

**Side-Effect Duration:** 1d2 hours

**Addiction/Dependency:** Non-addictive

**Next Dosage:** n/a

**Withdrawal Period:** n/a

**Withdrawal Symptoms:** n/a

**Legality Rating:** Legal (1)

**Purchase DC:** 5 (12 doses)

**Overdosing:** Fortitude save (DC 20) to avoid coma for 1d12 hours.

**Game Effects:** Prescription-strength Ease-All<sup>®</sup> offers the same effects as Ease-All<sup>®</sup> OTC, but its pain reliever components are more potent and are combined with an anabolic steroid. This form of the drug grants the recipient a temporary +2 bonus to Constitution for the duration of the drug. The recipient gains all the benefits of this new, temporary Constitution score, including one additional Vitality Point per level and a +1 bonus on Fortitude saves. The extra Vitality Points are not lost first the way temporary hit points are.

## Neural Paralyzer

**Form:** Hypospray Injection

**Type:** Soporific

**Benefits:** Reduced Addiction, Reduced Withdrawal Symptoms, Special (see Game Effects)

**Side-Effects:** Sleepy, Temporary Memory Loss

**Strength Rating:** 4

**Onset Time/Duration:** 2d4+2 minutes / Special (see Game Effects)

**Side-Effect Duration:** 2d6 hours

**Addiction/Dependency:** Fortitude save (DC 20) every three uses.

**Next Dosage:**

**Withdrawal Period:** n/a

**Withdrawal Symptoms:** Recipient exhausted, and suffers 1d3 points of CON damage; Fortitude save (DC 15) negates.

**Legality Rating:** Prescription (2)

**Purchase DC:** 18 (6 doses)

**Overdosing:** Fortitude save (DC 20); failure causes recipient to die; success causes recipient to fall into a coma for 2d12 days.

**Game Effects:** Neural Paralyzer is used when there is a need to prepare a patient quickly for surgery. In this role, a second anesthetic is always used in concert. Neural Paralyzer can also be used to induce a coma for other reasons. This death-like coma cannot be distinguished from death without sophisticated instruments. If a light stimulant is not administered in a number of rounds equal to the recipient's Constitution score, the recipient must make a Fortitude save (DC 25) or die. Success indicates the recipient can survive five more rounds of the coma, but the recipient must make another Fortitude save- this time versus DC 30 or die. The DC increases +5 for every five additional rounds thereafter.

## Sedative, Light

**Form:** Hypospray Injection

**Type:** Depressant

**Benefits:** Reduced Addiction, Reduced Withdrawal Symptoms

**Side-Effects:** Reduced Awareness, Sense Reduction

**Strength Rating:** 2

**Onset Time/Duration:** 1 minute / 1 hour

**Side-Effect Duration:** 1d2 hours

**Addiction/Dependency:** Fortitude save (DC 10) every uses.

**Next Dosage:** 1d12 hours

**Withdrawal Period:** 1d6 hours

**Withdrawal Symptoms:** Irritability

**Legality Rating:** Prescription (2)

**Purchase DC:** 16 (6 doses)

**Overdosing:** Fortitude save (DC 20) to avoid coma for 2d12 hours.

**Game Effects:** Light sedatives such as **diphenylmethane** are used to reduce stress and tension, and to help the recipient relax. Recipients receive a +2 bonus on saves or checks against fear or stress, but also take a -2 penalty on Initiative checks. In addition, a recipient must make a Will save (DC 12) to do anything rash against himself or another person. The recipient's Strength, Dexterity, and Constitution scores are reduced by -2 (ability scores never drop below 1).

## Sedative, Medium

**Form:** Hypospray Injection

**Type:** Depressant

**Benefits:** Reduced Addiction, Reduced Withdrawal Symptoms

**Side-Effects:** Reduced Awareness, Sense Reduction, Sleepy

**Strength Rating:** 3

**Onset Time/Duration:** 1d10 rounds/ 2 hours

**Side-Effect Duration:** 1d4 hours

**Addiction/Dependency:** Fortitude save (DC 15) every three (3) uses.

**Next Dosage:** 1d12 hours

**Withdrawal Period:** 1d6 hours

**Withdrawal Symptoms:** Recipient Fatigued

**Legality Rating:** Prescription (2)

**Purchase DC:** 20 (6 doses)

**Overdosing:** Fortitude save (DC 20) to avoid coma for 2d12 hours.

**Game Effects:** Medium sedatives such as **Melanex**-derivatives are used to reduce stress and tension, and to help the recipient relax. Recipients receive a +4 bonus on saves or checks against fear or stress, but also take a -4 penalty on Initiative checks. In addition, a recipient must make a Will save (DC 15) to do anything rash against himself or another person. The recipient cannot charge or run. The recipient's Strength, Dexterity, and Constitution scores are reduced by -4 (ability scores never drop below 1).

## Sedative, Heavy

**Form:** Hypospray Injection

**Type:** Depressant

**Benefits:** Reduced Addiction, Reduced Withdrawal Symptoms

**Side-Effects:** Reduced Awareness, Sense Reduction, Sleepy, Temporary Memory Loss

**Strength Rating:** 4

**Onset Time/Duration:** 1d6 rounds/ 3 hours

**Side-Effect Duration:** 1d4 hours

**Addiction/Dependency:** Fortitude save (DC 20) every three (3) uses.

**Next Dosage:** 1d12 hours

**Withdrawal Period:** 1d10 hours

**Withdrawal Symptoms:** Recipient Exhausted, suffers 1d3 points of Constitution damage; Fortitude save (DC 15) negates.

**Legality Rating:** Prescription (2)

**Purchase DC:** 24 (6 doses)

**Overdosing:** Fortitude save (DC 20) to avoid coma for 2d12 hours.

**Game Effects:** Heavy sedatives such as **Melanex B** are used to reduce stress and tension, and to help the recipient relax. However, they are often used to impair the recipient's motor and cognitive functions for a limited time. Recipients receive a +6 bonus on saves or checks against fear or stress, but also take a -6 penalty on Initiative checks. In addition, a recipient must make a Will save (DC 18) to do anything rash against himself or another person. The recipient's movement is reduced by half and he cannot charge or run. Finally, the recipient's Strength, Dexterity, and Constitution scores are reduced by -6 (ability scores never drop below 1).

## Stimulant, Light

**Form:** Hypospray Injection

**Type:** Stimulant

**Benefits:** Increased Vitality Points, Reduced Addiction, Reduced Withdrawal Symptoms

**Side-Effects:** Special (see Game Effects)

**Strength Rating:** 2

**Onset Time/Duration:** Instantaneous / (CON x 1) rounds

**Side-Effect Duration:** Special (see Game Effects)

**Addiction/Dependency:** Fortitude save (DC) 10 every eight uses.

**Next Dosage:** 1d12 hours

**Withdrawal Period:** 1d6 hours

**Withdrawal Symptoms:** Irritability

**Legality Rating:** Prescription (2)

**Purchase DC:** 16 (6 doses)

**Overdosing:** Fortitude save (DC 20) to avoid death; success still inflicts a coma for 2d12 days.

**Game Effects:** Typically **Formazine** or **Masiform-D**, one dose gives the recipient 1d10 Vitality Points for a number of rounds equal to the recipient's current Constitution score. This effect can counteract a stun condition caused by a Phaser, etc.; for every Vitality Point regained, one round of stun is negated. Example: a character is stunned for five rounds. A dose of Light Stimulant is given and a seven is rolled on a 1d10. The stun condition is counteracted, plus two Vitality Points are gained for a number of rounds equal to the character's Constitution score. *Side-Effect:* After the stimulant wears off, the recipient must make a Fortitude save (DC 10). Success indicates the recipient suffers no ill effects from the stimulant; failure renders the recipient Dazed for one round (see p. 140 of the *d20 Modern Core Rulebook*).



## Stimulant, Medium

**Form:** Hypospray Injection

**Type:** Stimulant

**Benefits:** Increased Vitality Points, Reduced Addiction, Reduced Withdrawal Symptoms

**Side-Effects:** Special (see Game Effects)

**Strength Rating:** 3

**Onset Time/Duration:** Instantaneous / (Constitution x 2) rounds

**Side-Effect Duration:** Special (see Game Effects)

**Addiction/Dependency:** Fortitude save (DC 15) every three uses.

**Next Dosage:** 1d10 hours

**Withdrawal Period:** 1d8 hours

**Withdrawal Symptoms:** Recipient Fatigued

**Legality Rating:** Prescription (2)

**Purchase DC:** 20 (6 doses)

**Overdosing:** Fortitude save (DC 20) to avoid death; success still inflicts a coma for 2d12 days.

**Game Effects:** Typically **Cordrazine**, one dose gives the recipient 2d10 Vitality Points for a number of rounds equal to the recipient's current Constitution score times two. This effect can counteract a stun condition caused by a Phaser, etc.; for every Vitality Point regained, one round of stun is negated (*see Stimulant, Light*). **Side-Effect:** After the stimulant wears off, the recipient must make a Fortitude save (DC 15). Success renders the recipient Dazed for one round; failure renders the recipient Fatigued (see p. 140 of the *d20 Modern Core Rulebook*).

## Stimulant, Heavy

**Form:** Hypospray Injection

**Type:** Stimulant

**Benefits:** Increased Vitality Points, Reduced Addiction, Reduced Withdrawal Symptoms

**Side-Effects:** Special (see Game Effects)

**Strength Rating:** 4

**Onset Time/Duration:** Instantaneous / (Constitution x 3) rounds

**Side-Effect Duration:** Special (see Game Effects)

**Addiction/Dependency:** Fortitude save (DC 20) every three uses.

**Next Dosage:** 1d8 hours

**Withdrawal Period:** 1d10 hours

**Withdrawal Symptoms:** Recipient Exhausted, Dazed, and suffers 1d3 points of Constitution damage; Fortitude save (DC 15) negates.

**Legality Rating:** Prescription (2)

**Purchase DC:** 24 (6 doses)

**Overdosing:** Fortitude save (DC 20) to avoid death; success still inflicts a coma for 2d12 days.

**Game Effects:** Typically **Cortropine**, one dose gives the recipient's 3d10 Vitality Points for a number of rounds equal to the recipient's current Constitution score times three. This effect can counteract a stun condition caused by a Phaser, etc.; for every Vitality Point regained, one round of stun is negated (*see Stimulant, Light*). **Side-Effect:** After the stimulant wears off, the recipient must make a Fortitude save (DC 20). Success renders the recipient Fatigued; failure renders the recipient Exhausted (see p. 140 of the *d20 Modern Core Rulebook*).

## Tranquillizer

**Form:** Hypospray Injection

**Type:** Depressant/Soporific

**Benefits:** Reduced Addiction, Reduced Withdrawal Symptoms

**Side-Effects:** Reduced Awareness, Sense Reduction, Sleepy, Temporary Memory Loss

**Strength Rating:** 4

**Onset Time/Duration:** 1d6 round / 2d4 hours

**Side-Effect Duration:** Special (see Game Effects)

**Addiction/Dependency:** Fortitude save (DC 20) every three uses.

**Next Dosage:** 1d8 hours

**Withdrawal Period:** 1d10 hours

**Withdrawal Symptoms:** Recipient Exhausted, Dazed, and suffers 1d3 points of Constitution damage; Fortitude save (DC 15) negates.

**Legality Rating:** Prescription (2)

**Purchase DC:** 20 (6 doses)

**Overdosing:** Fortitude save (DC 20) to avoid death; success still inflicts a coma for 2d12 days.

**Game Effects:** One dose is used to put the recipient to sleep or render the recipient unconscious. The recipient must make a Fortitude save (DC 20); if he fails the roll, he is unconscious for the duration of the drug. If he succeeds, he suffers as if affected by a Heavy Sedative. The recipient may willingly choose to fail the save. **Melanex** is an example of a fast-acting tranquilizer. Its onset time is one round and its duration is only approximately five minutes. It is often used as a pre-anesthetic.

## Tri-Ox Compound

**Form:** Hypospray Injection

**Type:** Supplement

**Benefits:** Increased Respiratory Oxygen Levels

**Side-Effects:** Dizziness, Special (see Game Effects)

**Strength Rating:** 1

**Onset Time/Duration:** 1 round / Special (see Game Effects)

**Side-Effect Duration:** 1d4 rounds

**Addiction/Dependency:** Fortitude save (DC 10) every eight uses.

**Next Dosage:** 1d12 hours

**Withdrawal Period:** 1d6 hours

**Withdrawal Symptoms:** Irritability

**Legality Rating:** Legal (1)

**Purchase DC:** 10 (6 doses)

**Overdosing:** Fortitude save (DC 15) to avoid Dizziness and Headache.

**Game Effects:** When administered, Tri-Ox Compound releases compensative, respiratory oxygen directly into the bloodstream. This allows the recipient to acclimate to environments containing less oxygen to which the recipient is normally exposed. Tri-Ox Compound is also used in the treatment of decompression, and as a supplementary regimen in the treatment of diseases that inhibit breathing. The duration of the effects of Tri-Ox Compound depends on the level of activity of the recipient: no activity: three hours; light activity: two hours; moderate activity: 90 minutes; strenuous activity: 30 minutes. If Tri-Ox Compound is administered to an individual who is not oxygen-deprived or starved (e.g. whose oxygen levels are otherwise normal), it produces a short-lived heightened sense of awareness (+2 circumstance bonus on Concentration, Spot and Listen checks for 2d6 rounds, after which the side-effects include not only Dizziness, but Headache as well.)

# Credits

## Images:

Field Tube Reader image by Lee A. Wood.

Other images courtesy of Paramount Pictures Corporation and retrieved from various sites across the internet, especially [www.memory-alpha.org](http://www.memory-alpha.org).

## Game Data:

Game mechanics and drug format based on *Modern Chemistry* and *Little Black Drug Book* by Louis Porter Jr. Design, Inc.

Drugs in **bold** can be found in the *Star Fleet Medical Reference Manual* published by Ballatine Books, as well as FASA material.

Some equipment descriptions frequently copied directly from original source (especially FASA) and in some cases modified; some mechanics adapted to d20.

Original game data compilation and text by Lee A. Wood. Special thanks to Jonathan M. Thompson of Battlefield Press.

"Prescription-Strength Ease All®" and "Ease All® OTC" by Lee A. Wood. Please credit if used (I'm kinda proud of these...)

## Works Consulted:

Amarillo Design Bureau-

*Prime Directive Modern Core Rulebook*

Ballatine Books-

*Star Fleet Medical Reference Manual*

Decipher-

*Star Trek Roleplaying Game: Player's Guide*

FASA Corporation-

*Star Fleet Intelligence Manual: Agent's Orientation Sourcebook*

*Star Fleet Intelligence Manual: Game Operations Guide*

*Trader Captains and Merchant Princes, 2nd edition*

Last Unicorn Games-

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

Wizards of the Coast-

*D20 Modern Core Rulebook*

*D20 Modern Future*

*D20 Modern Future Tech*

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