

Errata for Prime Directive PD20M

For page 45:

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

Klingon Aging

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

Apply Table 2–1 as appropriate.

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Class Skills

The Merchant's class skills are as follows.

Computer Use (Int), Craft (any) (Int), Diplomacy (Cha), Intimidation (Cha), Knowledge (any) (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Speak Language (none), Survival (Wis).

Skill Points at Each Level: 6 + Int modifier.

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The following psionic skills are always considered to be cross-class skills providing you meet the prerequisites for the skill; otherwise, it is not learnable.

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TABLE 4–3: INTERSPECIES COMPATIBILITY

Group III-a (copper-blooded): Romulans, Vulcans
 Group III-b (copper-blooded): Andorians, Antareans, Orions
 Group IV-a (felinoid mammals): Carnivons, Kzintis, Lyrans†
 Group IV-b (other felinoid mammals): Korlivilar†
 Group IV-c (omnivores): Ranel, Slirdarians
 Group IV-d (aquatic mammals): Phelen, Rovilians
 Group IV-e (flying mammals): none yet known
 Group V-a (avians): Paravians
 Group V-b (cold-blooded reptiles): Gorn, Hilidarians, Pronhoulites

For page 138:

Circle Trigon (5109) is a neutral Class-F planet in the Romulan-Gorn-ISC Neutral Zone. Originally an Orion colony, it functions in a similar role to Mad Jack's Hole, an open marketplace where all manner of stolen and otherwise discovered things can be found. It is a den of thieves, spies, and pirates run by a Klingon renegade who has amassed enough weapons to ensure only a major fleet can challenge his power over the planet.

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TABLE 7–3: RANGED WEAPONS

Weapon	P L	Damage	Critical	DT	Range Inc.	RoF	Mag	Size	Weight	Purchase DC	Restriction
Handguns (require the Personal Firearms Proficiency feat)											
Disruptor	8	2d6	20	F	60 ft.	S	100 box	Med	2 lb.	20	Lic (+1)
Laser pistol	6	2d8	20	F	40 ft.	S	50 box	Med	3 lb.	17	Lic (+1)
Phaser-I	8	Varies ¹	20	F	10 ft.	S	100 box	Small	0.5 lb.	20	Mil (+3)
Phaser-II	8	Varies ¹	20	F	50 ft.	SS	100 box	Small	1 lb.	22	Mil (+3)
Longarms (require the Personal Firearms Proficiency feat)											
Disruptor rifle	8	3d8	20	F	120 ft.	S, A	200 box	Large	6 lb.	23	Lic (+1)
Phaser rifle	8	Varies ¹	Varies ¹	F	100 ft.	S, A	50 box	Large	4 lb.	-	Mil (+3)
Pulse phaser	9	Varies ¹	Varies ¹	F	120 ft.	S, A	75 box	Large	4 lb.	-	Mil (+3)
Repeating phaser	9	Varies ¹	Varies ¹	F	80 ft.	A	350 box	Large	8 lb.	-	Mil (+3)
Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)											
Howitzer	9	15d6 ¹	-	-	2000 ft.	1	Int	Huge	60 lb.	23	Mil (+3)
Light rocket launcher	8	10d6 ¹	-	-	150 ft.	1	Int	Large	10 lb.	17	Mil (+3)
Medium rocket launcher	8	15d6 ¹	-	-	900 ft.	1	Int	Huge	60 lb.	23	Mil (+3)

¹ This weapon does special damage. See the weapon description.