

PD20 CORE RULEBOOK: FAQ and Updates

GENERAL QUESTIONS

21-Sep-2005. How much fluff and flavor is in the book? I buy RPGs as much to read as to play.

While the *PD20 Core Rulebook* has the Races, Classes, Skills, Feats, and Equipment required for a new game setting, at almost 200 pages, it does include a lot of detailed background on the Star Fleet Universe. As such, it should more than meet your "fluff" requirement. The *Klingon* and *Romulan* books are brimming with history, background, and flavor, plus many adventure seeds and stories.

21-Sep-2005. How easy would it be to play a non-Fed campaign with just the core book?

While the major non-Federation racial templates are in the core book, there is very little data about those empires. So, while you can create characters of any race, your ability to create an accurate setting in the core areas of these other empires is limited. Adventures within the Federation and in remote/border areas can be accomplished with what the core book provides.

21-Sep-2005. How deadly is combat? Is it fast or slow?

Same combat speed as standard D20. It's about twice as deadly as D&D, but this is balanced by all of the stun-capable weapons (i.e., GMs have a lot of control over how deadly it is). The key difference is that due to the higher weapon damages (a disruptor pistol hurts considerably more than a crossbow bolt), low level NPCs can't be taken as lightly.

21-Sep-2005. Are there any example NPCs stated out from the various races?

There are some sample Federation characters, representing a few of the races, in the book. In character creation, which "education package" you take matters at least as much as race. The "Education Packages" are a new concept, a slightly-discounted group of things which are intended to produce a "well-rounded individual".

RACIAL TEMPLATES

21-Sep-2005. Is it safe to say that when it's listed as a Vulcan racial trait, it's saying they get the Nerve Pinch feat for free at level 1, ignoring the feat's normal prerequisites?

Correct.

21-Sep-2005. The three separate bullet point lists for the Alpha-Centauran racial traits (page 27) seem to be a little messed up.

ERRATA: Replace the Alpha-Centauran data with the following:

Racial Traits (All)

- Medium Size
- Base Land Speed 30'
- 1 extra feat at 1st level
- Automatic Languages: A-C. Bonus: Fed standard, one other

Racial Traits (Male)

- +1 STR, +1 DEX, -2 WIS
- 2 extra skill points at 1st level and 1 extra skill point at each additional level

Racial Traits (Female)

- +2 DEX, +2 CHA

21-Sep-2005. Regarding the Slirdarian Berserk trait, what circumstances would trigger a need to make the Will check associated with this (ex. whenever he enters combat? When damaged in combat?)? Or is it actually intended as something the Slirdarian actively attempts to invoke, requiring him to SUCCEED at a Will check to invoke (rather than fail as the rule is written)?

ERRATA: Replace first line of Berserk description with the following:

When he needs to, a Sliridian can fly into a frenzied rage.

21-Sep-2005. How do automatic and bonus languages work in PD20?

Automatic Languages work just like bonus languages with the exception that a character gains them regardless of intelligence score. So if a race has 3 automatic languages and the character has a Int of 9, he still can speak those languages. However those languages are applied against any bonus languages the

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character can gain. Characters are free to learn any language, as advances in Education have made language training in all languages available in Academies and Universities.

CHARACTER CLASSES

21-Sep-2005. The Galactic Intelligence Agent class (pg. 51) is missing the flavor text paragraph that the others classes have.

Sorry about that. Lack of space.

GIA officers are university-educated multi-talented people, with the skills of a scientist, the mind of a detective, the spirit of an actor, and the soul of a riverboat gambler. GIA officers serve spies, saboteurs (in wartime only), and analysts who work for the Federation government. Many work in foreign consulates and embassies, where they gather local intelligence. Others work "illegally" in foreign areas, under the "cover story" of being a businessman, vacationer, journalist, academic, or whatever else gets them into an out of the area they are investigating. Technically, these people are "officers" rather than "agents", since an "agent" is a foreign local hired by an "officer" in the country where he is stationed. The term "secret agent" means that it is a secret that you are an agent for someone other than your nominal employer.

Assassinations are generally prohibited by Federation law, although these can be sanctioned in wartime and in unique cases where the removal of a specific individual will change the course of events.

21-Sep-2005. Promotion/Grade Table" on page 77 does not include data for the GIA ranks (GS1-GS10). Could one safely say that the GS1 through GS10 should use the same values as O1 through O10 since GIA agents are always officers? And what the heck does "GS" mean?

Yes, the GIA uses the same rank values as military officers. GS refers to their Government Service Grade, since GIA officers are hired and paid as government bureaucrats.

SKILLS

21-Sep-2005. Characters with the Nerve Pinch feat and the Combat Martial Arts feat (which is a prerequisite for Nerve Pinch) no longer provoke attacks of opportunity when they Nerve Pinch, correct? I assume so, but I wanted to double-check.

The Nerve Pinch always counts as an unarmed attack, regardless of what other Feats that you may have. The Combat Martial Arts pre-requisite is more about the training required for non-Vulcans to learn this ability than about game effects.

FEATS

21-Sep-2005. The "Renown [General]" feat (pg. 109) seems to be missing its descriptive text, by the way. I would have also added a "Special:" line to Renown's text to address how it stacks with the Fame and Infamy feats, but so long as it is intended to stack with them, I guess it isn't really necessary.

PD20 is based on V3.5, but due to the subject material incorporates some elements of D20 Modern and many entirely new elements. Renown/Low Profile are actually redundant with Fame/Infamy as they have exactly the same benefits. They don't stack and player-characters can pick which one sounds better.

END OF GAME REWARDS

WEALTH, TECHNOLOGY, EQUIPMENT

21-Sep-2005. I am confused how the stun setting of Phasers works.

ERRATA. Replace line under TABLE 7/4: Phaser Weapon Damage with the following:

Characters hit by a phaser weapon on Stun take the numerical damage as SUBDUAL damage plus have to make a Fortitude save. If the Fortification save is failed, the character falls unconscious for a number of minutes equal to the amount they failed their save. The victim cannot be revived before that "time elapses", but then the victim awakens and recovers from having been unconscious normally.

21-Sep-2005. The transporter rules read "But under less than normal circumstances, a failed transporter roll will inflict from 1d points of fatigue to 4d points of

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damage to the transportee depending on how badly the skill roll was missed (GM ruling)"

ERRATA. Replace this line with the following:

But under less than normal circumstances, a failed transporter roll will inflict d6 points of subdual damage for every 3 points (or fraction thereof) that the roll was missed.

27-Sep-2005. For the currency minded, does one increase the wealth Bonus per level in a similar manner as D20M? If not, how does one, or does one reacquire the wealth Bonus only through role-playing?

PD20 is based on V3.5, but due to the subject material incorporates some elements of D20 Modern and many entirely new elements, causing minor confusion. Yes, you can assume that it works like in D20 Modern.

27-Sep-2005, PD20 states that the function of the Profession skill changed, but has no description. Does it function like D20M or does it work differently?

PD20 is based on V3.5, but due to the subject material incorporates some elements of D20 Modern and many entirely new elements, causing minor confusion. Yes, you can assume that it works like in D20 Modern.

27-Sep-2005. Purchase DCs: Sure, replicators often do the job, but sometimes you have to buy/barter from the locals when a replicator is not available. For primitive planets so I can buy archaic weapons and such, what is the conversion rate of PHB gold pieces to Dollars or Wealth? There is no wealth chart in PD20. Would it be like the Wealth chart in D20M's? If so, then converting to dollars is sufficient. The D20M Urban Arcana setting addressed this by setting conversion at 1gp = US\$20, but hey its the future, it could be different.

PD20 is based on V3.5, but due to the subject material incorporates some elements of D20 Modern and many entirely new elements, causing minor confusion. Yes, you can assume that it works like in D20 Modern. You are exactly correct that 1 gp = US\$20.

27-Sep-2005. For the not so serious minded, what is the purchase DC of the Free Trader?

More than you could afford. Assume that you are leasing the boat from a shady corporation

or even shadier individual for a share of your profits.

Compiled by Andy Palmer, updated 1 June 2007.
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