

CORE COMMAND™

PLAYER'S HANDBOOK

High-powered epic space fantasy!

"Any sufficiently advanced technology
is indistinguishable from magic."

— Arthur C. Clarke

Across the galaxies, races are being awakened to defend their very existence against an encroaching evil that menaces the entire space-time continuum. Brave heroes must step forward to protect reality, else the universe itself may crumble into nothingness. Answer the call!

Introducing a new realm of high powered epic space fantasy, from the makers of Heavy Gear and Jovian Chronicles.

Requires the use of the Silhouette CORE rulebook™ published by Dream Pod 9, Inc., or a Roleplaying Game Core Book published by Wizards of the Coast®, Inc.



WWW.DP9.COM

DP9-901

ISBN: 1-894814-82-7



9 781894 814829



Printed in Canada

DREAM POD 9

CORE COMMAND™

PLAYER'S HANDBOOK



DREAM POD 9

Credits

CORE Command Concepts

Dream Pod 9 team

Writing

Marc A. Vezina, Senior Editor

Paul Lippincott, Contributor

Dream Pod 9 Team, Contributors

Art Direction

Pierre Ouellette

Layout

Pierre Ouellette

Jean-François Fortier

Cover and Interior Art

Patrick Boutin-Gagne

Coloration & Computer Art

Marc Ouellette

Jean-Francois Fortier

Jean-Francois Major

Marketing and Administration

Robert Dubois

Silhouette Rules

Gene Marciel, System Designer

Stephane I. Matis, System Designer

Marc A. Vezina System Developer

Additional Design

Stephen Baker (additional d20 fact-checking)

James Maliszewski (mission generator)

The First Address	4	Step Three: Secondary Attributes	31
CHAPTER 1: THE CORE		Step Four: Additional Details	31
COMMAND UNIVERSE	6	Step Five: Grades	32
Introduction	7	Races	33
Game Elements	7	Nations and Other Social Groups	33
Themes	8	Human	34
Genre Points	9	Cyren	36
A Brief History	10	Sanrok	38
The Singularity	10	Orb-Shakra	40
A New Dawn	10	Proteans	42
The Formation of the Alliance	11	Dimni	44
The CORE Age	12	Muran	46
Dark Days Ahead	12	Mi-Compiler	48
The Five Galaxies	14	Attributes	50
The Core Regions	14	Picking Attributes	50
The Frontier	14	Skills	50
The Unknown	14	Skill Levels	50
A Multitude of People	15	Skill Complexity	51
Interstellar Relationships	15	Skill Specialization	51
Distances and Travel	15	Artificial Beings	52
Map of the Local Galactic Cluster	16	Construction	52
The Hyper-Tunnel Network	17	Servoshell	53
Grand Void Station	17	Cyber-servant	54
CORE Command	18	Loading Drone	55
Organization	18	Combat Drone	56
Fractal	19	Recorded Hero Type I	57
Academy	20	Recorded Hero Type II	58
Monitor Orbs	20	Recorded Hero Type III	59
The Guntery Range	20	CHAPTER 3: TOOLS OF THE	
The Seven Homeworlds	21	TRADE	60
The Orbital Defense Rings	22	Technology	61
Wonders of the Five Galaxies	24	Energy and Powerplants	62
Celestial Objects, Made To Order	24	Materials	62
The Biggest Weapon Ever Found —		Quantek	63
And Lost	25	Physical Properties	63
The Protector of La-Kham 95457	25	Agrav Networks	63
The Kek	26	Personal Equipment	65
YLJ:KU -31 277431	26	Money	65
Observation: Sanrok in Spacecraft	27	Quality and Availability	66
Atmosphere Clubs	27	Common Items	66
		Medical Technology	67
CHAPTER 2: CHARACTER		Communications	68
DESIGN	28	Memeware	68
The Academy	29	Survival Gear	69
The Location	29	Staze Node	71
The Training	29	Tools	72
Character Design	30	Force Planes	73
Step Zero: General Concept	30	Agrav Slippers	73
Step One: Attributes	30	Monitor Orb	74
Step Two: Skills	31		

Personal Equipment	75	Grobs	128
Equipment Table	76	Kom'Sov	130
Space Suits	77		
Weapons and Armor	78	CHAPTER 6:	
Melee Weapons, Low Tech	78	GAMEMASTERING CORE	
Melee Weapons, Hi-Tech	79	COMMAND	132
Small Arms, Low Tech	79	Running CORE Command	
Ranged Weapon Table	82	Adventures	133
Heavy Weapons, Low Tech	83	Ambiance	133
Personal Armor	85	Action	133
Low Tech Armors	85	Descriptions	134
High Tech Armors	85	Threat	134
Personal Armor Table	86	Humor	134
Mercury Armor	87	Creating a CORE Command	
Lightning Armor	89	Campaign	135
Buster Guns	90	Brainstorming	135
Smart Guns	92	Preparing the Basics	135
Gauntlet Equipment	92	A Note on Pacing	135
Guided Thrown Weapons	94	The Maturing Campaign	136
Sliver Blades	95	Preparing a Scenario	136
Firesheet Blades	96	The Most Important People in the	
Wizard Gloves	97	World	136
		The End of the Campaign	136
CHAPTER 4: SPACECRAFT	98	Preparing the Finale	136
Spacecraft	99	Mission Generator	137
Propulsion and Travel	99	Determine the Adventure Scheme ..	137
Transgalactic Travel	99	Determine the Adventure's Goal ..	138
Spacecraft Rules	100	Determine Plot Structure	139
Squadrons	100	Determine the Campaign	139
Formations	100	Determine the Story Hook	140
Destroying Planets and Stars	101	Determine General Setting	141
CORE Striker	102	Determine Specific Setting(s)	142
CORE Pathfinder	104	Determine Main Villain	143
CORE Explorer	106	Determine Minor Villain	144
		Determine Allies	145
CHAPTER 5: THREATS ...	108	Determine Significant NPCs	146
The Galaxies under Threat	109	Determine Dangers/Hazards	147
Threat Priority One	109	Determine Chase	149
Threat Priority Two	109	Ethical Dilemma	150
Threat Priority Three	110	Determine Narrative Twist	150
The D'vor	110	Random Adventure Example	151
Technology	111		
Star Devourer	112	APPENDIXES	153
Hunter-Killer	114	What Has Happened Before	153
Gatherer-Breeder	116	Open Gaming License	156
Skod	118	Character Sheets	157
Kra'ab	120	Index	159
Hunchback	122		
Seeker	124		
Kabayans	126		

Credits

Produced and Published by
 Dream Pod 9
 5000 Iberville, Suite 332
 Montreal, Quebec,
 Canada, H2H 2S6



All art and design (C)2003 Dream Pod 9, Inc.

The Dream Pod 9 logo, CORE Command, Silhouette CORE, and all other names, logos and specific setting terms are (C) Dream Pod 9, Inc. All Rights Reserved.

CORE Command, Silhouette CORE and all other proper names and logos are trademarks of Dream Pod 9, Inc.

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used according to the terms of the d20 System License version 1.0. A copy of this License can be found at www.wizards.com/d20.

Wizards of the Coast(R) is a registered trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission.

No part of this book may be reproduced without written permission from the publisher, except for short excerpts for review purposes or use of Open Gaming Content consistent with the OGL. Any similarities to characters, situations, institutions, corporations, etc. (without satirical intent) are strictly coincidental. The various use of the genders throughout this manual should in no way imply the exclusion of one or the other, or suggest that the game is intended exclusively for a male or female audience.

Warning! The Silhouette CORE Rulebook is a work of fiction intended to be used in a game context only. It contains elements which may be deemed inappropriate for younger readers. Dream Pod 9, Inc. does not condone or encourage the use of violence or weapons. Parental discretion is advised.

Dream Pod 9 can also be reached through the internet. Check the rec.games.frp.misc conference for support and information about the DP9 games. You can also visit our World Wide Web page for additional support and free updates at <http://www.dp9.com/>.

Designation of Product Identity: The various Silhouette CORE rules and all CORE Command setting-related names, terms and artwork are considered Product Identity and are not Open Game Content. Nothing in this book except for material placed in stats blocks and sidebars features Open Gaming Content.

Designation of Open Game Content: Subject to the Product Identity above, the various equipment rules and stats are considered Open Gaming Content and are hereby released under the Open Gaming License. If so used, they should bear the COPYRIGHT NOTICE "CORE Command Player's Handbook v003, Copyright 2003, Dream Pod 9, Inc." Some of the portion of this book which are delineated OGC originate from the System Reference Document and are (C)1999, 2000 Wizards of the Coast, Inc.

Stock #DP9-901

Legal Deposit: April 2003

Bibliothèque Nationale du Québec

National Library of Canada

ISBN 1-894814-82-7

Printed in Canada

First Printing

Government of Québec — tax credit for book publishing
 — administered by SODEC

The First Address

"You were all born on small worlds, single or double or even triple planets, orbiting celestial bodies and keeping busy as all beings do during their infancy. Then, at some point in your life, you were confronted with a larger, more spacious universe — your galaxy. Your new home. You learned of other races, of alien creatures with traditions and languages and abilities so different from your own that you could not understand them. You escaped the confines of your planet and stepped into a brand new world, an infinite combination of possibilities and cultures and adventures. You discovered new horizons and expanded your gnosis of the cosmos, learning to adapt to new situations and accept what is not readily believable.

"You also learned more about the history of our universe. You learned of a trouble past, of harsh wars and devastating enemies — the D'vor, and the Kabayans who follow them — and of forgotten races. You learned of shattered pan-galactic empires and epic struggles and tragic losses. All of you understood what was sacrificed in order for Civilization to survive, not just that of humans, but that of every sentient being in our cosmos.

"All of you rose to the challenge. You joined CORE Command for your own reasons, but all of you underwent the same training and conformed to the same rules. You are the first of an elite organization, the sentinels of today and the heroes of tomorrow. Once this day is over, you will go forth in the universe, from galaxy to stellar cloud, and re-establish shattered links between civilizations, solar systems or even galactic regions. You will oppose the D'vor. You will help those that desperately need it. We do not know what the future has in store for our alliance, but we must build and do it so that our new coalition withstands the storms to come and does not crumble.

"CORE Command stands for that future. With Fractal behind us and a universe ripe with challenges ahead, we now send you as our messengers, representatives and plenipotentiaries. From this day on, in full accordance with the oaths you have taken, you are now our agents of progress. We trust that you will rise to the greater challenges that await you as you always have in the past, and leave you with this one final advice, this credo by which we measure all that we do."

— excerpt from the First Address, High Guardian Kalien Do'Vega, Academy



Sample file