CORE COMMAND

PLAYER'S HANDBOOK

DREAM POD 9

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.

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SILHOUETTE™ CORE

Printed in Canada

DREAM POD 9

CORE COMMAND
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CHAPTER 1

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*
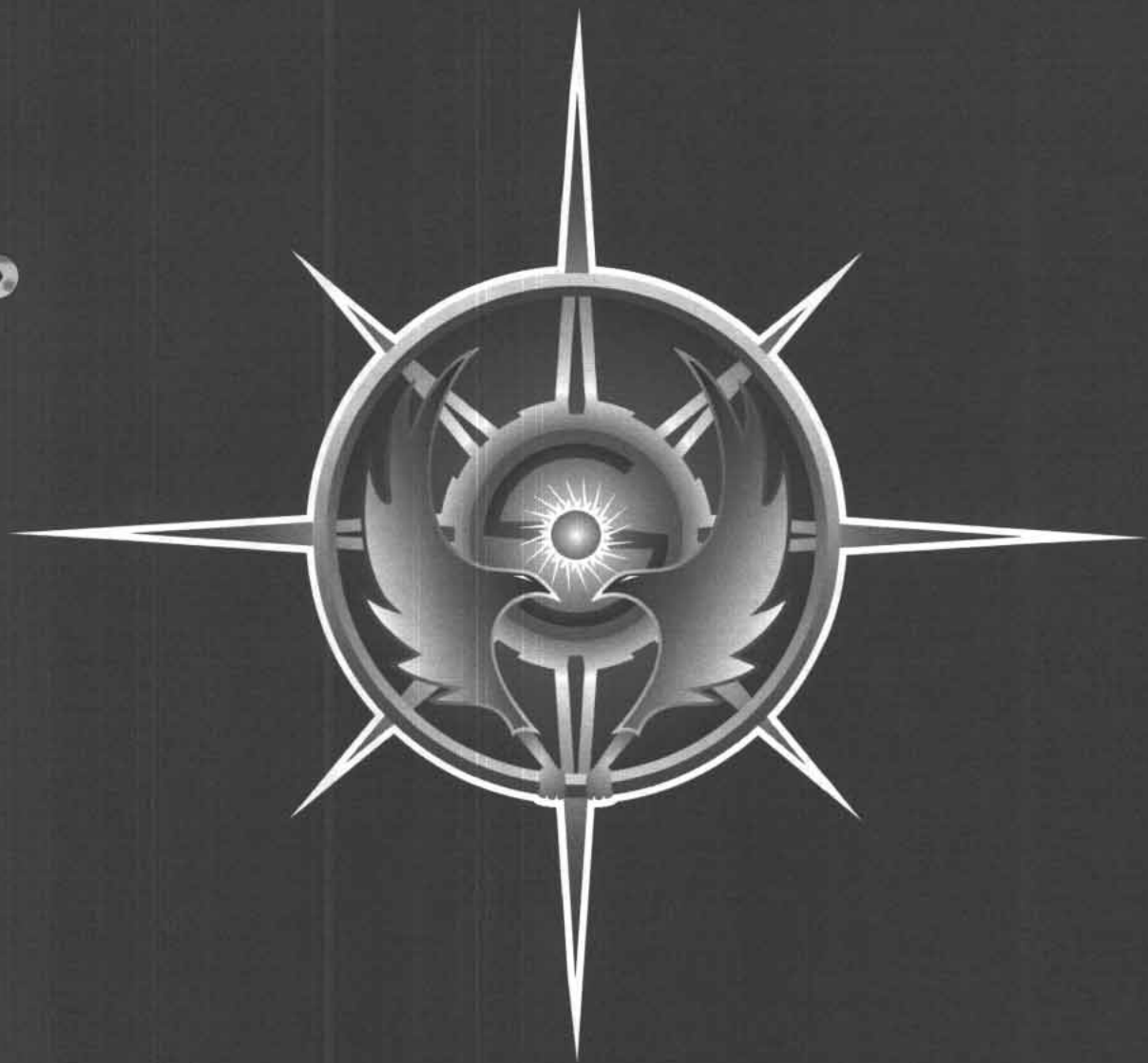
CHAPTER 1:
The Universe of CORE Command

Introduction

In the far, far future, a far-spanning pan-galactic civilization of humans and aliens is claiming the universe star by star as they confront their past and build their future. A galaxy-wide explorer/guardian alliance, CORE (an acronym which meaning has been lost to time), is at the spearhead of these efforts; agents of CORE Command, its fleet arm, travel everywhere to right wrongs and protect the weak.

CORE Command dares to think big, to work at a scale seldom envisioned in science-fiction. It relegates interstellar epics to the level of backyard rumbles. Its scope is of such magnitude that it boggles the mind. One single galaxy is not enough — it needs several: Spiral (once called the Milky Way), Doradis (Larger Magellan Cloud), Tucanae (Smaller Magellan Cloud), Andromedea (M31) and Trianguli (M33).

Countless races have been seeded and have colonized hundreds of thousands of worlds in these galaxies, and have formed alliances and coalitions that in some cases have held for millennia. Despite this widespread colonization and strong civilizations, there are a nearly infinite number of inhabitable (and inhabited) worlds that have not yet been discovered, with life forms all their own, and which need to be protected from potential threats.

VALLEY BASE

Game Elements

The Objective of the Game: Unlike other types of games, roleplaying games don't have set victory conditions. The closest to it would be to either a) complete the assigned mission and b) survive the mission. As play progresses and subplots emerge, winning becomes a matter of resolving problems and making one's character grow and evolve.

Default Player Option: Most of the players will probably start out playing CORE Agents. These are the most readily-accessible type of characters, and give the Gamemaster an excuse to supply the group with lavish gifts and equipment.

Advanced Character Types: More advanced players will no doubt want to venture into the void on their own and create free traders, explorers, or just plain adventurers. There are (literally) galaxies' worth of adventures out there and new characters will have no problem finding trouble and mischief to get into.

In this case, the Gamemaster will have to generate a stellar sector to base the adventures in. This is more work, but it provides the most creative liberty.

Default Bad Guys: If the Gamemaster is at a lost for opponents, the D'vor artifact fleets and their Kabayan parasites are an ever-present danger to the galaxy. Even when there's nothing else to do, there will always be a fleet moving on an inhabited system somewhere, or a Kabayan tribe busy expanding their own private empire.

Advanced Bad Guys: The D'vor and the Kabayans don't hold a monopoly on evil. The Kom'Sov are always looking to include additional worlds and star systems in their vaunted collective society, and they don't generally take 'no' for an answer. Not all human and alien civilizations in the five galaxies are of the democratic, open society type favored by CORE, either: many are empires and cesspits of corruption, and a few are openly belligerent.

• Themes

CORE Command attempts to take all the themes of the classic fantasy genre and transpose them into a science-fiction setting without borders or limits. A paladin is a CORE agent; a magician tower at the edge of a distant mountain range becomes a remote research lab deep within a nebula; the gods are super-intelligent transhuman entities; magic items are quantum-level "black box" technology.

• Design Notes: CORE's Game Purpose ▼

CORE and its fleet arm, CORE Command, is primarily a hook to give the player characters a big powerful ship, expensive toys and interesting leads. It greatly simplifies the task of the inexperimented Gamemaster, and still leaves the door open for more complex stories later on (such as running a smuggling operation at the edge of Doradis, dodging patrols and the occasional D'vor hunter-killer).

The setting is decidedly optimistic and heroic in nature: it's a brave new world out there, and the players are going to make great discovery and put wrongs into rights, no matter the cost. Your heroes can explore and save the universe on an almost-daily basis. Their exploration ships can be several miles long; military ships are ten times that size. Adrenalin, bravado, outlandish actions, daring death-defying maneuvers, pursuits, romance, they all have their place here — this is classic space-opera adventure at its best.

The themes explored by the setting are pretty standard fare, proven ideas that have shown their staying power over the years.

The Hero's Journey: The quest in its many forms is present in virtually every human culture. We are a race of nomads and wanderers, and the appeal of great treasure located just beyond the horizon has an irresistible pull on our psyche. An immense galaxy playground offers more opportunities to do so than you can shake a stick at!

Justice for All: In a wide galaxy, there are bound to be evil empires, greedy merchant houses and monstrous creatures to fight!

Growing Up: Most of you will start with a relatively unknown character and build him up into a legendary hero. Younger ones will do so by accumulating guns and stats; older, more mature players will create a more realistic personality.

Exotism: With the number of planets and star systems available, the characters can visit a new place every few game session. They need never be bored, and neither does the Gamemaster: a section of the Dream Pod 9 Web site (http://www.dp9.com) will be put aside for a stellar atlas, where everyone will be able to share their adventures and discoveries.

• Genre Points

Genre Points and other game mechanics (see section 6.4 of the **Silhouette CORE rules**) will allow you to influence the plot and the story, creating a game that has a stronger genre and a more heroic feeling. The characters can use the **Genre Effects** from the list below. The Gamemaster can veto the use of any approved Effect if desired.

Blessed Unconsciousness: for 1 Genre Point, the character blacks out and is ignored by the opponents as dead. All attacks against him cease. He wakes up automatically at the end of the fight. This increases player character survival when faced with powerful aliens or creatures.

Creative Stunt: by spending 1-3 Genre Points (based on how powerful the stunt is), a character gets to use a Skill, Perk, Special Ability or piece of equipment in a new and creative way, once. For example, the power cell in the character's handgun just happens to fit the agrav generator they need to get out of the pit.

Lucky Break: instead of taking full damage from a wound, something happens: a falling character lands on something soft, a bullet gets deflected by a canteen, etc. Each 3 Genre Points spent reduces a wound by 1 level. Flesh Wounds are completely negated. Multiple reductions can be made at once; spending 9 GPs can negate an Instant Death result. Again, this helps character survive in a setting where powerful weapons are very common.

Mimic Skill: sometimes heroes know just what to do — even if they don't know what they're doing. For each GP spent, a character gets 1 level in a Skill he doesn't already have, up to a maximum of 3. This phantom Skill lasts for one test, and that Skill test must be made immediately. CORE agents are extensively cross-trained and can often do the unexpected.

IMPOSTER!

• Dual Statting

Game stats for both Silhouette CORE and the d20 3rd edition ruleset are provided in all the books of the CORE Command line. Though the SilCORE stats are somewhat more detailed (given that the d20 rules and stats are generally available elsewhere in their own core books, we simply referenced them rather than reprint wholesale), feel free to use the system you feel most comfortable playing with.

• A Brief History

Like the ebbs and flows of an invisible ocean, life and intelligence have risen and fallen in the Five Galaxies since the dawn of the universe. Most of the species that appear on its planets and other celestial bodies will never evolve beyond the flora and fauna level; among those that do, very few attain space flight before they either become extinct or reach the Singularity, turning into a Dreamstate civilization.

• The Singularity

When a civilization progresses both culturally and technologically, there comes a time when the discoveries begin to support and drive one another, accelerating the rate of scientific progress at an exponential rate until, at last, the civilization radically transforms itself. In general, this takes the form of a forced evolution of some kind, with the inhabitants either becoming machines or energy beings, usually gifted with fantastic powers and immortality.

Civilizations that survive to reach that stage of development almost always turn inward, having no further need for the outside universe. Their technological powers can give them everything they desire, right at home: automated factories stack atoms to create anything their creators would need or want, powered by the unlimited energy of the local star. Freed from material wants and desires, the post-Singularity beings spend their time visualizing alien dreams, comfortable in their own thoughts. As with everything, there are exceptions: a small number of civilizations have reached a stasis state and have not evolved further, content to ply the stars in their primitive spacecraft and build their own local empire.

• A New Dawn

One day, a new species arose simultaneously almost everywhere in a large quadrant of the Spiral galaxy. Despite some slight differences in physical make-up and their bewildering number of cultural backgrounds, they all belonged to the same base species and shared similar technology, which they had found in a "Library" vault hidden deep within their homeworld. Their appearance coincided with a powerful planet-sized intelligence's, which became known only as Fractal — a planet-sized spacecraft, its intricate surface covered with complex patterns that became ever more complex the closer one looked at them. That there was some kind of link between
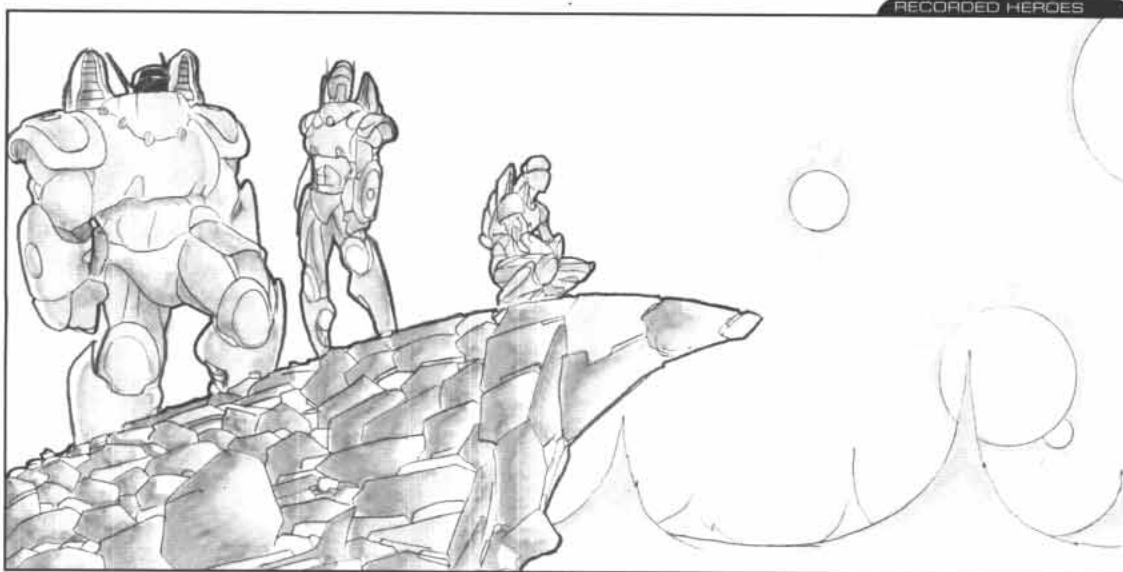
RECORDED HEROES

the two was obvious, but the humans, as the new race called itself, had no further knowledge (their Library telling them nothing on their origins).

The complete history of most galactic sentient races had long been lost in the fog of past eons. Through careful analysis of the surviving records, several myths and legends emerged, some of which must have at least some basis in truth and reality:

• Fractal settled in its current location about 15,000 years ago, but it's millions of years old and has traveled all over the universe.

• The human race vanished from existence for a while, but was recreated by an ancient race, perhaps several times; crumbling ruins stand as empty witnesses to that.

• A race known as the Compilers lived on, or with, Fractal for hundreds of thousands of years; they are the ancestors of the current Mi-Compilers. Where they went to, no one quite knows.

• The Formation of the Alliance ▼

As for Fractal itself, it was a mystery. It obviously shared much with the technology of the Libraries found on the Human worlds, and indeed many of its crew (inscrutable beings that called themselves Mi-Compilers) were human hybrids. They were the ones that spoke for the alien artifact: they told of a terrible threat sweeping the galaxy and the need to unite as one to fight it. The D'vor could not be negotiated with, caring little for others — those that refused to face them would be swept away and driven to extinction.

Most human representatives were initially skeptical, until an expedition was sent to the far fringe of the local galactic arm. There, they observed and later confronted a small fleet of thousands of D'vor Star Devourers. Immediately upon their returns, representatives from the seven most populated and advanced worlds of the region gathered together to hammer an interstellar
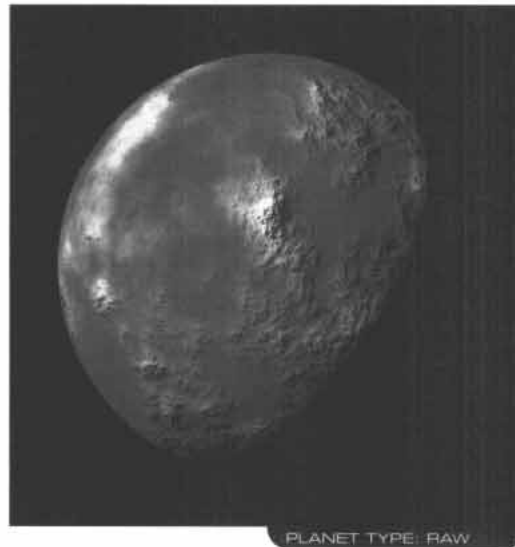
PLANET TYPE: RAW

• Planet Type: Raw ▼

This is a broad classification that includes any sort of environment where life either has not evolved or has little chance of developing. The specific conditions vary, but most are vacuum environments. Other details, including size and orbital distance, are irrelevant. Raw worlds also include planets that once supported life, but due to some cataclysm are no longer capable of doing so. This is not to say that raw worlds completely lack indigenous life: on a small number of worlds, a handful of organisms maintain a tenacious hold on existence, and in a few instances, have even managed to thrive in the harsh environment. Few non-indigenous races are interested in colonizing Raw worlds, except some sentient machine races and a few other races impervious to the hostile planetary conditions.

Absence of life does not mean absence of resources. Many Raw worlds are treasure houses of undeveloped mineral wealth. Exploitation of Raw planets is a brutal, ugly affair: since there is no life, miners are exempt from environmental protection regulations or other ethical limitations. They are free to extract minerals using whatever methods they choose, with little regard to preserving the integrity of the landscape. When they leave, all that remains is a hollowed-out ruin of a globe, worth little to anyone.

CHAPTER 1
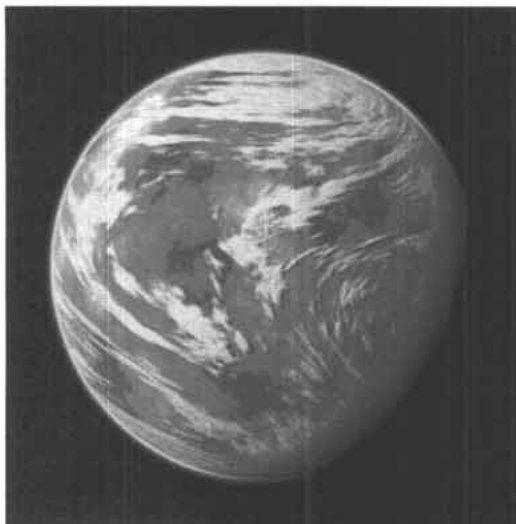
PLANET TYPE: GENESIS

● Planet Type: Genesis ▼

A Genesis world is a place where life has flourished. Environments may be similar to those found on the homeworlds of certain other races, making Genesis planet types ideal for terraforming and colonization. Genesis planets are characterized by the presence of elements associated with the development of life. This means that a world can be classified as a Genesis type merely for having the potential to develop life. As with Raw worlds, orbital distance and planet size is not a factor in the definition, though Genesis types do have a minimum practical size. After the initial classification surveys, CORE generally leaves these worlds alone, although it does not prevent local empires from colonization.

The major distinction of a Genesis world is that it possesses no sentient life. This has occasionally been problematic if an indigenous species on the verge of sentience, particularly if the planet is already in use by a non-indigenous race. A careful, thorough and well-documented evaluation must be performed, partially to ensure that primitive sentient races receive active CORE protection, and partially to help defeat any legal challenges that may be launched by a non-indigenous race facing expulsion from the planet.

alliance that would face down the new enemy and protect the weaker civilizations of the quadrant. On the advice of the Mi-compilers, the alliance used the technology given to it by Fractal to contact other races and stellar alliances in the nearby galaxies and propose an alliance of like minds. The alliance that became known as CORE was born.

● The CORE Age ▼

This was many millennia ago. Thanks to Fractal's backing, the alliance has lasted for all this time, going about its business of protecting its constituent races and everyone that would hold their value dear: life and freedom to grow and develop. There were some rough initial times, such as the disastrous defeat at the Starhorn Gate: six D'vor artifact fleets engaged and destroyed a CORE fleet ten times their size, nearly putting an end to the alliance and setting back the defensive efforts in the eastern edge of the galaxy by three centuries.

An undercurrent of hope now courses through the galaxy. In the stellar gaps left by the far-scattered CORE-aligned civilizations, great fiefdoms and alien nations are being created. Youngsters are anxious to explore and travel the newly welcoming galaxy. Various evils still exist, including the D'vor lurking in the void, but they are not the galaxy-dominating disaster they once were; their fleets scattered and easily contained away from the inhabited systems.

● Dark Days Ahead... ▼

The primitive settlements on the devastated world of Tek'ek'hal have been gaining attention lately. Though the indigenous race has long since died out, recent translations of ancient tablets are proving disturbingly accurate when describing disasters currently befalling neighboring worlds on the edge of the Spiral Galaxy. Earthquakes shake regions without fault lines or plate tectonics. Floods rampage through lands where no rain has fallen. Snowstorms engulf hot, arid deserts. All are

natural events, but occur without reason. Local media has learned of the tablets and blown their contents out of proportion, claiming that the Tek'ek'hali were psychic and have records of every event that has or will occur in this region of space. The claim is ludicrous; there is no evidence that the Tek'ek'hali are precognitive. This does not mean, however, that the information contained in the tablets is any less ominous.

Since the Tek'ek'hali obviously did not know the future, the tablets must be referring to incidents that occurred on their own world thousands of years ago, possibly turning it into its current ruined state. The similarities between the ancient recorded cataclysms and modern events are alarming. Numerous investigative teams are attempting to get to the bottom of the mystery, but so far have been stymied by panic and sensationalism. The answer undoubtedly lies somewhere on Tek'ek'hal, but the archeological sites are being raided by privateers and government agencies determined to find a solution they can use, develop or sell before their homeworlds suffer the same fate as the ruined orb.

Perhaps this is a new plot of the enigmatic D'vor, something more subtle than their dark fleets. Or it's a new threat, one that Fractal and CORE didn't foresee and may be powerless to stop...

PLANET TYPE: PRIMITIVE
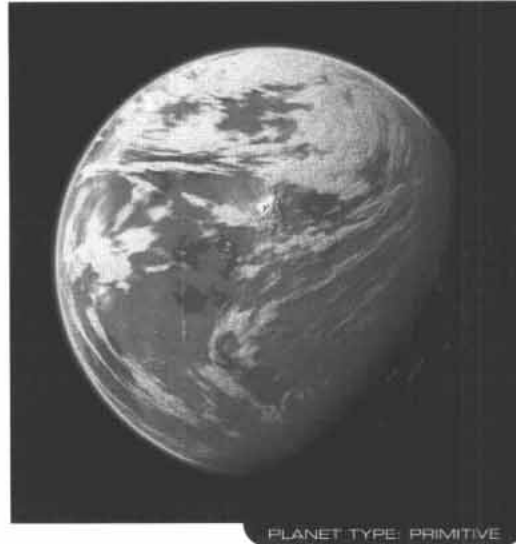
Planet Type: Primitive

The next step up from Genesis is the Primitive planetary type. Primitive types are exactly like Genesis worlds in that they contain life; however, they are also home to a sentient race, albeit at a low level of technological development. A planet may also be classified as Primitive if it houses a reasonably advanced population, but has no permanent presence in space and socially is not ready for contact with alien life. As a note, a planet cannot be classified as Primitive simply because a native race has the *potential* for sentience. As noted in the Genesis type entry, worlds must meet very specific criteria before being granted the designation of Primitive.

CORE closely monitors such worlds in order to ensure they remain undisturbed. This is not always successful, as poachers, con men and thrill-seekers have managed to slip past CORE protective pickets. The penalties for being caught illegally planetside on a Primitive world are harsh, and those found interfering with Primitive races are unlikely to ever experience freedom again. Experience has shown that the damage done to Primitive racial development by alien contact can never be erased, and may taint future social development for centuries. Such damaged societies are usually referred to as "contaminated."

CHAPTER 1

▼ The Five Galaxies

Space is vast — even the fastest vessel designed with the help of Fractal requires several days to cross the void between local galaxies. The Five Galaxies, as they are called, constitute the stellar neighborhood.

The bulk of the races and stellar nations that have joined under the protection of the CORE alliance hails from one of the two largest local galaxies, a place called Spiral. The other major galaxy has been codenamed Andromedea by Fractal itself, though the local inhabitants all have their own name for it. The other three nearby galaxies are dense clouds of stars and stellar gases, and are much smaller: Tucanae, Trianguli and Doradis.

Long ago, an unknown race (or group of races) referred to simply as "the Builders" created a series of sub-reality access hyper-tunnels between the five galaxies. Only the Gates at Tucanae, Trianguli and Spiral are still functioning, though the mysterious converters that keep them open must be fed daily with the core of an extinct star.

▼ The Core Regions

The most densely populated parts of each galaxy are its core (where stars are packed close to one another and the night sky is always bright) and the central section of each of its spiral arms. Distribution of population (and even star systems) varies greatly; they tend to "clump" in large clusters surrounded by regions of nearly empty space, until the next cluster. In general, it's rare for a cluster to house more than one or two sentient species, unless it has been heavily seeded with humans. In the more populated sections of each galaxy, ships can be seen plying the spacelanes regularly and rescue is generally easy to get by (until the civilizations of the cluster are aggressive or isolationist).

▼ The Frontier

The frontier is the largest part of the galaxy, comprising the huge areas of partially explored space that stretch between various established alliances and fiefdoms, and surround them on the edge of each galactic arm. These vast volumes of space are inhabited by a variety of peoples, ranging from small native species to refugees from the fiefdoms themselves. Pirates, smugglers and petty emperors are endemic.

The frontier areas are classified by their level of exploration. CORE exploration vessels and research stations dot the better known zones, but large, barely explored areas stretch through the farthest regions, ripe with possibilities.

▼ The Unknown

The Unknown is a generic term for the areas which are completely unknown to the alliance, stellar nations and the fiefdoms. Intergalactic space, known simply as the Void for its lack of stars, is of course the largest part of this, but there are large regions of unknown space inside each galaxy as well. Few like to venture there, for the Unknown has many nebulae and empty areas where danger may lurk.

▼ Design Note: Adventure Settings

The universe of CORE Command is huge, though realistically only a large sector of it will be the players' playground for any given campaign. More than one galaxy will often become too large to handle, and plots may become lost in the broadness. A large "chunk" or sector, with unexplored regions at the fringe, should be more than enough to start a life of adventure. For more advanced players, a single galaxy has an obvious physical limit and can make an attractive large-scale map to track fleet movements and byzantine plots spanning across several stellar nations. Beyond the galaxy lies a mostly unknown universe, but it could be explored by player characters...

• A Multitude of People ▼

In almost every modern galactic society, there are tales and legends of ancient galaxy-spanning empires. Certainly, no one can quite explain how so many distinctive worlds came to bear the same life forms, albeit all with their own cultures and societies. The general social model for each galaxy now seems to be a series of stellar nations, feudal principalities or kingdoms. Each large fiefdom controls its own affairs and pursues its own concerns. Some are currently vaguely allied, but conflicts still exist.

In most galactic quadrants, there are roughly a dozen large fiefdoms (controlling each dozens to hundreds of inhabited worlds). No hard number exists, for they usually have a short lifespan on the galactic timeframe. Most are ruled or administered in one way or another from a homeworld by a colonizing species. Systems of governance and society vary widely, but many are old and established.

CORE usually leaves them alone, as long as they don't threaten their neighbors. New members are always welcome, but they must willingly ask to join the alliance. Agents may be sent to oppressed worlds that ask for help to evaluate the situation and see if something can be done; often, they will manage to organize some kind of local resistance and encourage the people to take matters in their own hands.

• Interstellar Relationships ▼

Relationships between neighboring races tend to vary greatly and depend on many factors, such as biological needs and social models. Races that have incompatible biologies usually have little reasons to talk to one another and may even intermingle in a given volume of space, each using only the planets that are suitable for them. Others form trade compacts or mutual-defense pacts, others engage in xenophobic conflicts right away.

Everyone ignores the Dreamstate worlds, often not out of respect but as a self-preservation measure. Few Dreamstate civilizations like to be disturbed and their home system tend to have elaborate defensive measures.

• Distances and Travel ▼

Traveling between stars and galaxies is possible, but requires several weeks and expensive, gigantic technologies. Most interstellar spacecraft are very large, but the bulk of their interior volume is filled with the complex power coils and drive-space generators that are required for faster-than-light travel.

Though most early scientific civilizations assume that faster-than-light travel is impossible due to causality effects, this is not the case. Their scientists simply lack the required detectors and mathematics that explain the sub-structure of the universe and its layers and pillars, both of which acts as a universal reference grid. Induced waves within these sub-layers allow faster-than-light communication, though distortion effects generally limit the effective signal range to a few dozen light years.

• Galactic Calendar ▼

Each world within the CORE alliance still use their original calendar, based on the characteristics of their local system. When necessary (for interstellar trade, for example), dates are noted in the Standard Galactic Calendar (SGC) numerotation, a complex reference system that is based on the non-changing sub-dimensions of the universe. Date zero is the formation of CORE, when representatives from the Seven Homeworlds met with envoys from twenty-six alien races on the surface of Fractal to create the CORE Declaration.

ANDROMEDEA

MURANS
PROTEANS

TUCANAE

DORADIS

GRAND
VOID
STATION

SPIRAL

HUMAN
SANROK
ORB-SHAKRA
CYREN

TRIANGULI

KOM'SOV
DIMNI

ORB-SHAKRA

HUMAN

CYREN

SANROK
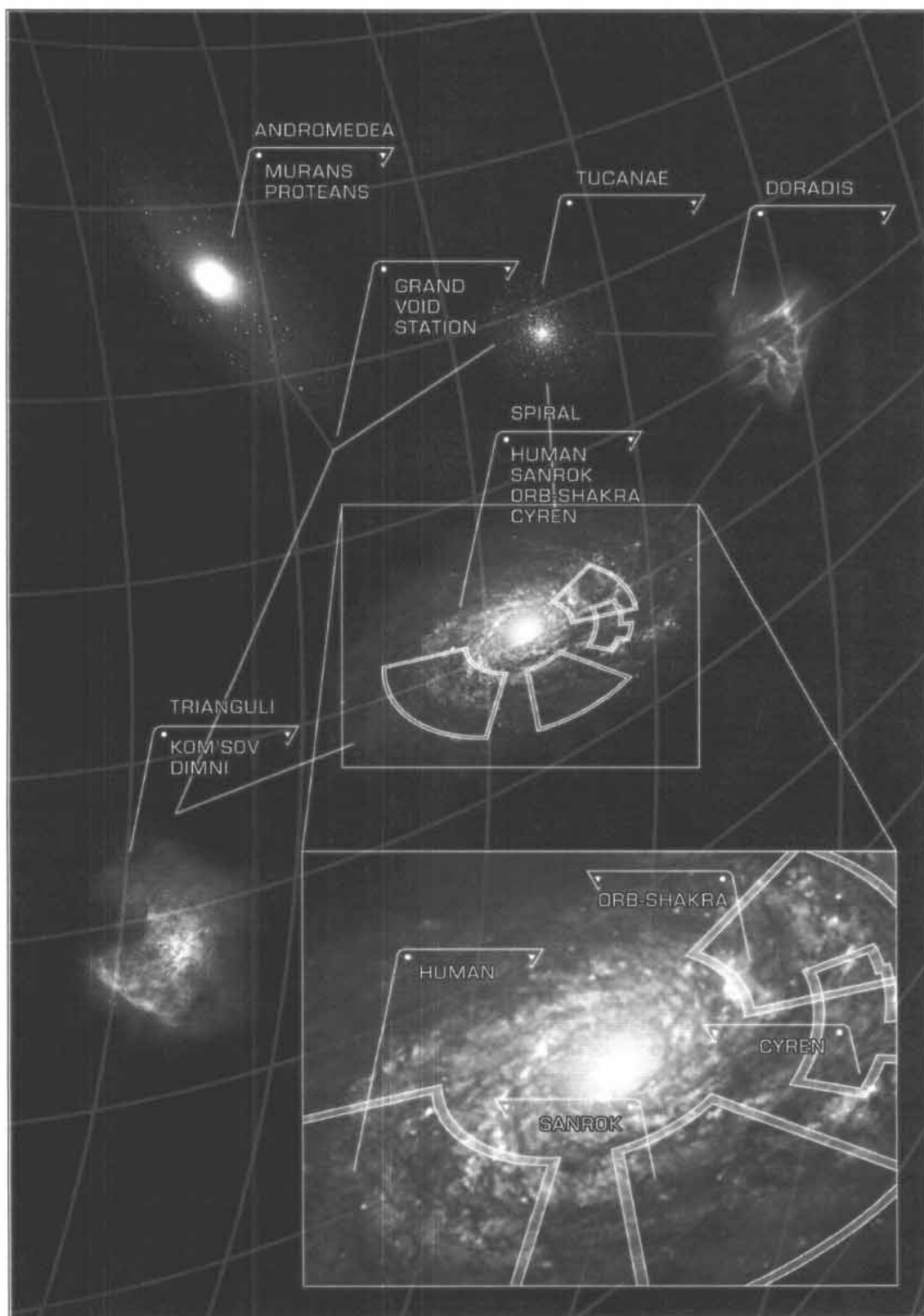
The Hyper-Tunnel Network ▼

At the center of each galaxy, there used to be a giant black hole. Long ago, these spatial discontinuities were converted by an unknown party into a series of 1000-km wide galactic gate leading to one of the other neighboring galaxies, provided they were equipped with a similar Central Gate. When they were first identified, it took a thousand years to stabilize each black hole for additional uses, and it takes the power of a white dwarf star to open it. The angle of penetration and the power level determines the exact destination of the gate.

There are only six such gates, four of which (including the one in the void between Spiral and Andromedea) are still active. The other two were either disabled or collapsed long ago, and may never be reactivated unless the original process used to create the gates in the first place is rediscovered. The "dead" gates are located in Doradis and Andromedea; without these, it takes months to travel between galaxies aboard large, "slow" (for they are actually the fastest vehicles ever built) long-range liner ships.

Grand Void Station ▼

No one is quite sure who build the giant artifact known as the Grand Void Station. It may have been created by the same crew who are responsible for the hyper-tunnels, or it may be a natural agglomeration of stations, hulks and wrecks that emerged from the void gate over time. The structure is the size of a large moon and is dotted with hangars, access points and docking arms. Inside, entire sectors are pressurized to fit the needs of a particular biology, while others are left dark and unoccupied. Similarly, law and order vary depending on where one finds himself.

The station is in a wide orbit around an immense black hole that serves as the connection game to the inter-galactic hyper-tunnel network between Spiral and Andromeda. It is unclear whether this was required by the distances involved or if the builders simply used a conveniently located spatial discontinuity to provide a "rest" point for the long trip.

The Galactic Express ▼

There is another way to travel between the galaxies, in addition to the hyper-tunnels and the "slow" boats. The Galactic Express is a scientific marvel, a booster-launched, sleek vessel designed to cover many hundreds of light years in as little as a few hours. It requires an immense quantity of energy to function, however — an entire star is consumed for each firing — and as such is reserved for emergency communications and transport only.

The massive accelerator that provides the initial impulsion required to cause the spacecraft to dive in the required sub-space dimensions is several hundreds of kilometers long and is roughly cylindrical. Inside, complex drive booster rings surround the "runway," each providing part of the necessary "kick downward" to reach the dimensions that allow the required faster-than-light velocities. The system also includes booster gates every few light-years to provide course corrections and additional speed boosts; a typical gate is an automated artifact several thousands of kilometers in diameter.

Once the Galactic Express nears its destination, quantek "air brakes" unfold from the ship's hull, gripping the very fabric of space-time to slow it down and take it back up to the everyday dimensions. The sub-space wake created has been known to cause unstable stars to go nova, and thus the flight path is purposefully aimed at largely empty zones of space.

PERILS OF THE JOB

• CORE Command

CORE Command is the fleet arm of the central office of CORE, in effect serving as the standing army and explorer corps of the galactic alliance. It's a young organization, merely a few centuries old, formed by a number of races which agreed to work together to preserve intergalactic civilization and prepare for the trials of the future. Command's self-appointed mission became to reestablish contact with lost civilizations attacked by invaders, explore new worlds and protect the galaxies against those, like the D'vor, that would destroy them.

Ships and forces from CORE Command are the ones defending the territories of the allied races, sending help to planets in troubles, rescuing those in bad situations and overall making sure everything goes smoothly for everyone. In addition to the duties mentioned above, its self-appointed mission is to reestablish contact with both new and lost civilizations.

• Organization

Headquarters are located in each of the seven sectors of a galaxy: the core itself and six radial sectors, all covering thousands of light years across and including millions of star systems and celestial objects. Every headquarter is independent and has its own fleets, though it may call on its neighbors in case of major trouble. All coordinate their strategic actions through Fractal; a delegation of Mi-Compilers is assigned permanently to each headquarters.

Each sector's Command is composed of an average of 50,000 CORE agents and a very high number of local operatives. The thousand most powerful CORE agents, generally those of the higher Grades, are referred to as CORE Rangers. The brain patterns of some of the best Rangers are occasionally transferred into a cybernetic body after their death, to become a Recorded Hero.

CORE Command is not an elite military unit: although its envoys are often armed and many are qualified warriors, it's a space-exploration and defense organization, first and foremost. While they have fighter pilots and skilled commandos in their ranks, most of the staff is made of ordinary beings and the strict protocol of military forces is absent.

• Design Note: Goals and Intentions

CORE Command is not a dark conspiracy. The possibility exists (latent though it may be) for moral ambiguity, but the institution itself has the best of intentions and is appreciated on most civilized worlds.

• Fractal ▼

At the very center of the territory protected by the CORE alliance, lies a gigantic, world-sized computer named Fractal. It's an impossibly ancient artifact built by parties unknown, and it's known to be capable of faster-than-light travel. Fractal was named this way because even as one gets closer to the planet, more intricate patterns are revealed on its surface, the thin lines becoming highways, the gray mass becoming continent-sized city-blocks, and so forth.

The surface is a thing of wonder: massive spires and grandiose buildings are made of an impossibly tough crystalline material. Complex roadways weave and turn between them, bearing automated agrav vehicles that shuttle Mi-Compilers to puzzling assignments and drones that perform daily maintenance. Doors and access points open and shut on their own, and no one has ever visited the lower levels (if, indeed, any exist and the world isn't a solid chunk of circuitry).

Though few in the public at large are aware of this, Fractal is a gigantic sentient computer which forms the basic information management resource of CORE Command and the alliance. It serves as a central command post that allows the far-flung headquarters of the various sector fleets to coordinate with one another.

Fractal is an incomprehensible entity which, many suspects, is the depository of all galactic knowledge. Unfortunately, the only race which could interface with the most meaningful levels of Fractal — the Compilers — have vanished mysteriously a long time ago, leaving behind only the hybrid Mi-Compilers castes. The Compilers were the caretakers and interpreters of Fractal, and now that they have been gone for many centuries, Fractal's vast consciousness remains mostly untapped. The multiplicity of sub-races they have left behind, the Mi-Compilers, have a slight sympathy with Fractal and occasionally access some of its memory fragments, and this is more than enough, so far, to allow the alliance to function in a meaningful way.
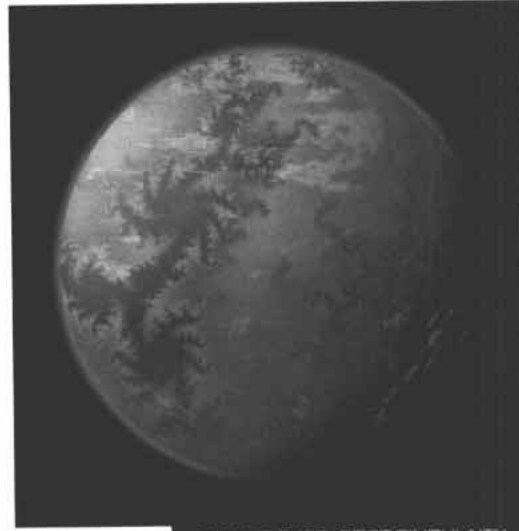
PLANET TYPE: POST-SINGULAITY

• Planet Type: Post-Singularity ▼

This is a classification intended to cover a most extreme evolution of life: the blend of being-machine existence on such a scale that an entire planetary population becomes a single, self-aware entity. The scale of such an achievement is difficult to conceive. The technological requirement alone is staggering, but the psychological requirements — an entire population surrendering its sense of self — have been considered unachievable. The existence of this category is due solely to the fact that one such celestial object exist: the planetary entity known only as "Fractal."

Even now, many years later, little is known about the being save that it is self-powered and self-aware, though both statements took very long to ascertain and are still debated. Efforts at communication without the help of the Mi-Compilers have provoked responses, but so far nothing has been translatable. Surface visitors are largely greeted with indifference. There has never been a visit to the construct's interior, and scans, when tolerated, are unrevealing. At this point, the only thing scientists and researchers can agree upon is that Fractal is utterly alien and utterly unique.

• Academy

Fractal's current position is in orbit around a small yellow star in the center of the Or galactic arm in Spiral. The same system is also the location of Academy, a terrestrial planet that's used by CORE as a training ground for its agents. The two worlds orbit on opposite sides of their sun in a perfectly balanced gravitic dance. Whether Fractal built Academy from scratch for its own purposes, or merely inserted itself in a system that it found suitable to its needs, no one knows.

Academy is a temperate world with large oceans and a variety of climates and natural features. It has been left largely untamed, saved for the various campuses that dot its surfaces. It's a perfect location for training, and most cadets who wish to become agents take the majority of their training there. Once they have completed their two-year courses, cadets are sent to Fractal for a final one-year training and testing period.

• Monitor Orbs

Most CORE agent teams, especially the younger, more inexperimented ones, are generally accompanied by monitor orbs. These are small robotic devices that keep in touch with headquarters and can supply information and take reports.

CORE monitor orbs all look identical: a silvery ball engraved with a few panel lines and a single unblinking sensor eye, floating on an internal gravity field. All monitors think identically when they're linked to Fractal, although their serial numbers vary. They can be disconnected from the interstellar network when they are stolen or taken away from the ship or team. When this happens, the monitor orb suffers a traumatic shock which gives it unusual quirks, though it can still act as an advisor. Once disconnected, they're never reconnected to prevent 'contamination' of the system.

• The Gunnery Range

The star system housing both Fractal and Academy includes a number of planets that range from small rocky balls to large gas giants. All these harbor one specialized campus where cadets learn the peculiarities of each planetary type. The system also has a wide asteroid belt that is used to teach piloting and gunnery. A number of rocks have been fitted with force screen "bumpers" to allow cadets to practice with less risk, while others serve as gunnery targets — the force screens are necessary to avoid pulverizing the entire belt in a few years of training.

CORE AGENTS

The Seven Homeworlds ▼

A new human civilization was born on each planet seeded by Fractal long ago. When the inhabitants found the seeder ship (by now a black, ancient ruin) and correctly answered its questions, they were told of the existence of Fractal, and the dangers of the D'vor. Few other civilizations managed to find their seeder, and fewer still could answer its complex riddles.

The confederation of planets known as the Seven Homeworlds is made of the first human civilizations to join together under the umbrella of CORE, thousands of years ago. This is a source of pride, and the Homeworlds form one of the major political nodes of the Spiral galaxy.

Authe is a vast desert planet where hot and dry winds blow continuously. The main Authe metropolises are built on and in the walls of large wells and pits dug in the hard rock of the crust. A large group of Sanroks live there, saying it reminds them of home. Authe used to be composed of three main nations, but they have been united for the past seven centuries; the cultural influence of the Aut'h nation is now dominant.

Bransma is not actually a planet, but the planet-sized moon of a gas giant in distant orbit around a twin star system. Bransma gets much of its warmth and heat from its gaseous master; the latter also provided the Bransman with a major motivation for their early space program. Thanks to the complex organic molecules mined in the atmosphere of the gas giant, they have become masters of polymers.

Embra was already an old, placid planet where it was first seeded. Erosion has transformed its mountain ranges into large plains and plateaus, and the highest peak on the surface is a mere two kilometers in height, with an easy slope. Embrans developed land vehicles well before they even found their libraries, and racing remains a popular past-time there. There is no dominant culture, since territorial borders traditionally kept bleeding into one another.
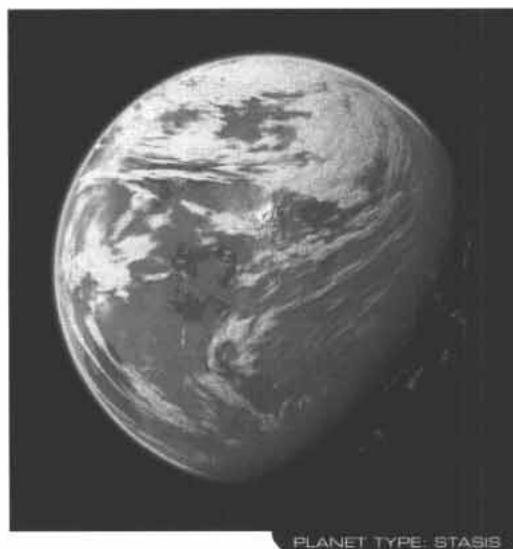
PLANET TYPE: STASIS

Planet Type: Stasis ▼

Stasis type worlds are Genesis types with an established, developed population. However, for whatever reason, scientific and social growth are limited or halted altogether. This condition may be due to several reasons, the most predominant of which is reliance on off-world trade for innovation. There are also examples of certain religious beliefs and social policies that have brought about Stasis. Some worlds have been Stasis types for centuries, and others have slipped repeatedly into this type for extended periods.

Determining whether a world fits this classification is not an easy task, and can sometimes take years of painstaking examination of the physical evidence before a decision is made. On a world with several distinct societies, over eighty percent of them must fit the Stasis criteria before the world is declared of that type. A Stasis classification does not indicate a decaying civilization or deteriorating social conditions. Stasis world inhabitants can appear just as vibrant as other races; the important distinction is that innovation is not taking place. As a note, new colony worlds are often classified as Stasis types until they become self-sufficient. CORE doesn't protect Stasis types, nor does it actively encourage civilizations to move beyond stagnancy.

Gaier is a world in constant turmoil, surrounded by a triple moon system. Its small oceans have large tides and the inhabitants are used to regular small seismic tremors caused by the gravitic interactions of the three moons. Gaieran houses are built on mobile foundations and are never very tall. Crew hailing from that planet or one of its colonies are known to set up vibration-producing devices near their bed to help them sleep.

Idar is a cold but terrestrial planet. It's orbited by twin moons, both of which are captured giant comets. When they pass in the sunlight, gases and vapors get left behind, forming a faint series of rings around the planet. Because of this, natural light is always soft and hazy on the ground, and the mean temperature is low. Idarian colonists keep complaining of the heat aboard CORE ships.

Lant is the direct opposite of Embra. It's a young world with numerous valleys and mountains over much of its surface. Lantan cities are often built directly into the walls and inclines, with some of them literally hanging above precipices. Vertigo is a medical condition that is virtually unknown there; teenagers often build tents and huts and hang them on a cliff face somewhere isolated for their own privacy.

Sanst is a water world, with over 89% of its surface covered by shallow oceans. It features a loose, easy alliances of micro-nations, each controlling one of the many archipelagoes that dot the surface. Its people have always been born seamen and Sanstans form an appreciable portion of the navigators and astrophysicians in the CORE fleet and scientific community.

● The Orbital Defense Rings

Each of the Seven Homeworlds is surrounded by an elaborate construct called a defense ring. The ring is a giant space station, several kilometers thick, that completely surrounds the planet, providing it with a defensive energy shield and banks of powerful weaponry ranging from plasma cannons to anti-ship torpedoes. Each ring was build long ago by Fractal's drones when each planet formally joined the alliance, and many of its inner corridors (not to mention its mechanisms) have never been fully explored.

● The Seven Homeworlds

NAME	DISTINCTIVE FEATURE	EMBLEM
Authe	Pit Cities	
Bransma	Moon of a Gas Giant	
Embra	Large Flat Plains and Plateaus	
Gaier	Triple Moon System	
Idar	Gas Trailing Twin Moons	
Lant	Numerous Valleys and Mountains	
Sanst	Large Oceans	

The ring serves as the main port and entry point to the planet. Though many ships have the required agrav network to land on a planet, for safety purposes they are required to dock in orbit. Entire sectors of the ring are dedicated to this purpose: their outer surface is covered with gantries, tractor beam emitters and an endless series of docking ports and hangar bays of all sizes.

A series of space elevators, between three to nine depending on the planet's geography, link the orbital ring to the surface. Force tubes, keeping an inner vacuum, are generated by wave guides mounted on all sides of the central pillar, a quantum-bonded, ultra-strong alloy. They hold the surface-to-space shuttles, large oblong capsules propelled by internal agrav networks that can seat several hundred people. It is presumed that the space elevators are part of the power system, drawing energy from the world's core through their deep anchors, but no one is really sure.

Comparable (though vastly less powerful) installations exist around the main homeworlds of the major races associated under the umbrella of CORE. A few local stellar empires have tried to build similar defenses, but none of them succeeded (in at least one case, disastrously so, as the framework collapsed during assembly, ravaging the surface).

PLANET TYPE: DREAMSTATE

● Design Notes: The Defense Rings ▼

No hard stats are provided for the rings; this is intentional. They are excessively massive and have been designed to repulse an entire fleet of D'vor spacecraft on their own, and are well above anything the players can throw at them.
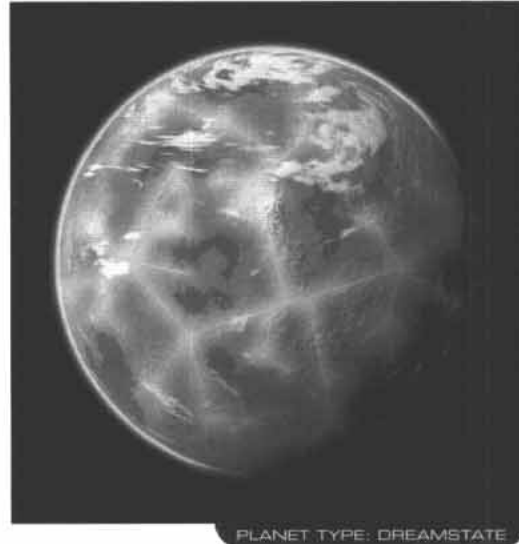
● Planet Type: Dreamstate ▼

Dreamstate is a very particular type of Stasis. These worlds harbor extremely advanced races that have passed the Singularity, the merging of being and machine. Though effectively immortal, the occupants of the world have no urge to expand outwards into the universe, and have instead chosen to focus their attention inward on an artificial reality utterly indistinguishable from real experience. Their physical forms are dormant, but their consciousnesses are fully aware within their virtual world.

Dreamstate worlds are almost entirely automated, though a handful of beings may be assigned to periodically leave their illusory world and perform actual inspections. These worlds present tempting targets for scientists, archaeologists and those with less altruistic motives. Of the small number of Dreamstate worlds that maintain an awareness of the outside universe, a few do allow visitors to very limited and closely monitored areas. For the rest, the planetary defenses are more than enough to discourage or eliminate trespassers. CORE monitors Dreamstate worlds, and actively tries to intercept incursions, if only to protect would-be visitors from harm. CORE maintains extraction teams trained to go after anybody who does manage to bypass planetary defenses, though they have only been needed in rare instances.

CHAPTER 1

• Wonders of the Five Galaxies ▼

A galaxy is a big place, and even with the most finely tuned shunt drive, it would take millions of years to visit it all. Many, many races grew and fell throughout the five galaxies' existence, and though they are now long gone their presence still echoes through their artifacts and ruins.

This section contains sample entries from Fractal's extensive galactic encyclopedia database. Reference numbers and archival/filing procedures have been omitted in order to save space: the typical ID code for an entry is more than twenty-seven million characters

MURAN CITY

long. Mi-Compiler assistance is generally required to find anything but the most mundane facts.

• Celestial Objects, Made To Order ▼

Space is vast, and considering the number of worlds that exist, it is surprising how few meet the particular needs of those best in a position to utilize them. If the culture is advanced enough, it can reshape a world into a paradise. If the culture is extremely advanced, it can create planets where none existed before. There are two types of constructed planets — the massive, traditional globe indistinguishable from those that evolved naturally and small planetoids known as *Saint-Exupérys*.

The first type is built in systems containing massive asteroid fields, often where a sizeable (but not large enough) planetoid may already exist. Gravity generators lure debris together to form the core, and when enough mass has been assembled, plasma furnaces ignite to fuse the collection into a single lump. Projects of this scope are very long term. It may be centuries before the planet surface is inhabited, and centuries more before life is successfully seeded.

Saint-Exupérys are much more quickly constructed. They are usually quite small — between two to twenty kilometers in diameter. Gravity is created through a network of underground gravity generators. An atmosphere is added, and then the entire surface is sculpted to the owner's requirements. Within a few years of work, practically any environment can be simulated, although it must be artificially maintained. *Saint-Exupérys* are typically luxury resorts or privately owned estates. Some governments use these planetoids as outposts, but they are inordinately expensive compared to space stations with the same capabilities.

The Biggest Weapon Ever Found — And Lost

Though unconfirmed, the largest individual artifact ever discovered was a solar system-sized gravity cannon supposedly capable of destroying targets dozens of light years away. The core of the cannon was a generator thousands of kilometers long, balanced exactly between two rapidly rotating quark stars; orbiting planet-sized objects helped focus a gravity pulse. Because it was gravity-based, the cannon did not have to point towards its target when firing. Gunners simply entered target coordinates and waited twelve hours for it to charge and fire.

The artifact's discoverers were absolutely certain it was a weapon system. In fact, they claimed to have fired it at the home star of their race's most hated enemy, the Evanite Alliance, some thirty light years distant. The Evanite fleets, however, found nothing in the region where the artifact supposedly resided. The discoverers maintained the artifact existed, even under intense interrogation, but the gravity cannon was ultimately declared a hoax.

Although the fabled discovery happened centuries ago, the potential power of such a weapon is simply too great to ignore. Search expeditions are still mounted, and rumors of the cannon's discovery or use abound. However, despite its supposed size, the cannon has never been recovered or even conclusively proven to exist. In an interesting footnote, roughly three decades after the cannon's first alleged firing, a massive gravity wave ripped apart the closest star to the Evanite system. When one of the discoverers was asked if he knew what had happened, he responded, "Isn't it obvious? We missed."

The Protector of La-Kham 95457

Innumerable races have flourished and perished across the galaxies. Some were advanced enough to build devices that could remain functional for millennia. One such creation was discovered in a red dwarf system known only as La-Kham 95457. At first, the

PLANET TYPE: EXOTIC

Planet Type: Exotic

This is a "catch-all" category, designed to cover celestial habitats that elude easy classification. Exotic types include double worlds (two planets orbiting each other as they circle their sun) and gas toroids (a star-encircling ring of gas containing the elements to produce life). "Exotic" is also used as a descriptive term for worlds that would fit into an established classification except for one or two remarkable features (e.g., Exotic Raw worlds). Additionally, Exotic types encompass a wide range of planetary constructs, including ring worlds and Dyson spheres, though examples of such are rare. The classification has also been applied to a collection of large fragments from a shattered planet, where the inhabitants have somehow managed to preserve the surface environment.

Exotic types do not include worlds that have been terraformed or bioformed, nor do they include planets that have been artificially created but appear and function as normal worlds once complete. Exotic types also don't include space stations, no matter how large they may be.

There has been some discussion about breaking this classification down into several sub-types, but since there would only be a handful of examples of each type, it is unlikely this will happen.

CHAPTER 1

artifact was mistaken for an asteroid, pock-marked by hundreds of craters. It was actually a ship, and each crater was a weapons port. It appeared to be protecting a massive structure on the surface of the fourth planet. No scans could penetrate the building's walls. Legends grew around what could be inside — was it vast wealth? A library of alien knowledge? An arsenal of ultra-powerful weapons? Speculation ran wild, and eventually it was decided that whatever the secret, something that well defended was far too important to leave alone.

Many races mounted military operations over the next 220 years, but no tactic or technology could defeat the Protector. Eventually, a battle fleet of thousands of vessels, raised by seven empires over two decades, overwhelmed it. The battle raged for hours, and the fleet took 80% casualties before the Protector was critically damaged. Before the artifact could be destroyed, however, it threw itself into a headlong plunge, impacting on the structure it had defended. The blast fractured the crust of the planet, and the portion of the structure that survived the explosion was covered by the magma that poured forth. In the end, nothing was left but the ashes of a two-century-old obsession.

• The Kek

These large, slow creatures are purely celestial beasts; they spend their lives in the cold harsh environment of space far from the shelter of planets. They can be found in a lazy orbit around one of the five stars forming within the Bowsprit Nebula in the Andromeda galaxy. Physically they resemble five-petal flowers. Their bodies are only 100 meters in diameter, but their petals can extend for kilometers. The petals not only collect light for sustenance, they also function as solar sails, allowing Kek to swoop and climb as they orbit their star. They are migratory, and move from star to star in the nebula using organic gravity drives.

The Kek numbers have dropped sharply as of late, without any obvious reason. At least one nearby mineral-poor world harvests Kek corpses for use as starship hulls. Kek "skins" are very durable and radiation resistant, and once cleaned the hollow bodies make ideal structures for space going vessels. The harvesting races however, never use living Kek. A more likely suspect is the Sanvidian Empire, a group long suspected of poaching Kek. There is no direct evidence, but the reduction in population roughly corresponds with the Sanvidians' began mobilization for
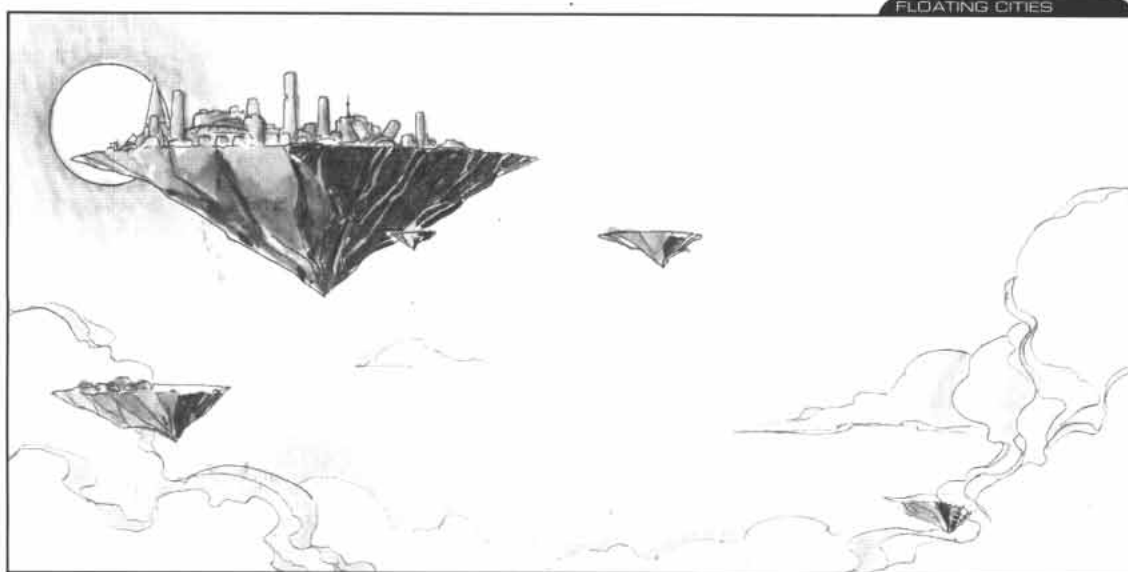
FLOATING CITIES

another war with one of their rivals. The crime may be compounded by the fact that there is mounting evidence that the Kek may be primitive sentients — they have always demonstrated a high intelligence for mere animals. If they are indeed sentient and are being poached, the culprits could be facing many additional charges, including murder.

• YLJ:KU -31 277431

The white dwarf designated YLJ:KU-31 277431 was considered an unremarkable star, a rogue adrift between clusters with no planets or dust ring of its own. It was such a typical specimen it was designated an ideal target for the test firing of a new star-destroying weapon. The commanding officer was quite surprised when, with mere minutes left on the countdown, a transmission was received from the star itself: "Please don't shoot!"

Since that point five years ago, the star has been under constant examination. A few new transmissions have been received, each aimed specific vessels in the area. Each message was short and pertained directly to something the ship was doing, either warning it of danger or asking it to stop. The star has never responded to direct transmissions, and no dialogue has ever been established during the transmissions it made.

The incidents have caused quite a stir in local scientific circles. If the star itself is indeed talking, there needs to be a major reconsideration on the nature of stars — especially since this star otherwise seems to be completely ordinary. A more plausible theory is that the transmission is emanating from an object within the star. Though not quite as fantastic, the technology required for not only protecting an object within that stellar inferno but also sensing nearby vessels and talking to them is still quite impressive. Unfortunately, none of the investigating astrophysicists are any closer to solving this mystery than they were just after the first transmission was received.

• Observation: Sanroks in Spacecraft

Due to the peculiarity of their homeworld's weather system (see Chapter 2), Sanrok skin constantly regenerates and sheds loose particles. Though their usual clothes are designed to contain most of these, a minute amount of dust always escape and is left behind. Whenever a Sanrok is aboard a CORE ship or installation, it's not unusual to see a service servoshell hanging more or less discretely nearby, intent on keeping their assigned section of floor pristine. Though they have learned to cope with the constant embarrassment, it is wise not to bring a Sanrok's attention to this.

• Atmosphere Clubs

Though the main species of the CORE alliance share similar biologies and atmospheric requirements, many alien races have specific gas mixture requirements that force them to either wear sealed suits or additional breathing apparatus. Atmosphere clubs are places, found generally only near spaceports and other cosmopolitan areas, where they can rent a force-shielded cubicle or table with the correct gas mixture in place. A-Clubs (as they are sometimes called) are eery places, filled with force tubes and spheres of various opaqueness and colors.

CORE FLEET
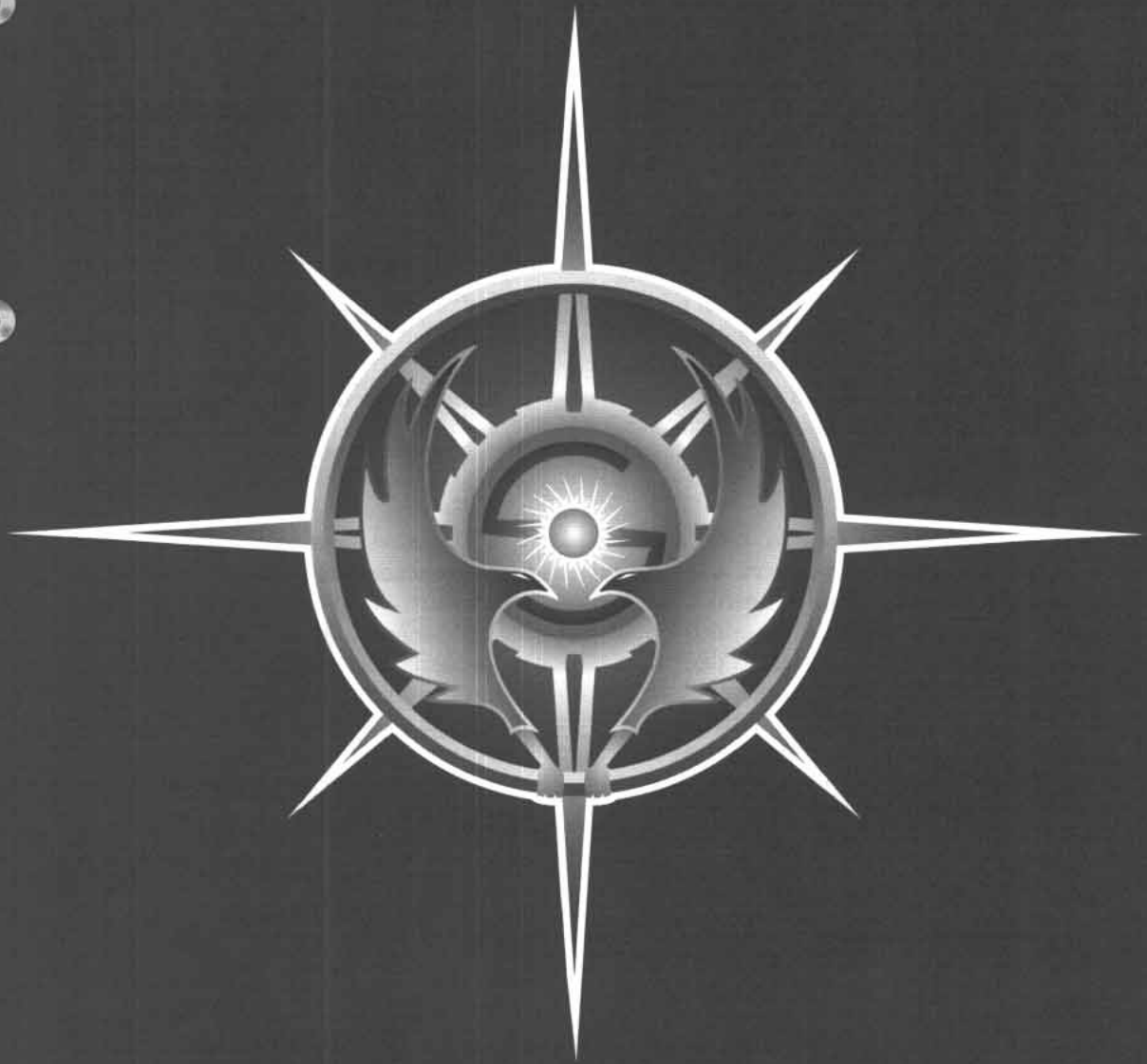
CHAPTER 2:
Character Design

• The Academy ▼

CORE agents need to be versatile, well-rounded people. They will be faced with dangers both bizarre and ever-changing, and they will be put in charge of some of the most powerful technology ever designed by intelligent beings in this universe. They also need a solid sense of morality, for they will often be asked to pass judgment on entire species or even sectors.

Prospective cadets are recruited on their homeworlds; if the latters are civilized, a CORE Command ship visits once every few years to pick up candidates. Time and again, a CORE ship will visit an unallied or primitive world to observe the inhabitants; exceptional individuals are placed on a "to watch" list, and may eventually be asked to join. Doing so is a heavy decision, for they cannot go home again.

• The Location ▼

Cadets are extensively tested before being sent to the training grounds on Academy, CORE Command's main base of operation. Academy is a verdant, temperate world that orbits a yellow-white star in the Sagit arm. This is the same system that Fractal is currently stationed in; it holds a position on the other side of the sun, but otherwise shares the same orbit.

The planet has been left in a quasi-savage state, and wild beast roam its surface freely. The Academy itself has several campuses located on the surface, one in each major geographic region and climate zone. The majority of the campuses are towering buildings of what appears to be polished white rock, but which is actually a complex molecular polymer that can resist immense amount of damage. Twin landing fields house numerous personal craft and transports that are used to shuttle the students from one campus to the others.

Academy Campus
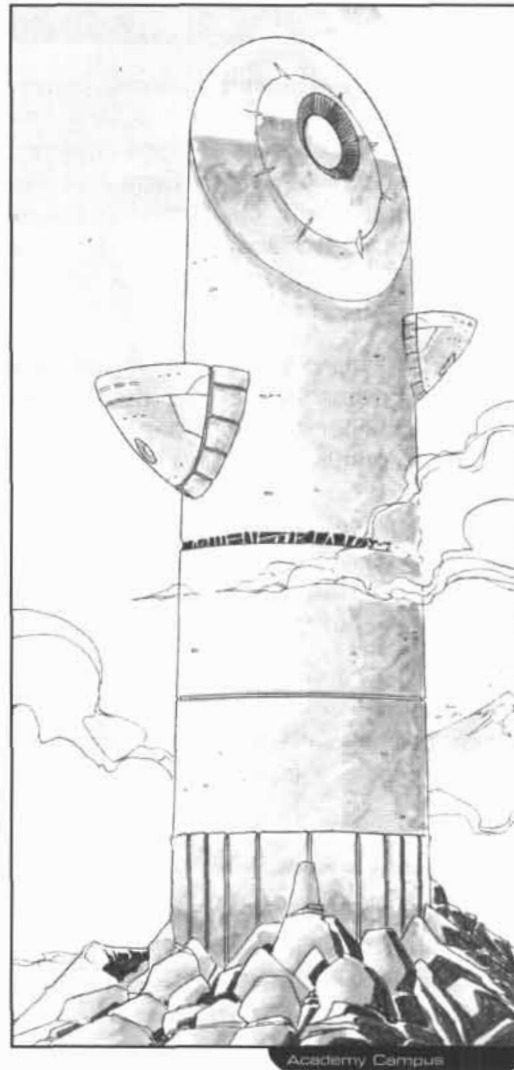
• The Training ▼

The cadet's early training is all virtual; they are submitted to Situation Simulators (usually shortened to "SitSim") where their physical and mental characteristics are honed and constantly evaluated. A SitSim uses a combination of robotics and holographic devices to make an experience that hard to tell from reality. SitSims tend to be somewhat brutal: since no harm is done, instructors usually prefer to push their students to their limits and beyond. Many crack under the intense regiment and are sent home, always without shame — for not everyone can become a CORE agent.

• Character Design ▼

Before sitting down to actually roleplay, players will have to create their characters. The characters can be almost any type of person that fits the background of the campaign. The process outlined in the following pages assumes characters above the average, but starting out in their career, and still far from the level of the elites.

The important thing to remember is that there is no right or wrong way to do things, as long as the point-spending rules are respected. You're in complete charge of the design decisions; no one is forced to get a certain Skill, if you don't feel it doesn't accurately represent the knowledge of your character. Examine each choice closely, remembering that everyone has potential strong points.

The following will show you how a character is laid out; then we will proceed to the actual design part. In between, we'll introduce the main alien races of the setting.

• Defining a CORE Command Character ▼

- What is the character's gender?
- What is the character's race?
- What is the character's physical appearance?
- Does the character have a distinctive physical trait?
- Describe the psychological traits of the character.
- Does the character have any good habits?
- Does the character have any bad habits?
- How old is the character?
- Where is the character from?
- What was the character's family like?
- What relationship did the character have with his family?
- Does the character have any current personal relationships?
- What is the character's occupation?
- What is the character's lifestyle like?
- Why does the character do what he does?
- What are the character's personal goals?
- Does the character have any secrets?
- Who are the character's friends and rivals?
- What is the character's name and/or nickname?

Type I Recorded Hero

• Step Zero: General Concept ▼

Your character must first be imagined. Is it a he or a she (you need not play a character of your own gender)? Is he tall and muscular or lean and intellectual? The *Defining a Character* sidebar offers a few questions that will help define the character. The more answers provided, the more detailed (and alive) the character will be.

• Step One: Attributes ▼

The first major element is **Attributes**. Attributes are ratings that are used to modify a dice roll (a value of zero represents an average person). They describe the character's innate mental, physical and social strengths and weaknesses. Attributes are summarized below and fully detailed in *Attribute*, section 2.1 of the **Silhouette CORE** rulebook.

Attributes ▼

Name	Abbreviation	Description
Agility	AGI	Physical prowess and coordination
Appearance	APP	Physical comeliness
Build	BUI	Physical size and mass
Creativity	CRE	Mental innovation and quick thinking
Fitness	FIT	Physical conditioning and endurance
Influence	INF	Charisma and persuasiveness
Knowledge	KNO	Education and logical thinking
Perception	PER	Alertness and ability to discern details
Psyche	PSY	Mental health, empathy and luck
Willpower	WIL	Mental endurance and conviction

Secondary Attributes ▼

Name	Abbreviation	Description
Strength	STR	Raw physical strength
Health	HEA	Physical well-being and resistance to disease
Stamina	STA	Physical endurance and wound resistance
Unarmed Damage	UD	Damage inflicted in hand-to-hand combat
Armed Damage	AD	Base damage in melee combat

● Step Two: Skills ▼

Skills are a measure of learned abilities. The three columns of the Skill List are Name, Level and Complexity. **Skill Level (Lvl)** and **Complexity (Cpx)** are the same terms that were described in *Silhouette Basics*, section 1.2 of the **Silhouette CORE rulebook**. Skills are used to determine the number of d6 rolled when attempting an action.

● Step Three: Secondary Attributes ▼

The **Secondary Attributes** are a group of five ratings that are neither Attributes nor Skills but are dependent upon them. All are computed from the charater's Attribute and Skill ratings. They are detailed in *Secondary Attributes*, section 2.3 of the **Silhouette CORE rulebook**, and are summarized below.

● Step Four: Additional Details ▼

Injury List and System Shock: These are a measure of how much physical punishment a character can receive before being wounded. The numbers indicated are compared with the total damage received to determine the extent of injury in combat. See *Injury Levels* and *System Shock* in section 3.5 of the **Silhouette CORE rulebook**, *Injuries*.

Weapon List: This is a list of the weapons carried by the character (if any). The list includes columns for weapon type, damage, ranges (short, medium, long, and extreme), and other notes. Note: personal weapon damage is on the Personal Scale, not the Vehicle Scale (see *Mechanical Action*, section 4.1 of the **Silhouette CORE rulebook**).

Equipment List: Below the Weapon List is the Equipment List. Prized belongings and items that are carried by the character should be listed here (see Chapter 4 for sample items). The Armor points of personal armor should be noted in brackets after the item name, for example Armor Vest (+20).

Description and Personal History: The character sheet provides some space to note details of the characters physical appearance and background. It is often best, however, to take a separate blank sheet to provide a fully detailed history and visual portrait of the character. Once the character's look and feel are decided upon, a name should be chosen. If time and talent permit, a drawing of the character is always a nice addition.

• Tarquin Idler, Con Man ▼

Despite the sophistication of many modern cultures, Tarquin Idler has shown that it is still quite easy to play people for fools. He is directly responsible for one of the greatest deceptions of recent years: for almost two decades, he acted as the chosen human emissary from a race of imaginary energy beings. The con was made possible in part by a cache of small, odd artifacts Idler discovered. Their actual function remains unknown, but he could use them to throw energy "shadows", patterns of electromagnetic interference invisible to the naked eye but easily detectable by even rudimentary sensors. Idler managed to figure out how to manipulate these shadows to appear alive. The success of the operation, however, was due to Idler's acting skills.

The charade began when he returned from a 5-year absence, accompanied by a "delegation" of "beings" intent on conducting trade negotiations. Idler chose his targets carefully, focusing on easily awed cultures while avoiding extremely advanced civilizations, and gaining immeasurable wealth through gifts and trade samples. His downfall began with an uncharacteristic lapse of attention. One of the energy shadow artifacts was discovered after it slipped from his pocket during a diplomatic dinner. It took months of analysis to prove that the device projected the energy beings, and by the time the hoax was confirmed, Idler had discovered the loss and quietly slipped away. He has not been seen for almost a year, but his name has quickly become legendary, much to the chagrin of the officials he duped.

• Step Five: Grades ▼

All CORE agents are ranked by their Grade, which represents the number of missions they have successfully completed and the general field experience they have. An agent's Grade will affect his future assignments and the types of equipment and ships he has access to.

CORE Command uses the Detailed Experience model (see the **Silhouette CORE rules**, section 2.5): all basic XP awards are multiplied by a factor of 1000. The XP requirement to reach each grade is equal to (Grade x Grade) x 1000 XPs. Once the total XPs gained reach that level, the agent is considered to be promoted to the next Grade upon his return (a monitor orb can, in exceptional circumstances, grant field promotions).

It's possible to start with a higher ranking agent. The player receives an additional amount of Skill Points equal to (Grade x Grade)/2 to buy new Skills (if back at the base, or with trainers available) and upgrade existing ones (if they have been used in the previous adventure). New Perks and Flaws can also be added, if the situation calls for it; the Gamemaster must approve all new additions or subtractions.

• Open Gaming Conversion: Classes ▼

Classes are a bit problematic, since Silhouette CORE doesn't use them. You may use the basic classes found in the D3E PHB to represent the various types of agents available. Feats and Skills will either be adapted to a future setting, or you may use Feats from another d20-based science-fiction game.

Bard = Diplomat

Cleric = Mi-Compiler

Fighter = Soldier

Ranger = Scout

Rogue = Spy

Wizard = Quantek User

Races

The Five Galaxies are inhabited by many thousands sentient races of all shapes and forms, not to mention countless species of flora and fauna (and many creatures that fit neither of these categories). Of those, only a few hundreds have mastered spaceflight unassisted without moving to a higher evolutionary state a short while later; the rest live on their native planet, often unaware of the galactic society that surrounds them. While there are no express rules prohibiting contact, CORE's ethical guidelines strongly indicates that unless a major danger (Kabayans, nova, etc.) is present, they should be left alone to grow up in peace.

Many of the major races are humanoids; whether this is a coincidence or evidence of a past galaxy-wide experiment is unknown. Fractal has no data on the subject, but most Mi-Compilers and CORE scientists have theorized that it's simply a body design that is well-adapted to most life conditions, and thus commonly reproduced. The same holds for biological structures: while there are multiple examples of bizarre bio-chemistry even within a given sector, most intelligent races in the galaxies use the same chemical building blocks in their physical make-ups. They do, however, exhibit an amazing amount of variations in the higher cellular structures: while two beings can share similar atmospheres, almost no one can share food from ecologies outside their home planet's.

The *Species Comparison* table showcases the relative differences between the major races that form the CORE alliance. The table uses human beings as a baseline and highlight traits that are well developed (indicated by plusses) and those that are less developed (indicated by minuses).

Species Comparison

RACE	+ +	+	—	– ––
Humans	-	-	-	-
Cyren	PER	AGI	BLD	PSY
Muran	PSY	PER	FIT	BLD
Sandrock	BLD	FIT	AGI	PSY
Proteans	APP	KNO	BLD	WIL
Orb-Shakra	KNO	CRE	BLD	FIT
Dimni	CRE	INF	FIT	BLD
Mi-Compilers	INF	KNO	FIT	CRE

Nations and Other Social Groups

Not all members of the same species belong to the same social group. Even on the same planet and within the same species, numerous sub-groups and other social units will usually emerge.

This cultural differentiations tend to fade as cultures acquire modern instant communication technologies and move into space. The constant and rapid exchange of ideas and concepts tend to uniformize fashions and habits, and this may even spread outside of a given species. For example, numerous worlds on the edge of the CORE alliance's space have adopted human-like clothes and languages, though sometimes with various degrees of success (the tentacle-armed denizens of Ker'urt, in the middle of the Sagit galactic arm, do look fairly ridiculous in dresses, but they don't seem to mind).

Game Use

The process used for creating a character belonging to one of the following alien species is the same as with a normal human character. The entry for each species lists the game stats limitations that must be observed when making the character: its Attributes must fit within the prescribed range. The boxed entry will also have a listing of any special power or abilities that most members of that race possess.

• Human
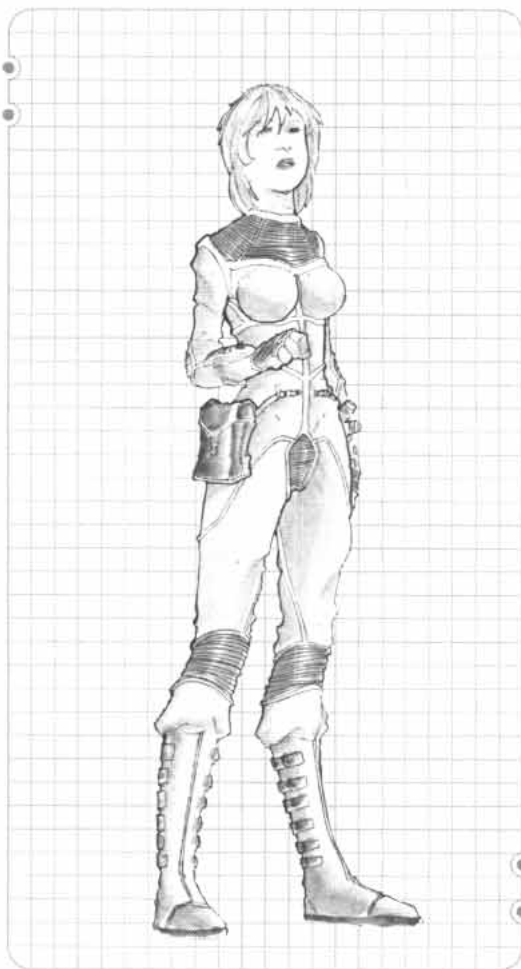
• Description

There are thousands of alien races throughout the universe, and while humans are perhaps the most versatile and culturally heroic of all of them, they are not in any way unique or exceptional. They are, however, more numerous, diverse, ambitious, aggressive and — in their own way — more noble than almost any other race. Humanity as a whole is neither a young nor an old race. While some human civilizations have been in space much longer than others, they all generally have the same level of technology and capability, thanks mostly to the Libraries that have been left behind on their homeworld by the seeder ships.

Humans played a critical role in the formation of the galactic CORE alliance, developing respected skills as diplomats and coordinators through first uniting many of their own disparate homeworlds, then overcoming previously insurmountable differences between utterly alien species. Humans still fulfill a diplomatic role in CORE, and often find themselves mediating any disputes that break out between the member races. However, it should also be noted that much of the local strife CORE is called upon to deal with is caused by non-CORE human civilizations bent on empire-building.

Personality: Humans are naturally curious and inquisitive. Some would say "restless" or "reckless." Their personalities are otherwise greatly shaped by the values of their home civilizations, but most societies that join CORE provide individuals that are mature and work well with others: those worlds that don't generally can't develop the knowledge required to access their Library, or don't last long after opening them. Attitudes can be sharply colored by personal (especially traumatic) experiences, even among CORE humans. Reactions that have become ingrained on an instinctive level require a great deal of willpower to overcome, and considerable time to eliminate.

Physical Description: Humans are elongated creatures with two legs, two arms and a head with sensory organs. Depending on their planet of origin, they may be spindly or compact; likewise, their coloration and amount of body hair will tend to reflect local conditions (hairy for cold worlds, darker skin on worlds nearer to the galactic center, and so on). Personal decoration is common on some worlds, and typically takes the form of tinting the skin with patterns of either personal or religious significance, or piercing skin with ornamental jewelry. Displays of technology, especially obvious implants and prosthetics, vary depending on culture and personal taste; however, most humans prefer to appear natural and unaltered, and will specifically seek technical augmentations offering a minimal impact on appearance.

Relations: With a race as culturally diverse as humanity, relations with non-human races cannot be easily characterized as each civilization can react with anything from violent xenophobia to utter acceptance. For humans from those worlds who have chosen to become part of the CORE alliance, relations are typically neutral — humans deliberately work to eliminate any kind of a bias due more to personal feelings than documented fact. Humans have a special regard for the Mi-Compilers, possibly because of an implied affinity due to Mi-Compiler inclusion of human sock. The Mi-Compilers seem indifferent to this positive response, and treat humans no differently than any other race. Occasionally, humans must be reminded that Mi-Compilers lost their humanity a long time ago.

Place of Origins: Overall, human-type societies seem to have been seeded over nearly half of the Spiral galaxy, with a strong concentration in the Or galactic arm. There are human colonies in all five galaxies, but the source of the original human stock has never been found. The Libraries contain no information, and typically indicate that each civilization's own homeworld is the birthplace of that particular version of humanity.

Communications: Humans all use an auditory language, though they usually support it with extensive but subtle body signals that are hard to read for non-humans. Each planet has its own indigenous language, and most have several, but humans also usually speak Galactic as taught by the Libraries. In advanced societies, humans may also use technological implants to provide a limited means of mental communication.

● Silhouette CORE Template ▼

Humans are standard Sihouette characters, as defined in the **Silhouette CORE rulebook**. Their Attributes range from -3 to +3 in all categories.

Humans can take any of the Skills listed in the rulebook (section 2.2) and any of the basic Perks and Flaws. They have access to all the professions (unless specifically counter-indicated).

Since most of the quantek items have been manufactured with them in mind, Humans start the game with the Quantek Skill at Level 1/1.

● Open Gaming Content Template ▼

- Humans are Medium-size characters;

- The Human base speed is 30 feet.

- Human characters gain one extra Feat at 1st level.

- Humans gain four extra skill points at 1st level and one extra skill point at each additional level.

• Cyren
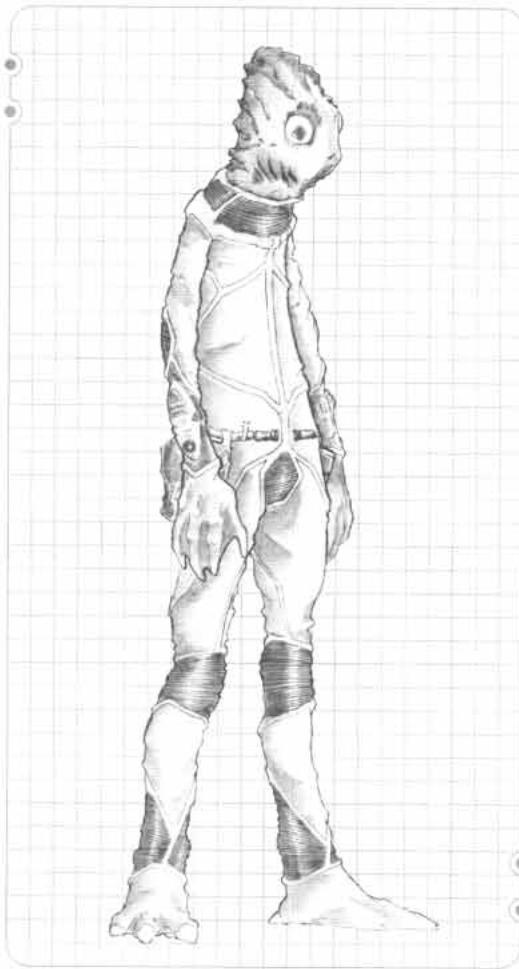
• Description

This race of amphibious bipeds is not particularly advanced in technology, but has been around as a civilization for hundreds of millennia. They are not overly aggressive, but have an excellent capacity to adapt to new environments, a trait which rivals that same capability in humans. They became a spacefaring race 700,000 years ago via the Orb-Shakra. The elder beings realized the Cyrens had an excellent potential as scouts and explorers, and were brought along to help survey and exploit new worlds. As payment for their services, the Orb-Shakra provided the Cyrens with technology and education.

Eventually, they were released from their employment, and with some Orb-Shakra guidance they grew to be an independent race.

Over time, the Cyrens were eventually disseminated on hundreds of thousands of worlds, which they colonized for themselves as much as for the Orb-Shakra. Cyren-populated worlds share similar characteristics: wide oceans, temperate climate and shallow coastlines. Most population centers are coastally located or built on large, artificial islands that are allowed to drift with the current. While over deep oceans, houses and cities use Carnot engines for power, generating energy from temperature differentials between water levels. Cyrens rarely establish entirely landlocked settlements, and do so only when there is some specific purpose, such as a research base or a mining operation.

Personality: Cyrens are relatively dark and brooding, and tend to be introverted. They have a strong streak of mysticism, and view technology and knowledge with reverence, treating all but the simplest machines as if they were divine gifts. This has led some to question the nature of the Orb-Shakra's relationship with the Cyren, but racial records indicate that this was an attitude among the Cyren before the Orb-Shakra arrived. Cyren engineers, scientists and scholars are part of a religious class, and it is not uncommon to see blessings being performed on machinery as part of a maintenance routine. Cyren technology is more organic than electronic, and these rituals are a necessary part of the device's life cycle.

Physical Description: The Cyren are a semi-aquatic species with symbiotic coral-like plants growing on their body. They are fully capable of living in an oxygen atmosphere, but prefer to spend some time in the water, where their coral supplies oxygen through skin diffusion. Their houses are designed to be half-above and half-under water, and are sometimes built on pillory-like poles if the foundation would otherwise be too deep. Specialized medical supplies must be used to help Cyren regenerate damage to their symbionts. These

plants will eventually regrow on their own, but the recalcification process is quite long if left unassisted. Artificial methods of skin diffusion oxygenation have been available for some time, but the Cyren avoid them and consider them "unnatural."

Relations: Cyrens are tolerant and accepting of most other races, but have developed a strong sense of belonging to their own people. A Cyren always welcomes a Cyren, an ancient attitude that is probably a throwback to the days when it was a wandering race at the side of the Orb-Shakra, and when cooperation and hospitality were necessary to survive. The Cyren dislike the Muran and find them manipulative and condescending. The Cyren are also uncomfortable with Mi-Compilers, and prefer to avoid them when possible.

Place of Origin: Cyren settlements can be found on most Orb-Shakra worlds. Cyrens have also independently colonized several thousand planets throughout Spiral and a few tens of worlds in both Tucanae and Doradis. Though independent, most are also fairly close to Orb-Shakra population centers.

Communications: All Cyrens serving with CORE Command can speak Galactic Standard. Cyrens are also capable of communicating through a series of languages that consist of clicks and whistles, and can be used underwater. These tones are generated within the chest cavity, and can be clearly heard without any type of oral articulation.

• Silhouette CORE Template ▼

Cyrens are standard Silhouette characters, as defined in the **Silhouette CORE rulebook**. Their Attributes range from -3 to +3 in all categories except the followings: PER (-1 to +5), AGI (-2 to +4), BLD (-4 to +2), PSY (-5 to +1).

Cyrens can take any of the Skills listed in the rulebook (section 2.2) and any of the basic Perks and Flaws. They have access to all the professions (unless specifically counter-indicated). All Cyrens can swim at a rate equal to their Walking speed, even if they lack the Athletics Skill.

• Open Gaming Content Template ▼

- Cyrens are Medium-size characters.

- +2 Dexterity, -2 Charisma, -2 Constitution

- Cyrens have a base speed of 30 feet. They move at the same rate through water.

- Low-light Vision: Cyren can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

- +1 racial bonus on Listen, Search, and Spot checks.

• Sanrok

To their credit, the Sanrok had colonized several local star systems through an ambitious program involving massive colony ships. This was done, though, at the very limits of their technological capability. Although numerous missions were successful, communications with their colonies was sporadic and many eventually collapsed altogether.

Personality: On the surface, the Sanrok appear to be the typical "strong and silent" types, especially as viewed by other races. To them, Sanrok are stoic, introverted, and gruff if not downright abrasive. However, this is due largely in part to their inflexible physiology. Their stiff, armored skin is does not allow for a great range of expression, even around the face. Only the most extreme emotions can be conveyed physically, and this happens only rarely. This does not mean that Sanrok are emotionless; in fact, quite the contrary. Sanrok are just as emotional as any other race. They are merely limited by their means of expression. Sanrok have strong family bonds, and tend to collect in extended clans. They have little difficulty when living in close quarters with others — it was a skill they as a people learned long ago, while hiding in caves to escape fierce sandstorms.

Physical Description: To most races, Sanrok are extremely imposing and intimidating. The Sanrok originally evolved on a dense, heavy gravity world. They stand between six to eight feet tall, are broad shouldered with thick, powerful legs and a rough, armored skin for protection against the constant, powerful sand-bearing winds of their homeworld. Though their biology is mostly carbon-based, their outer skin is composed of dried silicate compounds in plate form, with smaller plates around articulations. This thick dermal layer regenerates quickly to compensate for the constant erosion. When away from their homeworld, Sanrok must exfoliate manually or mechanically, or the buildup of skin will literally turn them into statues in a matter of weeks.

• Description

Sanrok inhabit a region of space relatively close to Fractal's current sector. They are probably the youngest of all the major spacefaring races of the alliance and their indigenous technology is not as well developed. They were discovered by humans a handful of centuries ago. After they expressed the wish to join the CORE alliance, they were provided with faster-than-light drives and advanced propulsion technology. Though they barely understand those gifts of knowledge, they have made the best of it and are now expanding into the galaxy.

Their bathing tends to consist of mildly acidic chemical baths or particle showers that simulate sandstorms. Sanrok have respiratory systems extremely effective at filtering out dust and fine particles. Their eyes are shielded from dust by thick membranes that can be "blinked" into place. Vision is well adapted to the dark, partly from the limited light that penetrates the perpetual haze of dust and partly from the extended periods spent underground sheltering from frequent sandstorms.

Relations: Sanrok get along well with other the other races of CORE, though they find Muran arrogance annoying in the extreme. They have developed a rapport with the Dimni, who often lend them a hand with repairs and maintenance. The Sanrok also hold several human civilizations in high regard, specifically for their first contact work and efforts to get the Sanrok admitted into CORE.

Place of Origin: The Sanrok live mostly in Spiral in the region counter-spinward of Fractal. They long ago re-established contact with their old colonies, and have been busy establishing new ones. They favor high gravity worlds that are rich in mineral resources.

Communications: The Sanrok have an incredibly rich and vivid spoken language in order to convey emotional depths they cannot normally physically express. In conversation, they are quite eloquent and have gone to great lengths to be as well-versed as possible in the languages of other races. Their mode of speech may be abrupt, but Sanrok can communicate a surprising amount of information in just a few words.

• Silhouette CORE Template ▼

Sanroks are standard Sihouette characters, as defined in the **Silhouette CORE rulebook**. Their Attributes range from -3 to +3 in all categories except the followings: BLD (-1 to +5), FIT (-2 to +4), AGI (-4 to +2), PSY (-5 to +1).

Sanroks can take any of the Skills listed in the rulebook (section 2.2) and any of the basic Perks and Flaws. They have access to all the professions (unless specifically counter-indicated). All Sanroks can crawl at a rate equal to their walking speed.

Sanroks ignore the negative effects of gravity fields of 2 g or less; they treat them all as normal gravity.

• Open Gaming Content Template ▼

- Sanroks are Medium-size characters.

- Sanroks have a base speed of 20 feet.

- +4 Constitution, +2 Strength, -2 Charisma, -2 Dexterity.

- Darkvision: Sanroks can see in the dark up to 20 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Sanroks can function with little light at all.

- +2 racial bonus on saving throws against poison.

- +2 racial bonus on Appraise checks that are related to stone or metal items.

- +2 racial bonus on Craft checks that are related to stone or metal.

- Sanroks ignore the negative effects of gravity fields of 2 g or less; they treat them all as normal gravity.

• Orb-Shakra

The Orb-Shakra are considered to be one of the most intelligent of the known spacefaring races, and their civilization is thought to be several millions of years old. About 700,000 years ago, they discovered the Cyrens, and after some negotiation, brought them along to work as explorers and scouts as the Orb-Shakra expanded across the stars. It was a unique act of generosity that proved prosperous for both races. The Orb-Shakra see themselves as mentors to the Cyrens, and take a great deal of pride in their "pupils'" accomplishments.

Personality: The Orb-Shakra are an ancient race who have come to appreciate the sensual nature of their physical existence. They crave excitement and personal interaction, and are not above building mechanical suits (servoshells) for themselves so they can participate directly despite their weak physical forms. The Orb-Shakra have partially engineered their physical forms to allow mind-to-mind contact in order to share memories and experiences directly. Remarkably, the Orb-Shakra still have a solid sense of self, and are somehow capable of recognizing which memories and experiences belong to each individual. Emotionally, Orb-Shakra are difficult to read, especially since they are often encased in a servoshell and communicate electronically. Often, the context and content of the Orb-Shakra's speech must be closely monitored to determine the being's true emotional state.

Physical Description: Physically, the Orb-Shakra are amorphous beings similar to jellyfish. They are thought to have evolved in gas a torus surrounding a neutron star, although this idea owes more to vague references from the Orb-Shakra than to scientific fact. Individuals have highly efficient nervous systems that have been engineered to allow direct mind-to-mind links if two (or more beings) are in direct physical contact. Through quantek augmentation, this link can be maintained over long distances, providing the basis for the hive mentality. quantek augmentation also allows for incredibly precise control of Orb-Shakra servoshells — a

• Description

An old and respected race, the Orb-Shakra collective has a hive mentality that is often likened to that of the Kom'Sov, but only on the surface. That mentality is not the result of evolution, as with the Kom'Sov constituents, but of a long learning process that led them towards greater cooperation with each other. Their technology is impressive and similar to that used by CORE; it has been theorized that a seeder ship may have visited the Orb-Shakra at one point, and they persuaded it to share its secrets with them.

necessary feature since they rely heavily on technology for movement and protection, particularly in environments with a gravity of one gee or higher.

Relations: The Orb-Shakra are always pleasant in manner, and are always open new opportunities for trade. They tend to treat everyone as fairly as possible, though they make no secret that they hold a special place for the Cyrens. Some of the more suspicious races, notably the Muran, tend to question the sincerity of Orb-Shakra motives, but this may stem from a frustration at constantly having to negotiate with a being in a servoshell.

Place of Origin: No one is exactly sure where the Orb-Shakra come from, and they themselves have never revealed this information beyond the gas torus and neutron star. Even though these are relatively rare, because the Orb-Shakra have colonized every confine of Spiral, it is hard to tell which one is the original. They also have footholds in the Tucanae and Trianguli galaxies, and have established trade stations in several peripheral regions of Andromedea.

Communications: Without some form of mechanical augmentation, Orb-Shakra are incapable of speech. Indigenous spoken language declined sharply when the mind-to-mind alterations were first introduced and disappeared altogether with quantek augmentation. They do still maintain a written language, but it now includes a significant number of thought-concepts that cannot be easily translated.

• Silhouette CORE Template ▼

Orb-Shakra are standard Sihouette characters, as defined in the **Silhouette CORE rulebook**. Their Attributes range from -3 to +3 in all categories except the followings: KNO (-1 to +5), CRE (-2 to +4), BLD (-4 to +2), FIT (-5 to +1).

Orb-Shakra can take any of the Skills listed in the rulebook (section 2.2) and any of the basic mental Perks and Flaws. They have access to all the professions (unless specifically counter-indicated).

The above represents an Orb-Shakra's standard servoshell body, with internal agrav networks to support the Orb-Shakra proper against local gravity fields. The servoshell has its own internal air and nutriment supply and is not affected by toxins or lack of atmosphere. Any wounds inflicted will affect the machine, not the sentient being within; self-repair mechanisms will "heal" the damage in time, but repairs must be done with Technical Sciences instead of Medicine. This is a Cpx 3 task. If removed from the shell in gravity fields more than 0.01 g, the Orb-Shakra will die.

• Open Gaming Content Template ▼

- Orb-Shakra servoshells are Medium-size characters.

- Orb-Shakra servoshells have a base speed of 30 feet.

- +2 Intelligence, -2 Constitution, -2 Strength

- The servoshell is not affected by poison or gases, and does not need to breathe. If damaged, it self-repairs at the same rate as normal. Repairs can be done with an appropriate Craft skill.

• Proteans

• Description

Another very young race, the humanoid Proteans were discovered only a few thousands of years ago by the Murans, who offered them a way to the stars in exchange for their servitude. The Proteans accepted the deal in good faith, only to realize that the Murans would take a long time in holding up their end of the bargain. When the nature of their relationship was brought to the attention of CORE, considerable pressure was put on the Muran to release the Proteans and deliver the promised technology. The Muran finally delivered some of the promised technology.

However, the Muran did not provide adequate instruction on some items in order to ensure they maintain some influence with the Proteans.

The Proteans have natural polymorphic abilities that allow them to mimic the general appearance of a person, although close scrutiny almost always reveals some differences. They can't keep that personality, face or body for too long else they start to "dry up." If they try to stretch the duration, they experience a variety of unpleasant syndromes that can lead to insanity. They can accept additional skills and personalities through an organic data socket implanted in their heads. The datasocket is a Muran enhancement. The Proteans were not given the technology to duplicate it, eventually forcing the Proteans into an agreement that has left them dependent on the Muran for creation, installation and maintenance of these vital devices.

Personality: Proteans are shy and unimposing. They are very peaceful and don't feel comfortable with aggressive races or personalities. They are nervous around other races, and take considerable time to adjust. Many traveling out of Protean space carry a "tourist" personality. This is not so much an actual personality as it is a set of behavioral guidelines a Protean can access for guidance in unfamiliar situations.

Physical Description: Externally, Proteans are featureless humanoids. Their bone structure is composed of a cartilage-style substance, to accommodate growth and shrinkage. Both the skin and the internal organs (which are small and multiple) are made up of a muscle-like tissue that confer them their morphing abilities. They have undifferentiated cells capable of taking various functions as the need arises. They have a semi-circular socket that takes up the upper rear part of their "neck." This is where the datachips for the recorded personalities and abilities are inserted. This socket is the only external feature that cannot change shape, and is sometimes the best means of quickly distinguishing a Protean from an actual member of the race.

Relations: Proteans have good relations with all races, especially the Orb-Shakra, who spearheaded the effort within CORE to recognize the Proteans as a race independent from the Muran. Unfortunately, many Proteans themselves feel that there is a stigma attached to their membership in CORE, that had it not been for the Muran, they would not have been recognized at all. This is, of course, not the case, but it has promoted a determination to prove their worth to CORE.

Place of Origin: The Protean home star is highly variable, and coupled with their homeworld's erratic orbit, the local climate can change quite rapidly. It is remarkable that life developed there at all, but it is life with a ferocious tenacity and an adaptive capability not seen anywhere else. Beyond their homeworld, Protean presence in the CORE galaxies is limited. Emancipation from the Muran, such that it is, has come about only within the last thousand years, and their expansion since that point has been small in comparison to the other races. They are primarily based in Andromeda, with a handful of worlds in Spiral. Many now live on Academy where they serve as CORE instructors. Within the last few years, they have established their first colony worlds in Doradis.

Communications: Proteans speak their own languages, but nearly all have learned Galactic Standard. Their shapechange abilities make them capable of perfectly mimicking a wide variety of speech patterns, languages, and dialects, including those normally restricted by unique physiology.

• Silhouette CORE Template ▼

Proteans are standard Sihouette characters, as defined in the **Silhouette CORE rulebook**. Their Attributes range from -3 to +3 in all categories except the followings: APP (-1 to +5), KNO (-2 to +4), BLD (-4 to +2), WIL (-5 to +1).

Proteans can take any of the Skills listed in the rulebook (section 2.2) and any of the basic Perks and Flaws (except those that are appearance-related). They have access to all the professions (unless specifically counter-indicated).

A Protean can, at the cost of one action, take the physical appearance of any humanoid of a similar and slightly smaller size (within 3 points of BLD). He can then hold this form for several hours. The new form is in external appearance only and doesn't replicate any of the functions of the being imitated. The Protean makes an Appearance test to establish the Threshold of any Notice or Perception test to spot the deception; the results of the test also indicates how many standard hours the shape can be held.

• Open Gaming Content Template ▼

- Proteans are Medium-size characters.

- Proteans have a base speed of 30 feet.

- -2 Constitution, -2 Wisdom

- All Proteans have the following racial ability: Alter Self (Ex). This works like the spell of the same name, but with a duration limit of (1d6 hours + Charisma modifier).

Dimni

Dimni caravan fleets are a sight to behold: dozens of homemade vessels and heavily modified ships swirl about in a loose swarm, illuminated by the glow of a myriad different propulsion systems. Dimni rarely travel in formation except when entering orbit or moving at faster-than-light speeds. They do produce several vessel classes of their own design, though when sold to other Dimni the ships are handed over incomplete, allowing the purchaser to finish it any way he desires.

Personality: Dimnis are easy-going and almost always optimistic in outlook (sometimes to a fault). They are very self-assured and have a strong sense of personal capability that somehow doesn't transcend to arrogance, most likely because Dimni also freely acknowledge their faults. They fare well in limited living conditions, thanks to their experience as spacegoing wanderers. No doubt for the same reason, they are natural tinkerers, and love to play with machinery. Dimnis have a strong wanderlust, and it is unusual for them to stay in one place for any great length of time. They often seek out members of their own race for company, and love hearing stories of their travels. Conversation is usually accompanied by large gestures, though they are careful to limit their motions in weightless environments.

Physical Description: The Dimni have a small stature, with large eyes in proportion to their faces. Their bodies generally tend towards the lean side, except for their upper chest and shoulders. A light fur covering provides them with a minimal amount of protection and thermal insulation for their small frame.

Relations: Dimnis are even-tempered and are generally quite adept at getting into the good graces of another being. The only races they have any sort of difficulty with are the Muran and the Orb-Shakra. Neither is a major trading partner. This is not surprising with the Muran, but the Dimni have not taken advantage of the Orb-Shakra's willingness to trade. This may be due to the Orb-Shakra's extensive use of servoshells; the Dimni may find the lack of

Description

The Dimni are originally from the Trianguli galaxy, although they have literally "invaded" every other galaxies in the local cluster. They are nomads, traveling where the winds of destiny take them, taking advantage of the technology of other races to voyage across the universe. Clever and charming, they trade and exchange favors to pay for their fares, and often use their small size to their advantage. Dimni are rarely encountered alone, especially when conducting business transactions. They do try to keep their numbers minimal to avoid giving the impression that they are stampeding potential clients.

direct interpersonal contact unsettling. Dimni are also uneasy around the Mi-Compilers. They view their cousin's commitment to Fractal as unnatural and possibly even a form of slavery.

Place of Origin: The Dimnis are considered to be from the Trianguli galaxy, where their caravan fleets first appeared. No one is quite sure where the fleets originated. The Dimni themselves are unclear on this matter, and it's suspected that they have lost the knowledge of their origin. Dimni have settled on numerous worlds already populated by other races, but have very few worlds they can entirely call their own. They prefer the freedom of their trade caravans. Those few worlds completely in Dimni hands are little more than maintenance depots. These depots see a great deal of traffic, and no doubt satisfy the racial wanderlust simply through volume of visitors.

Communications: Dimni speak Galactic Standard, and some form of dialect of their own native tongue. The Dimni are so widespread that members of different fleets often cannot initially communicate verbally with each other, and instead rely on gestures while the local differences in speech patters are found and clarified. The result is always spectacular and highly entertaining, especially when engineers are attempting to provide a technical explanation.

• Silhouette CORE Template ▼

Dimnis are standard Sihouette characters, as defined in the **Silhouette CORE rulebook**. Their Attributes range from -3 to +3 in all categories except the followings: CRE (-1 to +5), INF (-2 to +4), FIT (-4 to +2), BLD (-5 to +1).

Dimnis can take any of the Skills listed in the rulebook (section 2.2) and any of the basic Perks and Flaws. They have access to all the professions (unless specifically counter-indicated).

Most Dimnis have the "Mechanical Touch" Perk, with a few exceptions; they cannot take "Mechanical Ineptitude."

• Open Gaming Content Template ▼

- +2 Charisma, +2 Intelligence, -2 Constitution, -2 Strength.

- Dimnis are Small-size characters.

- Dimnis have a base speed of 20 feet.

- +2 racial bonus to any Craft skills.

Muran

Technology is more closely integrated into Muran life than most other races, and the Muran never lose an opportunity to impress "lesser species" with their superior knowledge. The Muran build some of the largest ships used by CORE, and dismiss the use of small fighters in combat as ineffective. There are some suggestions, however, that the Muran may be growing stagnant as a race. Innovation has slowed considerably over the last few centuries and Muran sociologists cannot explain why. The Muran are still considerably more advanced than other races, but this slow-down is promoting a sense of racial paranoia. They fear that they will one day be surpassed, and are suspicious of the other races. Although the Muran have turned some technology over to CORE, they have kept many of their deepest secrets to themselves, in case one day they find themselves fighting for supremacy.

Personality: The Muran are arrogant and secretive. They have an uncanny ability to appear devious, even when they are being completely forthcoming. Muran respect is extremely difficult to obtain; those who have it earned it through a worthy display of skills or knowledge.

Physical Description: Muran are tall, lanky, and nearly identical in most physical aspects, including distinguishing between sexes — assuming that Muran have separate sexes. Their proportions are remarkably humanoid, but their heads are noticeably large when compared to the rest of their bodies. It is not known if this is due to a large brain or additional organs located in the head, and Murans refuse to answer questions based on their physiology. Muran bodies are more frail than those of the other races, but this is compensated by the use of ornate personal powered armors. These exoskeletons are quite powerful, and give the Muran a significant edge over average specimens of other races when worn. Murans also possess very acute eyesight, and can see well under even limited light.

Description

Along with the Orb-Shakra, the Muran is another ancient spacefaring race. They live almost exclusively in the Andromedea galaxy, but have expanded prolifically throughout it. The Muran are a closely-knit people, and are somewhat condescending and xenophobic when dealing with others. Despite these limits, they recognize the threat posed by the D'Vor, and have consented to join CORE as well as contribute knowledge and technology. It is their hope that CORE will reciprocate by helping the Muran restart Andromedea's long-deactivated Central Gate.

Relations: The Muran distrust or dislike everyone. Even the Orb-Shakra, who they grudgingly see as equals in technology and achievement but otherwise dismiss as a degenerate race of sensationalist perverts. There is some jealousy towards the other elder race, and it is suspected that the Muran patronage of the Proteans was an attempt to duplicate the remarkable success of the Cyren-Orb-Shakra relationship. Although the Proteans have officially gained independence, the Muran believe that race to be far to useful to let them go completely.

Place of Origin: The Muran claim that their homeworld was consumed when their sun went nova millennia ago, but they refuse to divulge the location on the grounds that the site is sacred. It is interesting to note that this is the only instance of religious overtones ever heard from the Muran. They have slowly and methodically colonized a significant portion of Andromedea. They have footholds in all the other CORE galaxies, but expansion will wait until they have completely populated their home sphere.

Communications: Muran have versatile larynx organs, and can modulate their voices to very high or low frequencies. They are also capable of producing several tones at once; a disconcerting effect as it sounds as if several people are speaking simultaneously out of the same mouth. It is suspected that Muran have some low-level psychic capability, and that they can at least communicate non-verbally with each other. Murans have refused to comment on the subject.

▼ Silhouette CORE Template

Murans are standard Sihouette characters, as defined in the **Silhouette CORE rulebook**. Their Attributes range from -3 to +3 in all categories except the followings: PSY (-1 to +5), PER (-2 to +4), FIT (-4 to +2), BLD (-5 to +1).

Murans can take any of the Skills listed in the rulebook (section 2.2) and any of the basic Perks and Flaws. They have access to all the professions (unless specifically counter-indicated).

▼ Open Gaming Content Template

- +2 Wisdom, -2 Constitution, -2 Strength.

- Murans are Medium-size characters.

- Muran base speed is 30 feet.

- Low-light Vision: Murans can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

- +2 racial bonus on Listen, Search, and Spot checks. A Muran who merely passes within 5 feet of a secret or concealed item is entitled to a Search check to notice it as if he were actively looking for the item.

CHAPTER 2
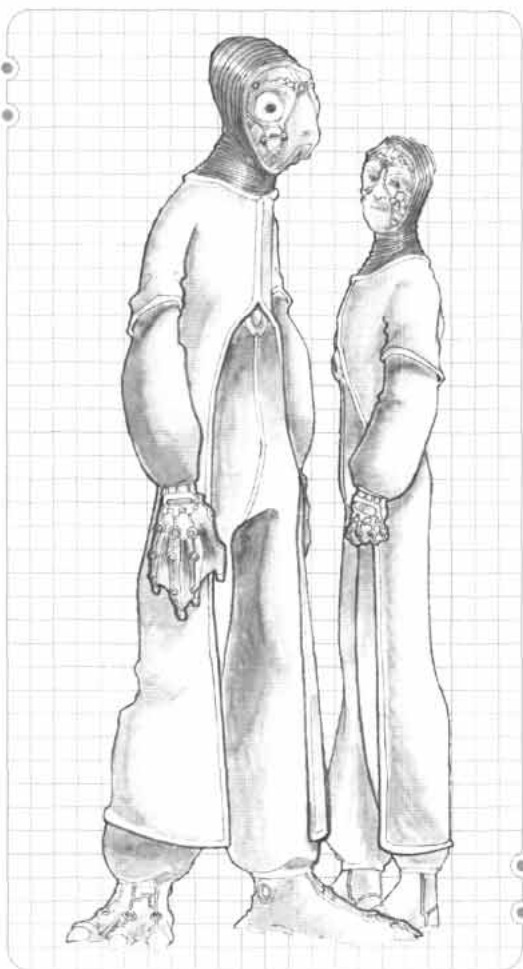
• Mi-Compiler

• Description

The ancient race known only as the Compilers were the vanished caretakers of Fractal. Now that they have been gone for thousands of years, Fractal's consciousness remains mostly untapped. The Compilers have left behind a multiplicity of sub-races (specifically Cyrens, Murans, Humans and Dimnis) enhanced with various abilities: the Mi-Compilers. These sub-races have a slight sympathy with Fractal and occasionally access some of its fragments. They can die in the process, however, so they are seldom willing to tap Fractal without a good cause. Despite their inability to properly interface with the gigantic computer, they are

the caretakers of Fractal and the most apt quantek users in the universe. They live mainly on Fractal and Academy, but also on a few strategically located worlds around the various galaxies.

The Mi-Compilers' society is heavily stratified in several castes according to their abilities. Caste is determined at a very early age, based largely on a massive battery of tests designed to measure a child's physical adult potential. Most Mi-Compilers stay with their caste of birth, but it is not uncommon for one to be reassigned due to an unforeseen genetic trait. Mi-Compilers are occasionally retested to reassess their abilities, especially after a damaging event, but if there is an adjustment to caste at this point, it is usually downward. Sub-race does not appear to be a factor in caste determination.

Personality: Mi-Compilers share some of the personality traits of their "stock" races, but have evolved well away from most original behavior. This causes problems among members of the original races, who assume that their Mi-Compiler versions will act and react the same way they do and are quite shocked when this does not happen. Most Mi-Compilers also have a healthy layer of almost mysticism — they see their status as Mi-Compilers as something akin to a calling. They tend to rely too much on existing knowledge stored in their implants, however, and generally lack creativity. They are usually soft-spoken, but their Quantek implants seem to have a calming effect on other races. When he wishes, a Mi-Compiler rarely has trouble being heard.

Physical Description: The Mi-Compilers are not a true race per se, but a combination of several half-Compiler races created by the Compilers before they departed. These hybrids were only made with Cyrens, Murans, Humans and Dimnis, although the reasons for these selections were never explained. Mi-Compiler sub-races are sometimes identified as Mi-Humans, Mi-Cyrens, and so on, but this is misleading. The Mi-Compilers have far more in common with each other than with their original races. As a note, Mi-Compilers don't

"interbreed" with their original races, nor do they allow members of the original races to become Mi-Compilers. Most Mi-Compilers will show distinct characteristics of one of the "stock" races, but this seems to be mostly cosmetic. They exhibit a similar range of physical abilities.

Relations: Mi-Compilers are enigmatic figures. Most races greet them with distrust, especially the races who are represented among the Mi-Compilers (particularly the Muran, who regard Mi-Muran as something akin to traitors). The only represented race that reacts to Mi-Compilers differently is humanity, and they seem to have some mix of acceptance and awe. Mi-Compilers don't particularly care either way; they tend to be quite neutral in their dealings with everyone, regardless of response.

Place of Origins: Mi-Compilers originate mostly from Fractal, but they have outposts scattered across the galaxies, mainly for data-gathering purposes. Where permitted, the Mi-Compilers will establish settlements on previously colonized worlds or on worlds within colonized systems. They have very few colonies they can completely call their own, but don't seemed concerned by this.

Communications: The Mi-Compilers' native language is a high speed chitter, but they are capable of conversing or exchanging data and images through their Quantek implants. All Mi-Compilers speak Galactic Standard, and some members of the sub-races have found it beneficial to learn their native languages.

Silhouette CORE Template

Mi-Compilers are standard Sihouette characters, as defined in the **Silhouette CORE rulebook**. Their Attributes range from -3 to +3 in all categories except the followings: INF (-1 to +5), KNO (-2 to +4), FIT (-4 to +2), CRE (-5 to +1).

Mi-Compilers can take any of the Skills listed in the rulebook (section 2.2) and any of the basic Perks and Flaws. They have access to all the professions (unless specifically counter-indicated).

All Mi-Compilers must take the Quantek Skill at level 2 and Cpx 2, at the minimum.

Open Gaming Content Template

- +4 Charisma, +2 Intelligence, -2 Constitution, -2 Wisdom

- Mi-Compilers are Medium-size characters.

- Mi-Compilers base speed is 30 feet.

- They get a free level of the new Quantek skill.

Quantek

Mi-Compilers all have extensive quantek implants that alows them to interface with Fractal; this is already accounted for with their modified Influence range and and the fact they must take the Quantek Skill during character design. In addition to this, most Mi-Compilers will also add communication devices and other equipment to their interface. They will rarely chose to carry quantek weaponry, but other types of implants, such as tractor beams or force screens, are common. See *Quantek* in Chapter 3 for more details.

• Attributes

Your basic abilities, knowledge and weaknesses are defined by Attributes. These represent the characteristics you were born with, or acquired in your formative years. These range from physical Attributes, such as Agility and Fitness, to mental proficiencies such as Willpower and Knowledge. The ten basic Attributes represent your natural proficiencies and potential, and it's important that CORE knows them accurately. A detailed description of all Attributes is found in the **Silhouette CORE manual** (section 2.1.1).

• Attribute Costs

Attribute Rating	Character Point Cost
+3	16
+2	9
+1	4
0	1
-1	0
-2	+1*
-3	+4*

* These values are added to available CPs instead of being subtracted.

• Picking Attributes

You will now purchase Attributes to rate your abilities. You have 50 Character Points (CPs) available: the cost in CPs of a given Attribute rating is listed in the *Attribute Costs* table. Purchasing very low stats "gives back" some CPs. A rating must be purchased in all ten Attributes. None are truly more important than the others, and all have their usefulness. If any CPs are left over, each point becomes one Emergency Die (see *Emergency Dice*, section 2.5 of the **Silhouette CORE rulebook**) or a Skill Point (see next section), at your choice.

Though Humans cannot have Attributes above +3 or below -3, the cost table can be extended further to accommodate creatures and alien beings. The point cost is equal to the Attribute plus one, squared (thus, +4 would cost 5 x 5, or 25 points). For negative Attribute, the cost is the rebate in points (thus, -4 would cost -3 x -3, giving back nine points).

• Skills

While a character's Attributes define his potential, his Skills define his actual abilities. Skills are used in action tests, where a number of six-sided dice equal to the Skill level is rolled and the highest number picked. Modifiers are then added to the result, including situation and Attribute modifiers. The latter will vary according to the task at hand (see section 2.2 of the **Silhouette CORE rulebook**).

• Skill Levels

You should now choose Skills for your characters. Starting characters have 70 points to spend on Skills; the *Skill Costs* tables list the Skill point costs for both Level and Complexity. Starting Skill Levels and Cpx are generally low, but can be improved through experience.
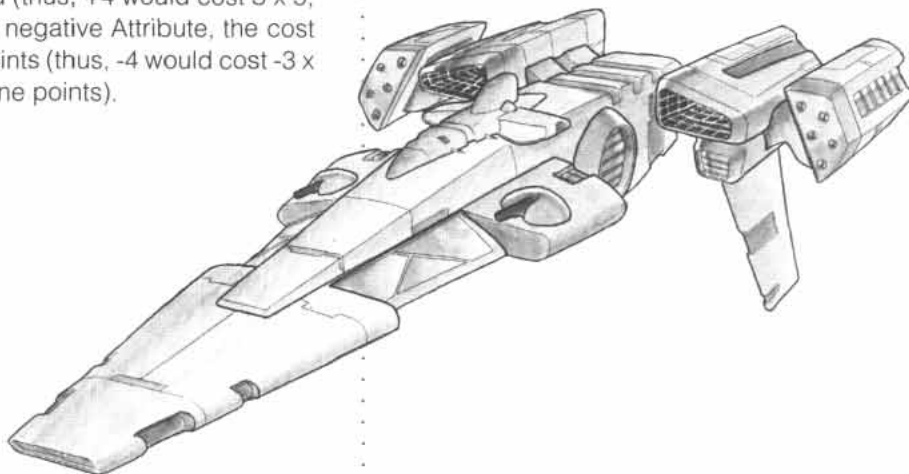
Skill Level Costs

Skill Level	Cost
1	1
2	4
3	9
4	16
5	25
6	36
7	49
8	64
9	81
10	100
Specialization (each)	5

Skill Complexity

All Skills begin with a free Complexity of 1. Additional levels can be purchased at a cost in Skill Points (see *Skill Complexity Costs* table). A high Complexity allows the character to use higher technology or more versatile tools with his Skill, and also provide him with additional breadth of knowledge that will make completing a task easier. Complexity is noted as a second number after a slash, such as "2/4" for a Skill level of 2 with a Complexity of 4.

Unless specifically noted in their description, all Attributes and Skill tests, equipment and weapons are Complexity 1.

Skill Specialization

A character may obtain a Skill Specialization at a cost of 5 Skill Points. A Specialization gives the character a +1 modifier to his Skill test totals under certain conditions. For example, a soldier could have a Small Arms specialization in "rifles," and thus add one to every roll made while using a rifle.

A character may purchase multiple different Specializations in the same Skill, but no more than one Specialization (i.e. +1 bonus, maximum) can be applied on a single die roll. Players may be tempted to focus their characters at excelling in a few Skills by purchasing specializations and high levels in three or four Skills. Quite often, the advantages of this are more than offset by the inflexibility of the character, which will surface whenever the Gamemaster thrusts him into unfamiliar situations.

Specializations are usually noted either as a footnote to the Skill entry or right after it, in parenthesis.

Skill Complexity Costs

Skill Complexity	Cost
1	Free
2	4
3	9
4	16
5	25

Perks and Flaws

Unless specifically mentioned otherwise in the race's description, characters can take any of the character Perks and Flaws listed in the **Silhouette CORE rulebook**. Many Perks can be used to represent physical augmentations (by cybernetics or bio-engineering) and can be acquired later in the game. As a general rule, physical Flaws (such as Blind or Lame) cannot be taken by CORE agents — the damage would have been fixed by doctors or the family autodoc long ago, and would have disqualified the character to be selected as a CORE agent in the first place.

New Skill: Quantek Interface

This Skill is required in order to master the dense interface that controls most implanted quantek devices. The Complexity rating represents the depth of the interface and how many devices can be carried at once: Cpx 1 means one device, Cpx 2 means two, Cpx 3 means four, Cpx 4 means eight devices and Cpx 5 means sixteen. The character still needs to procure the item (if required, by having the proper grade).

• Artificial Beings

A significant portion of the population of the Five Galaxies is composed of intelligent machines, either built as tools and assistants for sentient beings, or the end products of a race's natural evolution. Few people within the more civilized areas of the Five Galaxies will give an artificial being a second thought — they have been surrounded by machines since their early age and don't see them as a treat.

The difference between a machine and an intelligence resides solely in the programming. To differenciate between a person and a mere tool, artificial intelligences have taken to wearing clothes, though they obviously have no physical need for them.

The one exception to the latter social convention is the category of hybrid beings known as Recorded Heroes; other names exist for them, such as mem-sapiens, but this is the most common appellation. A Recorded Hero is a servobody that houses the brain pattern of a deceased agent. The recording process is destructive to mental tissues, and thus is only done on dead or dying people. The patterns are then encoded in bio-mimetic circuitry that is implanted within the robot shell. Recorded Heroes usually only wear clothes for ceremonial purposes, finding them limiting.

• Construction

Bodies intended for dual-purpose use (drone work and artificial intelligence housing) often have a somewhat humanoid form to facilitate their integration with the rest of society. Bodies intended for pure service work will have forms more suited to their assigned tasks. Many use quick-change mounts on their limbs to allow several different tools to be used, making them more versatile.

Some computer intelligences design their own bodies to fit their prefered occupations or personality traits. Some will have additional sensors or specialized equipment, and a few "morphing" cybernetic bodies made of thousands of tiny modular components have been spotted time and again (though their occupants generally are too alien-minded for most "fixed" body sentient beings).

• Game Use

Robots and artificial beings are both created using the vehicle design rules found in the basic Silhouette CORE rulebook, using the Small Vehicles rules found in section 4.4 (when characters are involved, multiply stats such as Armor by ten to get Personal scale game stats). A large variety of body frames can be represented by an adequate use of the movement systems and arm choices. The Perk "Easy to Modify" is used to model quick-change mounts.

Robots are drones don't have a crew and instead use the Computer: Dumb system, with a Skill level appropriate to their assigned tasks; most have Skill levels of 4 or less. More advanced models can have multiple "crew" to represent their capacity for multi-tasking. Artificial intelligences don't have a crew either and use the Computer: Sentient crew type.

Recorded Heroes are treated as a vehicle; the "Crew: 1" entry indicates the bio-mimetic circuitry that houses their brain pattern. All come with a Computer: Dumb lower brain that provides additional actions and allows them to multi-task effectively. While their complex consciouness can be knocked out by damage received, the autonomous functions keep the body going until the main personality can re-assert itself. Dead characters transferred to a Hero body keep their mental Attributes and Skills, but all their physical Attributes are replaced by the cybernetic body's. All Emergency Dice are lost in the transfer, but can be gained normally afterward.

Servoshell
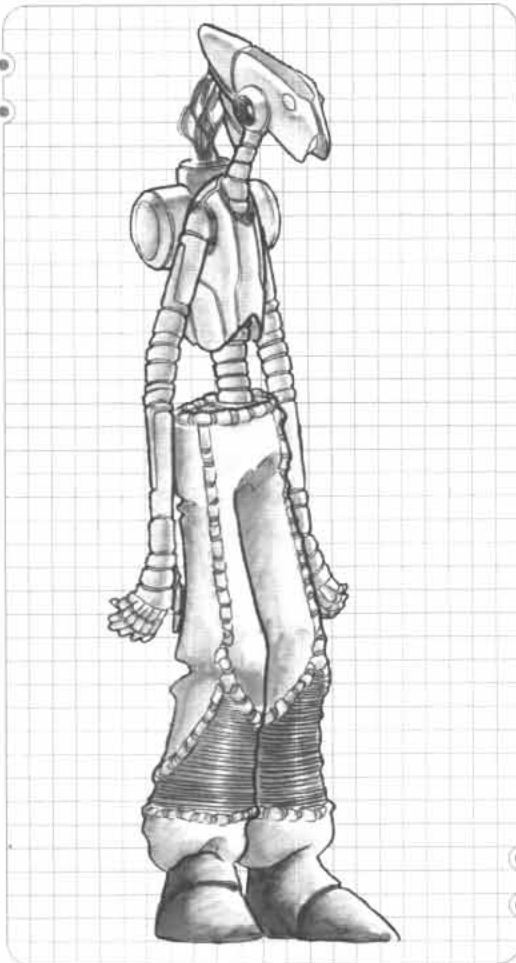
Description

A servoshell is a standard all-purpose robotic body designed for use in a humanoid-rich environment such as a city. It has a roughly humanoid frame and shares overall similar characteristics to a living body in terms of damage and temperature tolerances. Most cities have rental offices where a passing AI can borrow a body for the day if it has business to attend to locally.

The model shown here is a fairly standard example. The outer hull is covered by a thin flexible polymer cover that acts as a heat regulator and prevents minor scratches. The head contains the audio and visual sensor pickups; the strands coming out of the rear of the head are coolant tubes that keep the brain circuitry at a comfortable temperature. The packback-like device is a power booster and heat exchanger that lets the servoshell operates for a longer time between recharges.

This particular model is wearing sturdy polyleather pants and boots, indicating that the computer code controlling it is sentient. This excentric individual has chosen not to wear a shirt.

SilCORE Stat Block

Size:	1 (Vehicle, Tall, 1.6 m)
Movement:	Walk 2/4
Maneuver:	0
Armor:	3/6/9
Crew:	Computer 1 (Sentient, 2)
Deployment Range:	250 hrs

Perks and Flaws: Accessories: Searchlight (200 m), 2 x Manipulator Arm (Rating 1); Armor Qualities (Brittle); Communications (-3, 2 km); Features: Easy to Modify (Computer); Sensors (-2, 1 km); Negative Features: Sensor Dependent, Vulnerable to Haywire

*Offensive & Defensive Systems

Name	Arc	Acc.	DM	BR	ROF	Perks & Flaws	Ammo
Fists	F	+0	x1	Melee	0	-	Unl.

Open Gaming Stat Block

Type:	Giant Robot	Strength:	12 (+1)
Size:	Medium (Tall, 1.6 m)	Speed:	Land 24 kph
Hit Points:	18	Tactical Speed:	Land 40 m
Occupancy:	N/A	Initiative:	0
Armor Hardness:	3	Maneuver:	0
Defense:	8		

Special Abilities: Accessories (Searchlight 200m), Communications (Long Range), Navigation Aids (Inertial), Sensors (Optics, Infrared, 1 km).

Exotic Abilities: Artificial Intel. (Full, Dex 10, Int 10, Wis 4, Cha 4).

Mecha Defects: Reduced Endurance (several days)

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qual.	Rest.
Fist	1d4	Blunt	SS	Melee	Unl.	Unli. Ammo	Melee

• Cyber-servant

• Description

This is a weak but cheap humanoid body that is used as an assistant or servant in places where danger is unlikely. It's slightly less armored than a regular servoshell, but it has additional memory space and processors to let the controlling intelligence use more of its capabilities.

The entire body has been designed to look non-threatening, with large expressive sensor pickups and small manipulator arms. Most people forget that it's not the body that counts, but the intelligence within, and cyber-servants are a favorite of artificial intelligences who need to lie low for a while or engage in quiet recon operations. Few people pay any attention to the streetsweepers and garbage-bots, as always.

• SilCORE Stat Block

Size:	1 (Vehicle, Tall, 1.6 m)
Movement:	Walk 2/4
Maneuver:	0
Armor:	2/4/6
Crew:	Computer 1 (Sentient, 3)
Deployment Range:	250 hrs

Perks and Flaws: Accessories: Searchlight (200 m), 2 x Manipulator Arm (Rating 1); Armor Qualities (Brittle); Communications (-3, 2 km); Features: Easy to Modify (Computer); Sensors (-3, 1 km); Negative Features: Sensor Dependent, Vulnerable to Haywire

*Offensive & Defensive Systems

Name	Arc	Acc.	DM	BR	ROF	Perks & Flaws	Ammo
Fists	F	+0	x1	Melee	0	-	Unl.

• Open Gaming Stat Block

Type:	Giant Robot	Strength:	12 (+1)
Size: Medium (Tall, 1.6 m)		Speed:	Land 24 kph
Hit Points:	18	Tactical Speed:	Land 40 m
Occupancy:	N/A	Initiative:	0
Armor Hardness:	2	Maneuver:	0
Defense:	8		

Special Abilities: Accessories (Searchlight 200m), Communications (Long Range), Navigation Aids (Inertial), Sensors (Optics, 1 km).

Exotic Abilities: Artificial Intelligence (Full, Dex 10, Int 16, Wis 12, Cha 4).

Mecha Defects: Reduced Endurance (several days)

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qual.	Rest.
Fist	1d4	Blunt	SS	Melee	Unl.	Unli.	Melee Ammo

Loading Drone ▼
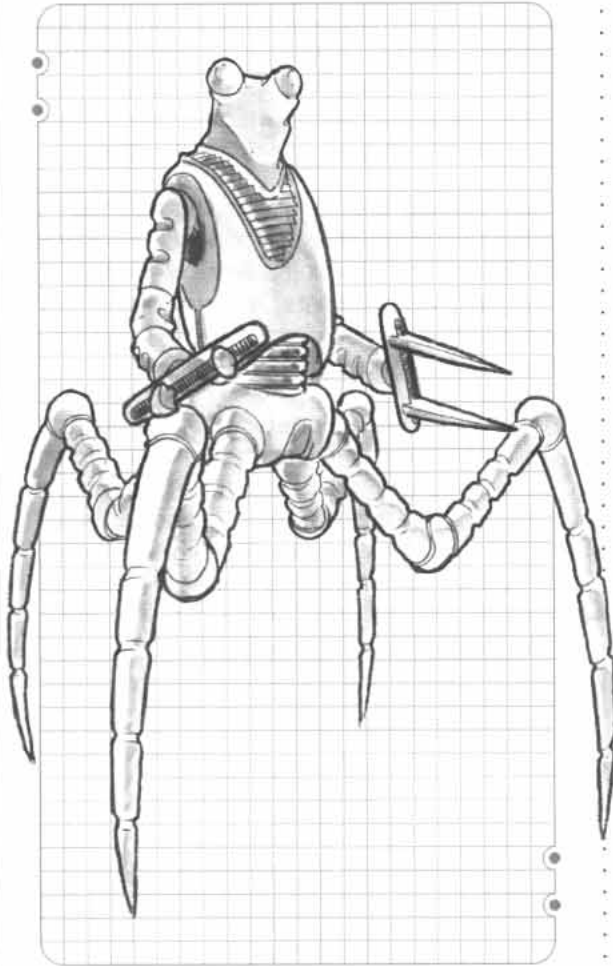
Description ▼

Loading drones are only one of the bewildering number of types of work-oriented cybernetic devices. These handle all the hard toil in advanced societies, maintaining equipment and buildings, assembling new machines and in general doing what they are told.

All work drones have simple brains and are not sentient; most artificial intelligences regard them as animals that deserve good treatment and constant maintenance, but little else. Time and again, a sentient AI will do a stint as a work drone either as punishment for a crime committed or for the sheer novelty of the experience.

The drone shown here is a typical Kom'Sov service model. It follows the general body layout of its designers and is equipped with a pair of rugged loading forks to grab cargo containers. These are easily exchanged for a pair of manipulators or any other type of tools that might be required.

Open Gaming Stat Block ▼

Type:	Giant Robot	Strength:	32 (+11)
Size:	Medium (Tall, 2 m)	Speed:	Land 30 kph
Hit Points:	20	Tactical Speed:	Land 50 m
Occupancy:	N/A	Initiative:	-3
Armor Hardness:	4	Maneuver:	-2
Defense:	6		

Special Abilities: Accessories (Searchlight 200m), Communications (Long Range), Navigation Aids (Inertial), Sensors (Optics, Infrared, 1 km).

Exotic Abilities: Artificial Intelligence (Limited, Dex 10, Int 10, Wis 4, Cha 4).

Mecha Defects: Reduced Endurance (several days)

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qual.	Rest.
Claws	1d6	Crush.	SS	Melee	Unl.	Unli. Ammo	Melee

SilCORE Stat Block ▼

Size:	1.5 (Vehicle, Tall, 2 m)
Movement:	Walk 3/5
Maneuver:	-1
Armor:	4/8/12
Crew:	Computer 1 (Dumb, 2)
Deployment Range:	250 hrs

Perks and Flaws: Accessories: Searchlight (200 m), Arms (2 x Tool Arm, Rating 3); Communications (-3, 2 km); Features: Easy to Modify (Computer, Auxiliary Systems); Sensors (-2, 1 km); Negative Features: Sensor Dependent, Vulnerable to Haywire

*Offensive & Defensive Systems

Name	Arc	Acc.	DM	BR	ROF	Perks & Flaws	Ammo
Claws	F	-1	x2	Melee	0	-	Unl.

• Combat Drone

• Description

Many empires and local stellar groups employ combat drones in their armies. Although more expensive than soldiers, they take less time to train and do not need as much supplies. They also come with their own heavy weapons.

Most combat drones are just that, drones — sentient artificial beings tend to ask too many questions and exhibit the same will to live as flesh and blood soldiers. The downside is that orders must be carefully phrased to make sure they will be carried out correctly.

This model is equipped with fire resistant coveralls, a pair of micro-missile launchers to provide its own fire support, and twin gun clusters that include needleguns for short range work and plasma repeaters for other targets. This basic armament can be exchanged for other weapons, including flame-throwers and grenade launchers.

• SilCORE Stat Block

Size:	2 (Vehicle, Tall, 2.5 m)
Movement:	Walk 3/5
Maneuver:	-1
Armor:	8/16/24
Crew:	Computer 2 (Dumb, 2)
Deployment Range:	250 hrs

Perks and Flaws: Accessories: Searchlight (200 m), Arms (2 x Battle Arm, Rating 2); Communications (-1, 5 km); Features: Easy to Modify (Computer, Auxiliary Systems), Fire Resistant; Sensors (+0, 2 km); Negative Features: Sensor Dependent, Vulnerable to Haywire

*Offensive & Defensive Systems

Name	Arc	Acc.	DM	BR	ROF	Perks & Flaws	Ammo
Missile	F	-1	x10	5	+3	Msie., AE0, Ind.	8
G. Clusters	F	+0	x8	3	+1	-	Unl.

• Open Gaming Stat Block

Type:	Giant Robot	Strength:	22 (+6)
Size:	Medium (Tall, 2.5 m)	Speed:	Land 30 kph
Hit Points:	23	Tactical Speed:	Land 50 m
Occupancy:	N/A	Initiative:	-3
Armor Hardness:	8	Maneuver:	-2
Defense:	4		

Special Abilities: Accessories (Searchlight 200m), Communications (Long Range, Secure), Navigation Aids (Global Positioning), Sensors (Optics, Infrared, Low-Light, Radar, 1 km).

Exotic Abilities: Artificial Intelligence (Limited, Dex 10, Int 10, Wis 4, Cha 4).

Mecha Defects: Noisy, Reduced Endurance (several days)

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qual.	Rest.
Missiles	4d6	Blast	-	50m	8	Missile, Blast, Indirect	Arc (F)
G. Clusters	3d6	Pier.	30m	Unl.	Unlimited Ammo		Arc (F)

Recorded Hero Type I
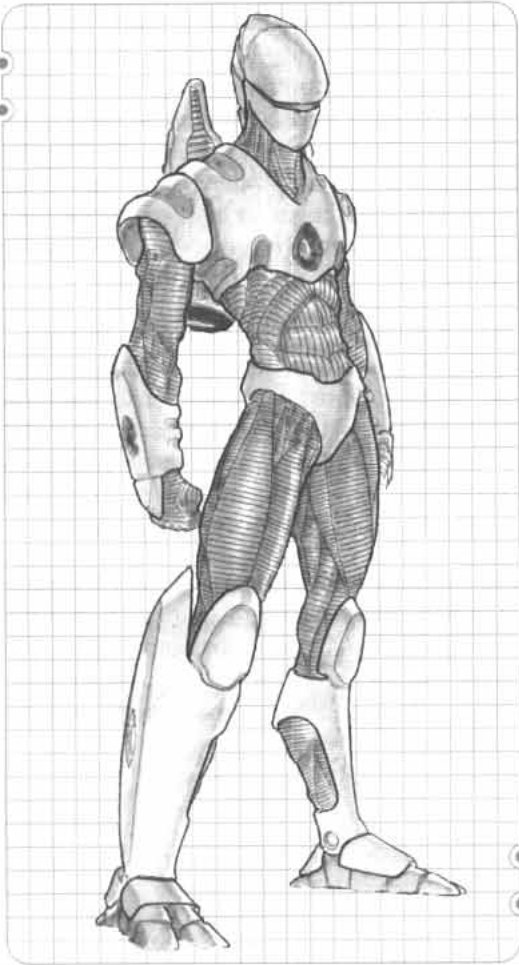
Description

This is the most basic type of servobody designed for Recorded Heroes. This model is generally reserved for agents of Grade 20 or so, or those who wish to serve extensively in the field.

Design-wise, the servobody is extremely rugged for its size, able to shrug off most small arms without harm. Powerful nanofibers give it good all terrain mobility and reaction speed, and allow it to carry multiple heavy weapons (which, thanks to internal automation, can all be used effectively as well). A backpack booster, combined with an extensive network of agrav arrays, let the Hero fly at speeds up to 700 kph in the lower atmosphere; the system also works in space. The outer skin has been treated to be impervious to most hostile conditions, though the Hero will need to suit up in a booster armor in order to meet more extreme conditions (such as deep underwater).

The main processors and bio-mimetic circuitry are housed within the chest of the unit for maximum protection. While all servobodies come with a staze node, some are also linked to the nearest CORE ship or headquarter to allow them to store additional backups of their memories, should they be destroyed.

SilCORE Stat Block

Size:1.5 (Vehicle, Tall, 2 m)	Armor: 10/20/30
Movement: Walk 5/8	Crew: 1, Comp. 1 (Dumb, 3)
Movement: Flight 12/24	Deployment Range: 500 hrs
Maneuver: +1	

Perks and Flaws: Accessories: 3 x Emergency Medical, Full Life Support; Arms (2 x Manipulators R3; 2 x Tool Arms - Hardpoints, R3); Communications (+0/10 km, Satellite Uplink); Features: Fire Resistant, Laboratory (Tech. Sciences +1), No Fuel Required (Permanent); Hostile Environment Protection (All, Radiation 10); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); Sensors (+1/10 km); Self-Repairs

*Offensive & Defensive Systems

Name	Arc	Acc.	DM	BR	ROF	Perks & Flaws	Ammo
Fists	F	x5	Melee	0		Armor-Crushing	Unl.

Open Gaming Stat Block

Type:	Giant Robot	Strength:	32 (+11)
Size:	Medium (Tall, 2 m)	Spd:Land 48 kph, Air 720 kph	
Hit Points:	25	Tact.Spd: Land40 m, Air1200 m	
Occupancy:	Crew 1	Initiative:	0
Armor Hardness:	10	Maneuver:	+1
Defense:	8		

Special Abilities: Communications (Tactical Radio, Laser Com, Interplanetary, Secure), Countermeasures (All), ECM (radar, radio, defensive jammer +2), Life Support, Jumping (x2), Navigation Aids (Global Positioning), Sensors (optics; low-light, meta-scanner, 2 km), Stabilization Gear, Wall-Crawling.

Exotic Abilities: Limited A.I. (Dex 12, Wis 12, Charisma 1), Force Field (10 hp), Self-Repair

Mecha Defects:	N/A
Weapons:	

Name	Dam.	Type	ROF	RI	Ammo	Qual.	Rest.
Fist	1d4	Blunt	SS	Melee	Unl.	Unli. Ammo	Melee

CHAPTER 2

• Recorded Hero Type II

• Description

The Type II body is somewhat slower than the Type I, but it features heavier armor and additional communication equipment. The arms and legs are equipped with hardpoints for personal weapons and equipment. Like the other servobodied shown here, the Type II has a harness on each shoulder (here shown with protective armor covers on) for smart weaponry and other support devices.

The Type II is also well-known for its electronic capacities. Whereas the Type I is agile and fast, and the Type II is a powerhouse, the Type II is a specialist, intent on supporting the rest of the team. It's equipped with an extensive communication and detection suite, along with additional information warfare modules.

Like all other servobodies, the Type II is able to repair minor damage thanks to internal rerouters and maintenance micro-drones. For major repairs, however, some external help, along with a source of spare parts, will be necessary.

• SilCORE Stat Block

Size:1.5 (Vehicle, Tall, 2 m)		Armor:	15/30/45
Movement:	Walk 5/8	Crew:1, Comp. 1 (Dumb, 4)	
Movement:	Flight 8/16	Deployment Range:500 hrs	
Maneuver:	0		

Perks and Flaws: Accessories: 3 x Emergency Medical, Full Life Support; Arms (2 x Manipulators R3; 2 x Tool Arms - Hardpoints, R3); Communications (+2/10 km, Satellite Uplink); Features: Fire Resistant, Laboratory (Tech. Sciences +1), No Fuel Required (Permanent); Hostile Environment Protection (All, Radiation 10); Information Warfare Devices (ECM +2/10km, ECCM +3/10 km); Reinforced Systems (Crew); Sensors (+2/10 km); Self-Repairs

*Offensive & Defensive Systems

Name	Arc	Acc.	DM	BR	ROF	P & F	Ammo
Fists	F	+0	x5	Melee	0	Armor-Crus.	Unl.
F. Screen	T	+0	x10	Melee	0	Shield (Energy, All)	Unl.

• Open Gaming Stat Block

Type:	Giant Robot	Strength:	32 (+11)
Size:	Medium (Tall, 2 m)	Spd.:Land 48 kph, Air 480 kph	
Hit Points:	25	Tact. Spd.: Land80 m, Air800m	
Occupancy:	Crew 1	Initiative:	0
Armor Hardness:	10	Maneuver:	-1
Defense:	8		

Special Abilities: Communications (Tactical Radio, Laser Com, Interplanetary, Secure), Countermeasures (All), ECM (radar, radio, defensive jammer +2), Life Support, Jumping (x2), Navigation Aids (Global Positioning), Sensors (optics; low-light, meta-scanner, 2 km), Stabilization Gear

Exotic Abilities: Limited A.I. (Dex 12, Wis 12, Charisma 1), Force Field (10 hp), Self-Repair

Mecha Defects:			N/A
Weapons:			

Name	Dam.	Type	ROF	RI	Ammo	Qual.	Rest.
Fist	1d4	Blunt	SS	Melee	Unl.	Unli.Am.	Melee

Recorded Hero Type III
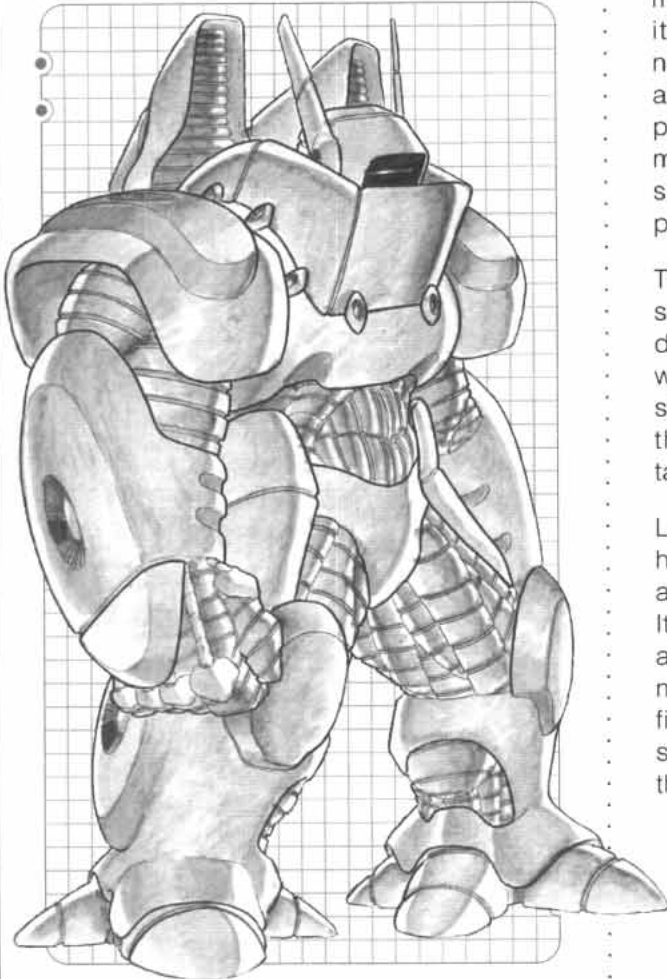
The Type III servobody is best described as a monster. Towering over the average human, it's a mountain of cybernetic systems, nanotech muscle fibers and ceramo-polymer armor plates. The shoulders and head unit are protected by thick interlocking plates while micro-mesh, interweaved with a laminar force screen adjusted every two nanoseconds, protect the artificial musculature and joints.

The head unit contains a number of advanced sensor systems that are processed by a dedicated sub-brain before being infused within the ghost pilot's consciouness. A standard weapon harness is built into each of the shoulder, along with the appropriate targeting software and devices.

Like all other Recorded Heroes, the Type III has a built-in agrav network that allows it to fly at speeds a few hundreds kilometers per hour. Its heavy armor prevents it from being as fast as the other models, but it can still outperform many small personal craft. Both the muscle fibers and the flight system are driven by a small vacuum core installed in the chest, near the main processor housing.

SilCORE Stat Block

Size: 2.4 (Vehicle, Tall, 3 m)		Armor:	20/40/60
Movement:	Walk 3/6	Crew:1, Comp. 1 (Dumb, 5)	
Movement:	Flight 4/8	Deployment Range: 500 hrs	
Maneuver:	-1		

Perks and Flaws: Accessories: 3 x Emergency Medical, Full Life Support; Arms (2 x Manipulators R4; 2 x Tool Arms - Hardpoints, R3); Communications (+0/10 km, Satellite Uplink); Features: Fire Resistant, Laboratory (Tech. Sciences +1), No Fuel Required (Permanent); Hostile Environment Protection (All, Radiation 10); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); Sensors (+1/10 km); Self-Repairs

*Offensive & Defensive Systems

Name	Arc	Acc.	DM	BR	ROF	P & F	Ammo
Fists	F	x5	Melee		0	Armor-Crush.	Unl.
F. Screen	T	+0	x10	Melee	0	Shield (Ener., All)	Unl.

Open Gaming Stat Block

Type:	Giant Robot	Strength:	39 (+14)
Size:	Medium (Tall, 3 m)	Spd: Land 36 kph, Air 240kph	
Hit Points:	35	Tact. Spd:Land 60m, Air400m	
Occupancy:	1	Initiative:	0
Armor Hardness:	20	Maneuver:	-2
Defense:	4		

Special Abilities: Communications (Tactical Radio, Laser Com, Interplanetary, Secure), Countermeasures (All), ECM (radar, radio, defensive jammer +2), Life Support, Jumping (x2), Navigation Aids (Global Positioning), Sensors (optics; low-light, meta-scanner, 2 km), Stabilization Gear

Exotic Abilities: Limited A.I. (Dex 12, Wis 12, Charisma 1), Force Field (10 hp), Self-Repair

Mecha Defects:			N/A
Weapons:			

Name	Dam.	Type	ROF	RI	Ammo	Qual.	Rest.
Fist	1d4	Blunt	SS	Melee	Unl.	Unl.Am.	Melee
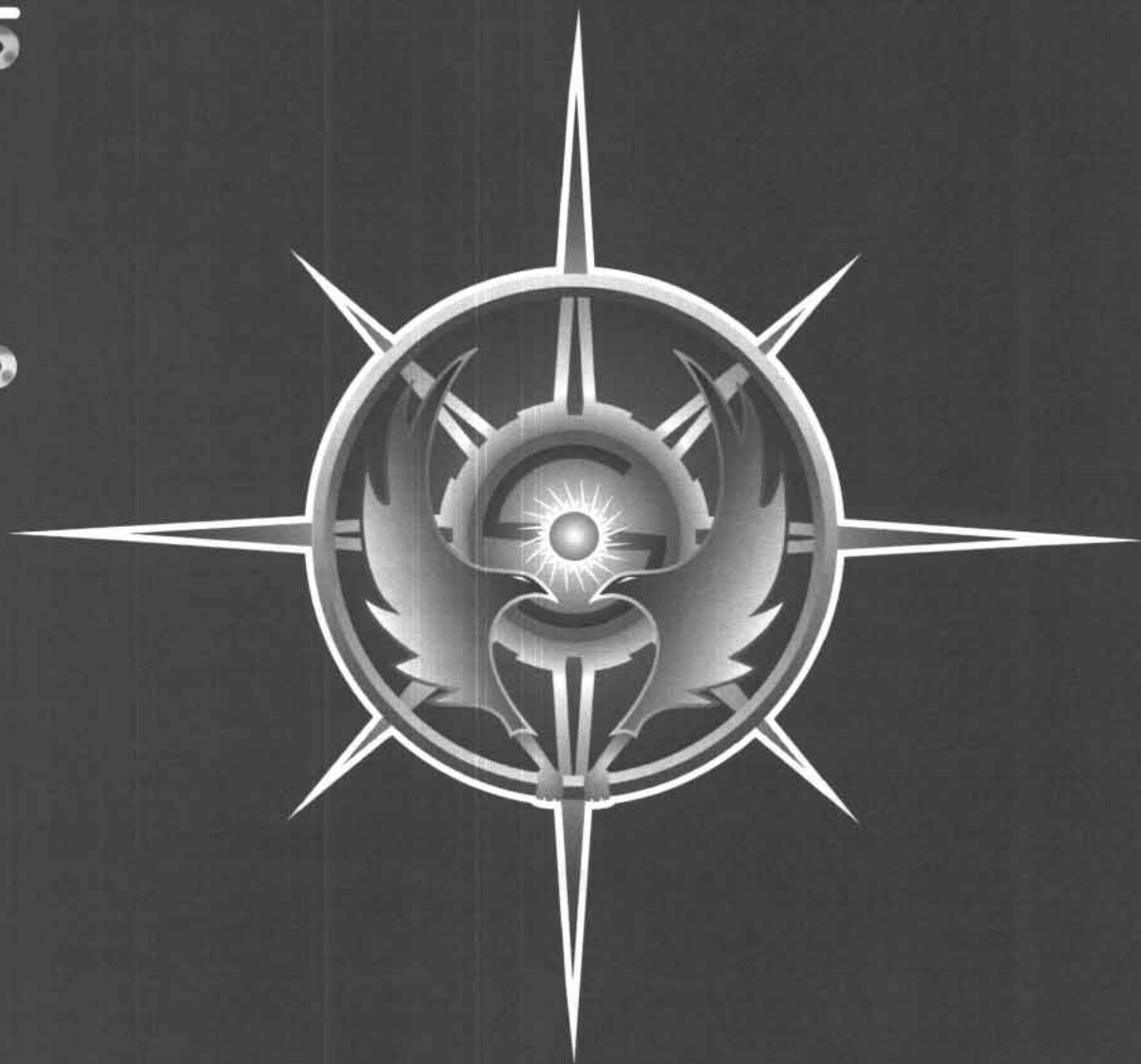
CHAPTER 3:
Tools Of The Trade

• Technology

The science provided by Fractal is nothing short of miraculous. Circuitry can be designed on the molecular level and even be etched into the tiniest corners of the structure of physical matter itself (see Quantek, next page). The most advanced items are completely solid state and have no moving parts at all — for the uninitiated, or even for the technician without the proper tools, the piece of equipment is constituted of oddly-shaped solid blocks that happen to fit with one another.

CORE technology looks neat and clean: armor is slick, almost with designer style and there are few panel lines (but those present are very visible and worked into the design). Other races have their own style, from the severe angular patterns of Kom'Sov ships to the flowing, polished lines of the Muran and D'vor vessels.

Technology is incorporated in the daily lives of the inhabitants to such levels that they don't give their tools a second look. Doors open and close on command; lighting level automatically adjusts to a comfortable state, and the temperature is always just within the proper range (if need be, your clothes and the house will cooperate to ensure this). No one is surprised to hear an appliance speak to them, though most artificial intelligences prefer to engage their own in conversation and are usually quiet unless directly addressed.

This can lead to some awkard moments on lower tech worlds, as members of more advanced civilizations get frustrated when nothing seems to work or react to them (an experience that is highly unusual for them). The reverse is also true, with visitors being sometimes shaken by a world that looks to be literally "alive" around them.

• Design Notes: Technobabble

The term "technobabble" has been invented to refer to explanations that sounds complex and plausible, but which are actually just a string of meaningless "buzzwords" strung together. Technobabble is, however, an excellent means of conveying atmosphere and ambiance during a game session, as long as it's well used. Never make something in dull metal when it can be made of reinforced polycarbonate crystal lattice plates! Two of the keys in doing this is to make sure the same term is used to represent the same item or process always, and to avoid incorporating real life science unless the meaning is clearly related (for example, an electron beam is feasable today — don't use the term to indicate an exotic particle weapon).

ALIEN SAGE
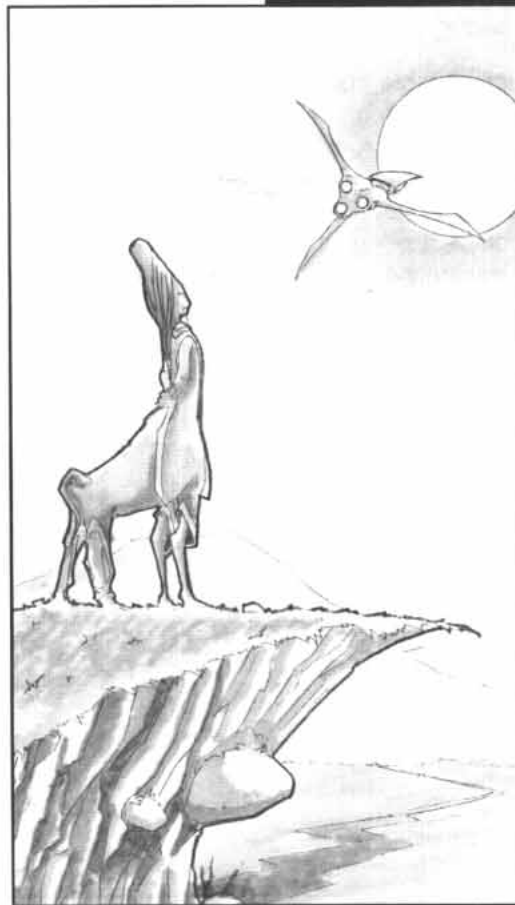
• Energy and Powerplants

Power is critical to the any advanced civilization. While most begin with relatively easy to access sources, such as fossil fuels, solar or wind power and even fission, all maturing scientific civilizations eventually move to more powerful and versatile sources of energy. They can be divided into two types, massive sources (which are used to power ships and cities) and portable sources (which power personal items and vehicles).

Massive sources generally run the gamut from fairly low-tech solutions such as geothermal power (drilling down into a planet's core to tap its energy) or thermonuclear fusion, right up to more common devices such as antimat cores, matter conversion furnaces, vacuum energy extractors (commonly used in interstellar ships) and singularity engines (black hole). These are all fairly imposing, physically, and range in size from a small building to a kilometer-long tube.

For portable power, a variety of sources are available: high capacity superconducting batteries, micro-fusion generator (operating on cold fusion) and even total-matter conversion micro-furnaces. Shielding is provided by compact self-reinforcing force screens which also turn the core energy into usable output at the proper level. Power connectors and plugs tend to have universal designs thanks to adaptable morphelectro-polymers.

• Materials

On lower tech worlds, items are still built the old-fashioned way, out of locally available materials such as metals, ceramics and polymers. These basic supplies are also used to create all the simple day-to-day items used by civilizations within the CORE alliance, though theirs is assembled automatically in each home's matter processor as the needs dictate. Finish, surface texture, colors, everything is left to desire of the person that requires the item.

Each and every piece of technology used by CORE Command is built out of exotic high tech material, specifically designed to be as light as possible within the required durability parameters. Molecules are knitted together one by one by a combination of nano-operators and micro tractor beams, turning out entire yet flawless parts that already contain the required circuitry and piping.

Designers, both organic and computer beings, have access to a wide range of accessories to include within the very fabric of their creation, including nano-computers, medtech, artificial muscles, agrav networks, force screens and other system enhancements (for example, self-sealing spacesuits). The only limit is the time required to assemble the item and the power it is allowed to draw from its built-in converters.

ORBITAL FLIGHT
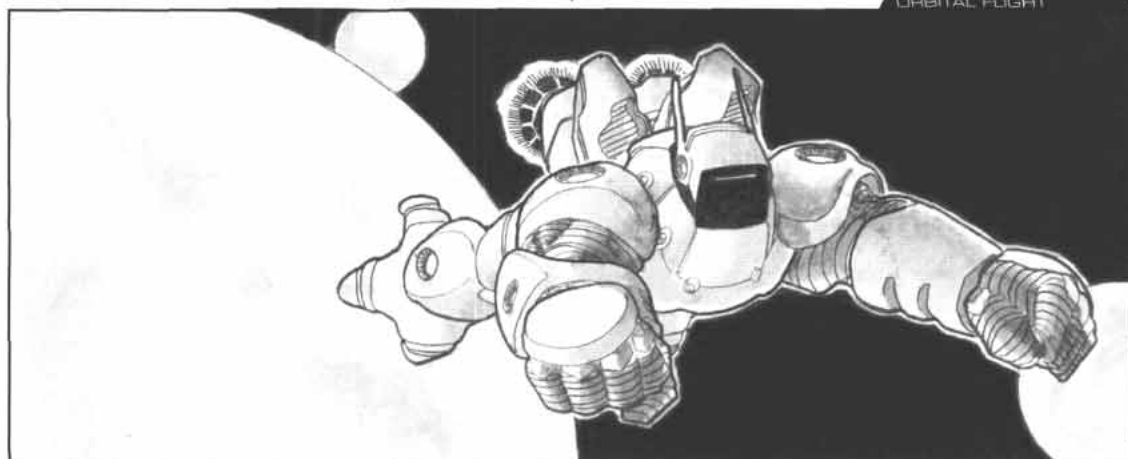
Quantek

The word "quantek" defines the hyper-technology that makes sub-quantum level machinery possible. Quantek devices have circuitry that are literally "etched" into the fabric of matter at the deepest level, and can reach amazing complexity and power levels in small packages. To this date, the only civilization that has mastered the manufacture of quantek is the one that created Fractal; CORE scientists have managed to reproduce the technology after careful study (and many consultation sessions with interfaced Mi-compilers), but they still lack an indepth understanding of the principles at work. Many dedicate their lives to the pursuit of this knowledge, either by attempting to replicate the know-how on their own laboratory, or by doing extensive researchs within the colossal databanks of Fractal itself.

The Mi-compilers are the best-known users of this advanced technology. They are implanted with multiple interface ports that allow them to connect directly with the information network that covers the surface of Fractal. The broadcasting arrays that cover their skin also helps them pick up and interact with minute bio-energy fields, which give them slightly hypnotic powers over the more easily influenceable people of other races.

Physical Properties

At first glance, a quantek device is either simple or so small that it's invisible. In general, they are built in sheets or ribbons of sturdy polymers to protect them and allow people to handle them. Their small size allows them to be implanted without problem within a living body; in the case of the Mi-compilers, the machinery is literally part of them.

Quantek devices, being solid state and well-shielded, are fairly durable. If submitted to large quantities of heat or radiation (about twice the lethal level for an unprotected human), however, they will be damaged and start to malfunction randomly. Security

protocols built into all quantek will shut them down immediately before they become a problem.

Quantek devices don't have apparent power sources; it's theorized that they have a form of highly miniaturized vacuum core enginer at their heart. Larger devices, such as buster guns, rely on external power sources for their operations.

A-Grav Networks

Agrav networks are some of the better known (and simpler) quantek devices: strips and sheets are routinely manufactured for easy incorporation in anything from furniture to personal flight packs. They emit a low humming sound when in use, along with a soft bluish glow caused by graviton interactions. Anti-gravity technology is widely available on high-tech worlds, with many useful gadgets extrapolated out of them: vehicle drives, force shields and some strange weaponry capable of a variety of effects, not all of them harmful.

Isolated Research Stations

The delicate (and sometimes explosive) nature of most quantek researchs means that they are best done in faraway locales, where the danger to others will be minimal. For the same reason, most scientists prefer not to bother with a large staff, and rely instead on servoshells and other mechanisms.

The need for exotic conditions (high gravity, rotating magnetic fields) or strange materials (crystals, rare alloys) also cause many research outposts to be located in remote areas, such as dense nebulae, within the gravity well of a gas giant, deep underwater, and so on.

The life of a researcher is a lonely and focused one. Visitors, even scheduled ones, are generally unwelcome, and each station is ringed with extensive defense mechanisms to protect the privacy of those inside.

CHAPTER 3

Using Quantek Equipment ▼

To effectively control the intricate interface that drives these advanced pieces of equipment, one must first receive the appropriate basic training along with a set of basic interfaces. The interfaces are small strips of bio-polymers that are inserted under the skin near the brain; the operation is done with a special dispenser and takes only a few seconds. The strips will eventually dissolve, leaving behind the interface circuitry. If additional devices are installed, more interfaces will have to be added to provide the proper control channels.

Game Use: Characters must have the Quantek Interface Skill to control any implanted quantek devices. The Complexity rating represents the depth of the interface and how many devices can be carried at once: Cpx 1 means one device, Cpx 2 means two, Cpx 3 means four, Cpx 4 means eight devices and Cpx 5 means sixteen. The character still needs to procure the item (if required, by having the proper Grade).

It's impossible to detect whether a person is concealing a quantek equipment without some basic sensor equipment to register the minute energy signature of the device; the Threshold for such a test is equal to (10 - number of devices carried). If all quantek devices are inactive, add +5 to the Threshold.

Quantek Weapons ▼

Offensive weapory can be built easily with quantek, thought the methods for doing so vary greatly. Beyond the more specialized (and not easily available) buster guns, the effects of practically any type of energy or projectile weapons can be reproduced by an equivalent implanted device. These are self-contained in a small polymer block that is anchored to a bone, under the skin. The device will stabilize itself in place and extrude a ultra-thin firing barrel through the skin when needed. Devices can be mounted in the hands, forearms or even the head.

Game Use: Select any of the weapons listed in the basic small arms section. Multiply cost by 1000, while weight becomes "negligible." Reloads are inserted with a syringe-like device.

The quantek version of one-handed weapons, such as pistols, are Cpx 1. The quantek version of two-handed weapons, such as rifles, are Cpx 3. All quantek heavy weapons must be mounted in the forearms and have a Cpx of 5. The character must have the proper Skill and Cpx rating before the device can be used.

Quantek Devices ▼

Quantek devices have their own internal power sources that recharge off the body's metabolism, which limits their use to twice a day (at least six hours apart) for a period (in rounds) equal to the character's Stamina rating.

All devices are mounted within the body and, apart from some slight gravitic interactions and secondary light emissions, their use is otherwise invisible.

Basic Equipment: Any of the basic pieces of equipment (apart from protective suits, tents and other similar items) can be reproduced. The stats are the same, but the item takes up a quantek slot; the user must be in contact with the intended target for the device to work.

Agrav Network: Thin fibers of quantek circuitry are embedded along the main bones of the skeleton. Once installed, they synchronize to produce a contragrav field, allowing the wearer to flight. The system provides 1 MP of Air movement (30 kph) by quantek slot taken, along with one 250-m altitude level.

Open Gaming Content ▼

All Quantek effects described on this page can be simulated with similar spells and spell-like effects, with the exception of the spells that have reality altering effects, such as shapeshifting. A blaster implant and a fireball spell have similar effects, game-wise...

While the contragrav field will protect the user from wind and velocity effects, it doesn't supply oxygen nor protects again pressure drops. If the wearer is incapacitated while in the air, the system will gently reduce its altitude until a solid surface is reached. Any maneuvers require the use of the Personal Flight Device Skill; an agrav network is hard to manipulate properly and is a Cpx 3 task.

Force Screen: Long stripes of quantek-bearing polymer are attached to the limbs and torso. When acting together, they generate a series of rapidly moving force screens that cover the entire body. Like a defense drone, these screens are calibrated to bleed off the energy of incoming attacks rather than try to stop them completely (and risk burning out the system).

The Armor of the system is added to the Wound Thresholds of the wearer like all other types of armor; it doesn't affect breathing or equipment worn. The actual protection varies depending on the number of quantek slots devoted to this system (1 slot = +5 Armor, 2 slots = +10 Armor, 4 slots = +15 Armor, 8 slot = +20 Armor, 16 slots = +25 Armor).

Tractor Beams: Graviton emitters and their quantek controllers are mounted in the palms and forearms (or the equivalent body structure) of the wearer. They act like an invisible hand that can range further out, providing numerous advantages. The system has its own Base Range; manual tasks attempted from a distance use the proper Ranged modifiers on their Skill or Attribute tests (see section 3.4 in the **Silhouette CORE rulebook**).

The Base Range varies depending on the number of quantek slots devoted to this system (1 slot = BR 10m, 2 slots = BR 20m, 4 slots = BR 30m, 8 slot = BR 40m, 16 slots = 50m).

The tractor beam can lift up to one-tenth (rounded up) the character's maximum load in kilograms (see *Strength*, section 2.3 of the rulebook). This can be doubled by halving the BR or tripled by dividing it by five. Users must be able to see the object they manipulate (either by having line-of-sight or through sensors) in order to affect it.

● Personal Equipment ▼

This section provides the players and Gamemaster with a non-exclusive equipment list for use by PCs and NPCs alike. It includes a little of everything, without concentrating too much on any particular area, giving just enough detail for the Gamemaster to fill in the blanks. Gamemasters should feel free to add any equipment they see fit to these lists. players who wish to acquire something not contained in these lists should ask their Gamemaster if that item is available in the campaign, and if so what the price will be. It is important for players to be careful what they ask for — anything that their characters have access to will surely be available to a wide range of NPCs as well.

The Gamemaster has final say on the matter, and may have a really good reason to refuse a specific item for reasons of plot twists, technology level or game balance. It is possible that the Gamemaster will eventually let items into the campaign that were originally disallowed, if the plot allows it or in the event of a technological breakthrough.

Prices and quality are also subject to the whim of the GM. It is entirely possible for the settlement in which the PCs are currently located to experience a shortage of some good or another at the time they are there. Players may also want superior quality, or designer items which will cost anywhere from two to ten times more than a regular item.

● Money ▼

Given that each planet within CORE uses its own native economic system, interstellar exchanges were a nighmare until a single currency comparison unit was established. This is the Credit, which is an abstracted measure of wealth. It is subdivided into a hundred centicredits, or simply cents - the usual abbreviations are Cr and ¢, respectively.

In general, one credit will buy ten minutes of work or attention from a common person; this obviously varies from planet to planet and even

from region to region, but is a good starting point for much of the Seven Homeworlds. Native currencies are compared to credits and re-evaluated on a daily basis by dedicated artificial intelligence computers. Credits are wholly electronic in nature (i.e. data in banking computers), and voyagers to distant locales will have to either find some of the local currency or stock up on trade and barter goods.

Money is generally used to prioritize tasks and provide some kind of order, not acquire objects or accumulate wealth. On all the major centers of civilization in the galaxies, basic goods and lodging are freely available to anyone who can tell an autofac what he wants. Credit totals only really come into play for rare items, such as some meeting time with a distinguished professor, or the settlement deeds for a much sought after asteroid or planet.

● Quality and Availability ▼

There are thousands of manufacturing companies throughout the galaxies, some well known, most not. The table above presents a sample of the tools, personal gear and equipment that is available to the players, but is by no means complete or all inclusive. It would be impossible to list all existing variations and models that are currently available. The Gamemaster may derive many of them from the statistics given above, however, by changing one or two numbers in the statistics, or adding or removing a few secondary features to the item.

If needed, the Gamemaster can assign an "Unreliability rating" to any given object — a number between 2 and 6 — and roll two dice against it when the object is submitted to any kind of duress: if unsuccessful, the object ceases to function, with potentially deadly consequences.

Most of the items listed in the table are easy to locate and purchase. Some, such as the medical equipment, is obviously restricted to

certain professions, but the rest can be readily obtained. Weapons and armors can also be found on the free market, but they have their own set of rules - see next page for a discussion on the availability of weaponry in a space-borne civilization.

● Common Items ▼

The following pieces of equipment are things that might make a difference in the adventure. More mundane items, such as everyday clothes and small trinkets, are not listed: simply assume that the characters can easily get and afford them, and keep the adventure moving.

For d20 players, the 3rd Edition PHB list plenty of basis items. Simply assume that a modern equivalent is easily available at the same price, but one-tenth the weight.

● Using the OGL Stats ▼

By design, the Silhouette CORE rules are fairly simple and streamlined. They have been designed for speed of play and rely greatly on the Gamemaster's skills for proper descriptions and evaluations. The OGL d20-based rules, on the other hand, are very detailed; everything is codified and its capabilities precisely indicated.

Even if using the Silhouette rules, feel free to take a look at the PGL stat blocks: more often than not, it contains details that may come in useful in certain situations.

• Medical Technology ▼

It is not always possible to prevent illnesses and deterioration of health. Accidents and combat can also severely threaten the well-being of PCs. Often, the quality of medical equipment available can make the difference between life and death.

Fortunately, the technology level of CORE is more than up to the task. Most of the medical devices are automated (treat them as having the Medicine Skill at 3/3) and need only minor assistance to function, as long as they are placed in contact with the patient.

Mediscanner: This small hand-held device diagnose health problems. Within a single round, it records vital signs, analyses them and determine if someone has been infected with a specific disease. It adds +1 to Medicine tests for diagnosis.

First Aid Kit: This small, lightweight kit includes everything needed to handle simple emergency situations: syntheskin bandages; antiseptic/skin-closer wand; one laser cutter; hypodermic spray; ten doses each of Healing, Painkiller and Sleeping drugs. This cannot treat anything more serious than a Flesh wound. A Medicine test without a kit suffers a -2 penalty; the kit is Cpx 1.

Field Surgery Kit: The Field Surgery Kit is a complete emergency medical treatment package. It's made of several nanotech nodes that needs to be placed on the patient at key points. This cannot treat anything more serious than a Deep wound. Attempting to perform surgery without at least this kit incurs a -2 penalty to Medicine tests; the surgery kit is Cpx 2.

Autodoc: An autodoc is the ultimate in mobile medical equipment. It is a self-contained treatment system that is placed on the chest (or largest body segment) of the patient. Multiple nano-releasers, miniature tractor/pressor beams as well as an internal expert system that has an effective Medicine Skill of 5/5. Physicians who assist (or are assisted by)

the autodoc receive a +5 bonus. Using an autodoc continuously on a patient quadruple the recovery rate.

Euphoric Drug: This compound is not really a medical drug, though it is sometimes administered to victims of panic and anxiety attacks. It has Potency 12, an Onset Time of 15 minutes and is used as a recreational narcotic.

Painkiller Drug: This commonly available analgesic helps reduce the pain from wounds, diseases or chronic conditions. It has Potency 8, an Onset Time of 2 minutes and is applied locally by hypodermic spray. A less potent version (Potency 6, Onset 10 minutes) is available in tablets under several trade names.

Sleeping Drug: This popular sleeping aid is a safe sedative with euphoric and analgesic side effects. It has Potency 9, an Onset Time of 30 minutes and was carefully designed to make it very difficult to overdose: Fumbles are treated as Margin of Failures of 9, with intense nausea aftereffects.

Vaccines: These vaccines are compounds of specifically engineered viral RNA administered to individuals in order to boost their immune system. Each vaccine usually protects against about a dozen specific diseases, and costs between 5 and 200 credits. Vaccines give a +2 bonus to the appropriate Health roll.

Healing Drug: This liquid solution, which must be administered daily, doubles the healing rate of any individual. For each daily dose missed, an additional day will be needed for any wound to heal completely.

• Communications

In most places, communication devices are all linked and work together as one unit. Simple audio or visual communications are usually very cheap; a monthly bill usually costs about 10 to 50 credits, depending on where you live. Usually, audio communications are freely piped along the existing dataline.

Communicator: This apparatus is used to transmit and receive data. There are three basic models, differentiated by range. Cheaper models have an effective range of 10 km. Mid-range models have a range of 100 km and high-end sets can broadcast as far as 1,000 kilometers. None of these models have built-in encryption capacity and all are very vulnerable to jamming (they are treated as -3 Communications vehicle **system**).

Headset and Wristcom: Headsets are the communications device of choice to groups that need to stay in contact with each other, have their hands free to perform other tasks and also have no need to conceal their purpose. A variant called the wristcom is worn as a thin metal band around the wrist. The standard systems have a range of 10 km and act as -3 Communications vehicle system.

Listening Device: This simple device is similar in many ways to the first listening devices ever used by humans- a microphone surrounded by a broadcasting or recording device and enclosed in a miniature box. The greatest advances in these technologies have been found in the concealment capabilities of the device, although advances in miniaturization and broadcasting power have occurred as well. There are a myriad of producers of these devices, and a large variety of models from which to choose as well.

Satellink: A satellink communication unit is a small device that enables a terminal to receive direct link data from ships and satellites within the same solar system.

VR Terminals: High-speed computers have made quite convincing virtual realities (VR) common. A user can easily become an actor in a play, take part in a party on a station hundreds of kilometers from his home, learn a new skill or control a spacecraft. A VR interface is a tiny port on the surface of the terminal; this scans the user for feedback and provide opaque holographic images in the user's front 180 degrees.

Fully interactive VR programs usually cost between 5 and 10 credits per hour, but most worthwhile educational programs, and some high-end entertainment suites can cost upwards of 100 credits per hour. Stacks of datadisks with pre-recorded programs can also be purchased; each disk can hold 2 hours of VR and costs between 1.5 and 5 credits for average material.

• Memeware

These are organic memory implants, cloned from the wearer's own tissue. Implants are usually placed among soft tissues that can be compressed to accommodate an additional organ. Memeware can only be detected by a thorough medical examination. Memeware becomes a part of the user's body, and requires no maintenance apart from a healthy diet. Once trained, calling up data is as simple as "remembering." Information is uploaded directly to the processor via coded visual impulses. There is a drawback — users can succumb to a condition called "Memory Blur". The user's brain stops distinguishing between its own memory storage and memeware, and begins storing actual memories in the implant. This happens sometimes during trauma cases involving head wounds, though it also occurs naturally. At that point, memeware cannot be removed without impairing the user's own memory.

To augment their impersonation abilities, proteans use a quantek version of this called a socket, which is generally attached to the back of their head. A socket functions exactly like a memeware implant, but is easily detectable when the protean is in its natural state.

Game Mechanics: Memeware can be "programmed" with up to 10 CP of Skills (KNO Attribute only). For Memory Blur, head wounds cause a HEA test, Threshold 2. The MoF as Memeware CPs are permanently lost. Also, starting year after installation, each Fumble involving a memeware-stored Skill permanently reduces capacity by 1 CP. CPs lost to reduction may be used to permanently purchase stored Skills. After CP loss begins, implant removal causes a HEA test, Threshold 7, with lost CPs as a negative modifier. Failure results in a permanent -1 KNO.

Memeware costs 8,000 credits, and takes two weeks to grow. Users must undergo a surgical procedure (Medicine Skill test, Threshold 3, Cpx 3), a Fumble results in organ rejection. Programming memeware costs 300 credits per CP.

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Memeware carries 10 ranks of any Knowledge, Profession or Speak Language skills. For Memory Blur, one rank becomes permanent (cannot be reprogrammed) 50% of the time a natural 1 is rolled when using a stored skill. If a Memory Blurred implant is removed, the user must make a Wisdom check (DC 8), subtracting permanent memeware ranks from the result. Failure results in a permanent -2 to Wisdom.

• Survival Gear ▼

This section covers equipment and tools helpful for survival in difficult environments. This includes wilderness areas such as outbacks or deserts.

Backpack: A general use backpack, which can hold up to 0.5 cubic meters and 100 kilos of assorted material. It is completely waterproof and can collapse into a pocket-sized package. Vacuum-proof models are available for twice the cost, though they do not supply proper life support.

Binocs: These standard binoculars can give up to 1000x magnification and have complete electronic motion detectors. The binoculars is a flat plate that is held in front of the eyes; adaptive micro-force screens form the required lenses. The binocs can also serve as a camera (the quantum storage memory can hold several millions pictures in its memory).

Climbing Gear: This pack, which can be used either for mountain climbing or spelunking, includes a 500 m micro-rope and dispensers, spikes, crabs, cams and other protective devices, various loops and lengths of webbing/sling, an ice ax, spiked climbing boots, an oxygen mask with a two-hour supply, a radio flare, a helmet with HUD altimeter, a powerful headlight (range: 300 m) and a miniature 10 km radio communicator.

Gas Mask: A lightweight transparent sheet that covers the face without impairing the wearer's vision, this mask filters polluted air and will protect against most types of smoke and gas (poison gasses have their Potency reduced by 10). This mask will not protect against toxins absorbed through the skin, nor will it enable one to breathe in a vacuum or underwater.

Sensor Goggles: These light goggles can be used at night to detect sources of heat, such as animals, humans, vehicles and the like. Most models also have electronic motion detectors and an ultraviolet mini-spotlight, enabling the wearer to see in complete darkness, up to a maximum range of 50 meters. On a perfectly clear starry night, their effective range increases to 500 meters.

NavComp: This multipurpose navigation device has an internal gyroscope and can point to many useful reference points, such as planetary poles, galactic poles, important stars, etc. When brought to another planet, it must be reset with the time of day, latitude and longitude to be of any use.
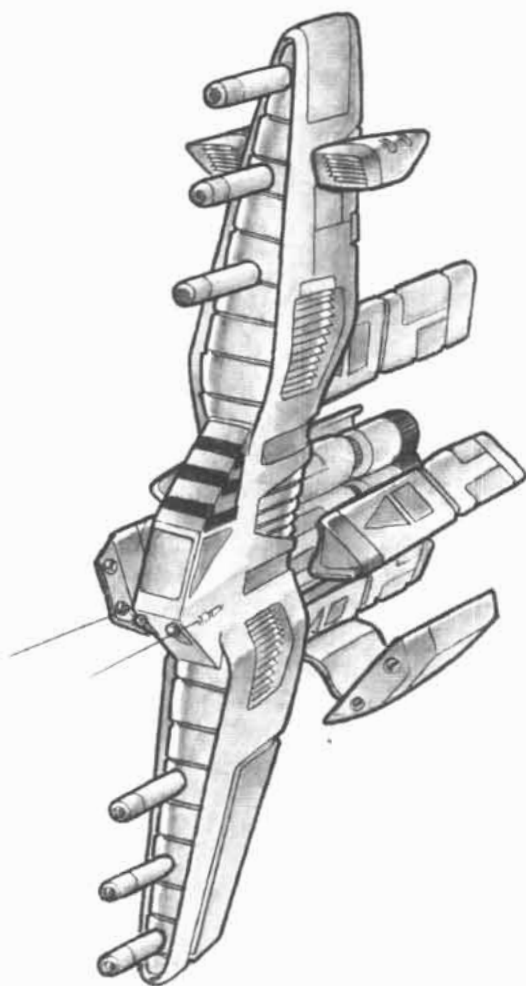
Radio Flare: This is an emergency flare which also generates a short but powerful radio signal. Rescue units are attuned to this signal, and will identify it as a call for help. The flare is the size of a small seed and contains its own internal agrav network; it will climb up and remain 500 meters into the air.

Molecular Rope (500m): A cord made out of super-resilient composite weave, about the thickness of a human hair, able to support a maximum weight of about five tons. Available in greater strength and length, and can be exposed to vacuum and extremes of temperature.

Orbital Shelters & Emergency Bubbles: Used both as shelters and emergency safety devices, these take up remarkably little space when folded (pill-sized for a one-person model, small fruit-sized for the five-person one). They can be pressurized in less than six seconds, but the compressor, air reserve and life support pack must be bought separately — these cost half the price of a vacuum suit. The shelters/bubbles come with a small one-man airlock and are aluminized on the outside. They provide total thermal insulation against cold and up to 500 degrees Celsius.

Survival Comfort Kit: This survival kit includes a compass, a light yet resilient bedroll, a sheet of high-performance insulation, one week's worth of survival rations, nylon string and hooks, a multipurpose knife, a collapsible canteen, a lighter and a radio flare. It fits comfortably in a pocket.

Survival Rations: These pill rations can sustain a person for up to a week, and will stay edible for up to hundreds of years. They are water and vacuum-proof until opened.

Survival Suits: A variety of survival suits are freely available. Each protects against a specific environment, and suit models are available with more than one protection feature (as well as armor) for 1.5 times the total costs of all suits and armors so combined. Weight is equal to 1.5 times the weight of the heaviest suit.

Desert suits protect against dry, high-temperature environment and are specially designed to recuperate and distill lost bodily fluids. With this suit on, a man can comfortably function in up to 100 degrees Celsius, with a daily water ration of 50 ml.

Diving suits offer some thermal insulation, enabling divers to enter water of temperatures as low as -25 degrees Celsius without suffering from hypothermia. A gill-like device extracts oxygen from the water and stores it into a bladder-like tank which can hold up to ten hours worth of air. Maximum diving depth is about 250 meters.

Fire suits are designed to protect the wearer against very high temperatures (up to 10,000 degrees Celsius), and resist most damage from fire sources; the suit has an Armor rating of 50 against fire attacks only; it includes a gas mask and air cooling unit.

NBC suits protect against Nuclear, Biological and Chemical contamination, have self-contained breathing apparatuses with an autonomy of two days, and offer five hundreds rads per hour of radiation protection.

Rad suits protect against hard radiation, either by means of specialized lining or with a small screen generator. They offer protection of up to a thousand rads per hour.

Winter suits are insulated and internally heated to offer complete thermal protection for a period of up to 12 hours. After this period, it will allow the wearer to comfortably withstand temperatures as low as -100 degrees Celsius.

• Staze Node

A staze node is a little device that is implanted at the base of the skull of a CORE agent when they reach Grade 5. A staze is a natural formation that dates back to the beginnings of the universe. It is a "bubble" or pocket of nothingness within the space-time continuum: within the staze, nothing occurs. Time doesn't flow, energy doesn't exist, even light doesn't move. Stazes are fairly rare and are highly

sought. Staze harvesters have been known to travel dozens of light-years to find one, and there have been deadly battles over contested staze fields.

The size and general shape of a staze can be modified by a sufficient application of energy, on the order of a significant fraction of solar input for a Class D staze (around two meters in diameter). The machinery required for this is large and generally housed on asteroids orbiting near a sun.

The node contains an appropriately-sized staze that has been collapsed in a volume smaller than a grain of sand and held there by a quanto-dynamic "pin." The node sits quietly within the agent's neck, unless and until it detects a change in acceleration or temperature that are outside the tolerances of the agent's body. When this occurs, the node releases the pin, prompting the staze to regain its formal volume. The agent and his equipment then find themselves surrounded by an impenetrable mirror ovoid that reflects perfectly anything thrown at it, be it energy, heat, etc. Since none of this can penetrate the staze, where time is frozen in place, the agent is perfectly safe. Someone still has to bring him back to base, however; the only way to break them out of their silvery prison is to use a variant of the same machine used to collapse the staze. Numerous agents are still prisoners throughout the galaxy, chrome gems mounted within the walls of the palaces of several stellar tyrants.

Game Mechanics: Whenever the character is set to die from Instant Death or trauma, the node activates and encases him in a mirrored ovoid that is completely impervious to damage. The character doesn't suffer from the damage, that would otherwise have killed him, but can do nothing while in staze. He may be freed only once back to base (the deployed staze must be physically taken back to the machine).

● **Tools**

The following tools have been designed for use in gravity environments, such as a planetary surface or the interior of a colony. Space-adapted versions are available for 1.5 times the cost; other statistics remain the same, although their external appearance is drastically different.

Air Lens: Force screens can function as more than defensive barriers. Instead of reflecting or absorbing energy, they can instead be modified to refract (bend) it. This has several practical applications, including vision enhancement. A small light-bending force field can provide incredible image magnifications without the cumbersome equipment that would be required for normal crystalline lenses.

A typical hand held "air lens" generator resembles a wand roughly fifteen centimeters long. When activated, a disk-shaped force field springs into being at one end. Field size and refraction are controlled by a set of buttons at the top of the wand. The field has a maximum magnification of x1000, permitting microscopic examination of close objects, or enhanced viewing of distant subjects. Holographic images projected against the field display magnification data. Enhanced models also provide bearing, elevation of target (in degrees) and even range to target. Since the force field is not being used for defense, power consumption is minimal. Air lens are also available as goggles and attachments for recording equipment.

The technology has limits. The view through the air lens, for example, is only as steady as the hand holding it. The lens is too weak to be a defensive field, and any goggles designed for industrial use must have additional protective features. Like any force field, it generates an easily detectable electromagnetic field. It is not often used for covert operations, where standard crystalline lenses can be used without fear of detection. Air lenses cost 700 credits and weigh 0.25 kg (0.5 lb).

Electronics Tool Kit: This typical kit includes the basic tools and instruments required for routine maintenance and repair: crude instruments such as force cutters and multi-purpose tractor/pressor screwdrivers, and more sophisticated devices such as phase scanners and nano-welders. No electronic repairs other than jury-rigging can be accomplished without an electronic tool kit. Both sets of instruments are Cpx 2. The entire kit fits in a small hand-held case and is powered by a vacuum cell that last several years.

Flashlight Laser: This small pen-like flashlight has a range of up to 50 meters in a wide 90 degrees arc, or up to 300 meters in a narrow 3 degree beam. It features an additional setting to be used as a laser scalpel with the same stats as the laser pistol.

Loglow Stickers: When removed from their pack, these stick to almost any surface in any type of enviroment. The luminescent stickers will provide enough light to read by for about twelve hours, if used continuously. They can also be used to display a logo or short message when programmed with a datapad.

Mechanical Tool Kit: This typical kit includes the basic tools required for routine mechanical maintenance and repair: force hammers; powered saws, a packet of agrav pods, etc. No mechanical repairs other than jury-rigging can be accomplished without a mechanical tool kit. The kit is Cpx 2. The entire kit fits in a small hand-held case and is powered by a vacuum cell that last several years.

Pick: A tough metal or duraplast pick, used principally for digging. The shaft conceals a sonic blast generator that helps losen the material being worked on. If used as a weapon, it is treated as a poleax with -1 Accuracy.

Powered Shovel: A tough alloy shovel. The handle conceals a force screen generator and a small agrav network that allow someone to dig twice as fast. If used as a weapon, it is treated as a metal staff with -1 Accuracy.

• Force Plane ▼

This conveyance is a force screen-based mode of transportation. Visually, it appears as little more than a square of thick foam roughly two meters long by four meters wide. A bulge in the center conceals a microfusion power generator, and the entire square is interwoven with a network of agravity generators and force field conduits. When active, a force field holds the net rigid and forms a protective shell around anything placed on top. Force field extensions inside the shell act as safety restraints, holding pilot and passengers in place. Control is via a holographic display that can measure image disruptions based on fingers passing through projected control surfaces.

The Force Plane a minimalist form of transport, with the actual structure appearing only when needed. When deactivated, the generator net can be rolled up like a rug and stored in a small container. As a passenger transport, the net cushion can hold up to six people, or four plus a light load of cargo. Its maximum speed is 200 kilometers per hour, with a ceiling of two kilometers. The plane is neither pressurized nor heated, so use at high altitudes is limited without protective clothing. Variations include emergency escape vehicles for atmospheric transports and heavy load lifters capable of moving up to four tons apiece. The force plane is too fragile for combat use: when active and in combat, treat the Force Plane as having a personal scale armor value of 20/40/60. A Force Plane costs 20,000 credits and weighs 10 kg (22 lbs).

• "Slippers" ▼

These are low-powered anti-gravity boots that function something like ice skates. They ride on a gravity cushion, and when combined with angled force fields, can provide motive power based either on the boots' internal batteries or the wearer's own legwork. If set to self-motivation, the wearer simply maintains his balance while the boots move him up to 40 kilometers per hour. The actual speed can be controlled through implants or via a small hand-held throttle. This form of movement will drain the boot batteries in 90 minutes. The wearer-motivated setting is far less strenuous. It simply locks the force fields and gravity cushion into a configuration called a "traction field". The wearer moves through a skating-like motion, one foot gliding and the other angled slightly to provide locomotion. A wearer can move up to double his running speed for extended periods of time on level ground, and even faster down slopes. Climbs can prove difficult; fortunately, the Slippers' fields can be disengaged, allowing the wearer to walk normally.

Slippers are most commonly seen as recreational transportation. Proficiency in using the boots acrobatically is respected among the youth of some cultures. The maximum altitude achievable by the Slippers is thirty centimeters, but skilled users can "bounce" off the gravity cushion to leap as high as three meters. Despite their obvious fitness potential, Slippers are not usually permitted in space vessels or stations as they tend to trip alarms in processors monitoring local gravity fields. Slippers weigh 2 kg (1 kg per boot) and cost 800 credits.

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When active, the Force Plane can fly up to 1080 ft per round. It has an AC of 20 (+12 Dex, -2 size) and a Hardness of 5, but can take only 30 hit points of damage before the generator overloads and the entire device shuts down.

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While wearing Slippers, users gain a +2 Circumstance bonus to Reflex Save and a +2 dodge bonus (stackable) to AC in addition to having movement rates doubled. Users can also receive a +20 Jump bonus.
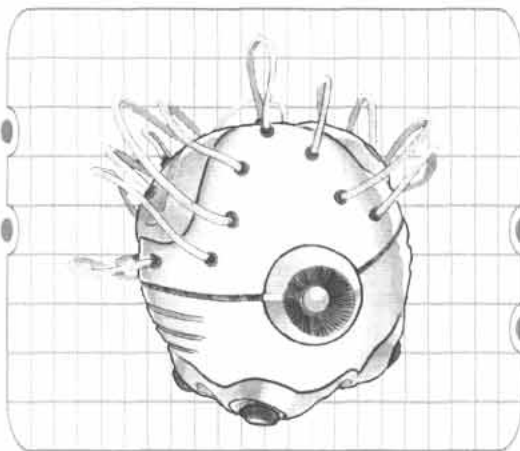
● Orb ▼

This is an automated information storage and retrieval unit. It contains a vast amount of data, literally a library of encyclopediasí worth. It can also expand its knowledge base by linking into local information nets. Though not quite sentient, orbs are cognizant enough to conduct searches based on either complicated or nebulous instructions. They have extensive language databases and recognize spoken commands in most dialects. Orbs can function as third party translators, although they do occasionally produce questionable results.

A typical orb is 7 centimeters in diameter and floats on an internally generated anti-gravity field. Orbs are available in a wide variety of shapes and finishes, including balls, cubes or pyramids seemingly sculpted from metal, plastic or stone. High-end models resemble transparent crystal. All orbs can speak, produce sounds, and generate three-dimensional image projections up to a cubic meter in size. If users are uncomfortable addressing a floating mechanoid, the orb can produce a wide variety of holographic avatars to allow more personable interaction.

Game Mechanics: Orbs are an information source, and can provide commonly known background information on any subject ñ treat it as if it had a KNO +1 and every Skill at 1/3, but only for informational purposes. When linked to an information net, treat the Orb as having

KNO +2 and Skills at 3/5 instead, though the actual level and Complexity will vary depending on the quality of the knowledge stored in the net. Obviously, military and classified information will not be available. A fully charged Orb will operate for 1000 hours. Orbs cost 5000 credits, and weigh 2 kg (4.4 lbs) when unpowered. In combat, treat as having an AR of 10 and a Defensive Skill (AGI) of 2 (+3).

● d20 Statistics ▼

Size	Fine Construct
Hit Dice	1/2d10 (2 hp)
Initiative	+3 (Dex)
Speed	40 ft (flight, perfect)
Armor Class	21 (+3 Dex, +8 size)
Attacks	Slam +1 melee
Damage	Slam 1d3-1
Face/Reach	2.5ft x 2.5ft/0ft
Special Qualities	Comprehend Languages (construct), Illusion (construct), Vast Knowledge (construct)
Saves	Fort +1, Ref +3, Will +0
Abilities	Str 5, Dex 16, Con —, Int 10, Wis 8, Cha 5
Skills	All Knowledge and Profession skills +3 (+9 when linked to information net), Search +6, Spot +3
Feats	None
Climate/Terrain	Any high-tech environment
Organization	Solitary or pack (1-3)
Challenge Rating	1
Treasure	None
Alignment	Always neutral

CONSTRUCT: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

COMPREHEND LANGUAGES (CONSTRUCT): This works exactly as the spell, except there is no duration limit and the orb does not need to touch the target in order to understand it. The orb may comprehend languages at will.

ILLUSION (CONSTRUCT): The hologram ability can be used to project a Silent Image at will. The orb can include audio, but the sound originates from the orb, not the holographic image.

VAST KNOWLEDGE (CONSTRUCT): The orb has all skills at +3 (+9 when linked to information net), but only for the purpose of relating information, e.g., the orb can discuss first aid and medicine, but cannot actually use the Heal skill. The orb can only use those skills actually listed above under "Skills."

Personal Items

The following items are personal pieces of equipment that people can carry with them.

Recorder: This multipurpose card-like apparatus can digitally record and playback high-quality sound and images. It uses small memostrips to store the recorded data at a rate of several years' worth per strip (each comes with its own archival expert system, giving +2 to KNO check for finding a specific image).

Clothes: Clothing comes in a wide variety of styles, purposes and costs; to try to offer a comprehensive list of all the clothing styles of the galaxies would be ridiculous, but the few categories indicated in the table can give an approximation to the Gamemaster who, as always, has the final word.

Datapad: This is a common small "dumb" computer that serves as a combination of personal agenda, book, notepad, etc. It can be linked to a computer system to download or upload information, and presents it in full color and animation using a small holoscreen.

Gun Harness: A Gun Harness is a device that allows any type of personal weapon to be mounted on the shoulder, operating in a hands-free fashion. The mount is automated and is able to fire on his own when slaved to a voice or mental trigger. The harness is best used in conjunction with a smart gun for maximum useability.

Defense Drone: Also known as shield satellite, the defense drone is a twenty-centimeter wide robot floating on an internal agrav network. It always remains within one meter of its assigned "master," and will try to get back in range if forcibly separated. Whenever commanded to do so, the defense drone will generate a force screen that reduces incoming damage rather than risking burnout by stopping it all. The protective field is roughly spherical and englobe the drone's master and anyone he asks it to protect.

Shoulder Harness
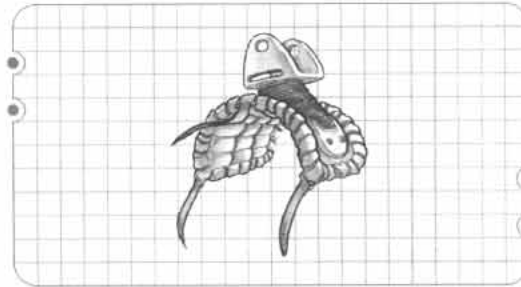
Payload:	One Personal Weapon of Any Type
Armor:	2 (vehicle)
Mass:	1 kg

Requires a voice command or trigger to shoot.

Defense Drone
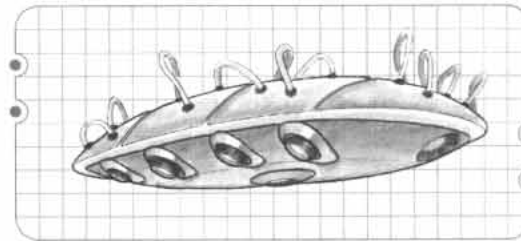
Armor:	2 (Vehicle)
Maneuver:	+1
Speed:	Air 2/4 (120 kph)
Size:	0.1 (2 kg)

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The shoulder harness allows one small arm to be carried on the shoulder. It can be triggered with a free action.

When activated, the defense drone provides +10 to Defense for anyone in range.

Equipment

ITEM	MASS (KG)	COST (CR)	ITEM	MASS (KG)	COST (CR)
MEDICAL EQUIPMENT			Winter	1	450
First Aid Kit	0.2	50	Tent		
Field Surgery Kit	1	650	2-person	0.1	50
Mediscanner	0.1	500	20-person	0.6	250
Autodoc	2.5	4,500	TOOLS		
DRUGS			Air Lens	-	20
Euphoric, 1 dose	-	20	Electronics Tool Kit	0.2	500
Painkiller, 1 dose	-	8	Flashlight Laser	0.1	10
Sedative, 1 dose	-	5	LoGlow Stickers, pack of 20	0.1	15
Vaccine, 1 dose	-	5-200	Mechanical Tool Kit	1	300
Healing, 1 dose	-	10	Blast Pick	1	15
COMMUNICATION TECHNOLOGY			Powered Shovel	1	10
Communicators			PERSONAL ITEMS		
Cheap	-	20	Recorder	0.1	200
Mid-Range	-	500	Cap	-	10
High End	0.1	10000	Clothes, Summer		
Headset/Wristcom	0.5	25	Lower-class	1	10
Listening Device	-	50-1000	Medium-class	1	50
Satellink	0.2	200	Upper-class	0.5	250
VR Terminal	0.2	250	Top-of-the-line	0.5	1,000+
SURVIVAL GEAR			Shoes, normal	1	35
Backpack	0.2	75	Shoes, designer	1	400+
Binocs	0.1	50	Clothes, Winter		
Climbing Gear	1	1,000	Lower-class	1.5	25
Misawa Gas Mask	-	40	Medium-class	1.5	90
Sensor Goggles	0.1	200	Upper-class	1	475
NavComp	-	100	Top-of-the-line	0.5	1,750+
Radio Flare	0.5	15	Boots, winter	1.5	75
Molecular Rope, 500m	1.5	10	Boots, designer	1	800+
Orbital Shelters	-/0.1	1000	Datapad	-	200
Sleeping Bag	0.2	40	Hat	0.2	75
Survival Kit	0.1	200	Memocards		
Survival Rations	-	30	10 years	-	1
SURVIVAL SUITS			30 years	-	2.5
Desert	1	750	30 years	-	2.5
Diving	1	500	60 years	-	4
Fire	1	800	120 years	-	7.5
NBC	1	1,200	240 years	-	14
Rad	1	1000	Watch, cheap	-	15
Vacc	2	5000	Watch, designer	0.1	250

• Space Suits

The basic function of a space suit is to protect the wearer against the hard vacuum and excesses of temperatures of the space environment. They also provide a convenient mounting frame for tools and survival equipment such as radiation shielding, maneuver units and communication equipment. All suits are adaptable: each person selects the fit they desire rather than have a suit custom designed.

Vacuum Suit: These suits are low-pressure, almost skin-tight body suits worn by CORE agents. They offer good protection against radiation, temperature variations or impacts, and have an inner layer of smart material that selectively harden and relax to resist the internal air pressure and allow the wearer to move comfortably. Many such suits have reinforced pads in heavy duty areas such as the feet and joints. They can support a being in full comfort for up to three weeks.

Heavy Suit: Worksuits are equipped with reinforced parts and components for extended stays in space. These suits are built around the "intelligent" layers of the lighter flight suits, but they also feature reinforced sections for improved performance and reduced wear and tear. In game terms, heavy suits are equivalent to vacuum suits worn with heavy composite or Durashell armor.

Helmets: Helmets have an almost endless variety of design, but they all share some common features. All house a short range radio apparatus (-5 Comm, 1000 km) and a polarized anti-glare visor or force screen. Vacuum suit helmets have additional electronic modules (and plugs, of course) to project the VR-like HUD needed for navigation and communication. The helmet models manufactured for heavy suits can feature water tanks, emergency oxygen microtanks, food tablets, compass and headlights.

Life Support: The support packs built into the basic suit are little more than a small oxygen reserve (one day) to maintain the suit's functions when moving between pressurized environments or switching from one life support system to the other. These packs are usually quite small and worn on the belt or on the chest plate for easy access.

Short-term packs contain the main comm equipment, oxygen/water recyclers and the cooling equipment. These take the form of thin plates worn on the back or on the thights. Many feature an emergency propulsion option suppling 2 MP for three rounds.

Long-term packs are slightly bigger and used by those who must spend several hours in space. They feature all the functions of a short-term life support pack, plus an integrated maneuver unit (see below), lights and modular tool hardpoints. They also feature a built-in miniature screen generator that stops ten points of damage per round.

Tractor Gun: Grapple and lines are simple tools used to tether oneself to a spaceship or rock while working. The tractor gun is a miniaturized graviton projector that allows a person to grab onto an object and pull themselves toward it at a rate of up to three meters per round.

Maneuver Units: The Maneuver Unit is a small hand-held or backpack-mounted plate that provides thrust through a specialized agrav network, allowing the user to move about. The smaller MUs provides 2 MP of thrust per round. The larger backpack model is more massive and can provide up to 6 MP of thrust every round.

• Weapons and Armor

This section describes the various weapons and armors available to players and non-player characters, from typical melee or missile weapons, low tech or high tech, lethal or purely defensive.

The weapons and armors provided in this section represent "typical," vanilla-flavored weapons of a given type. There are several dozens of local variants and Gamemasters are encouraged to come up with their own versions, preferably within close parameters of the originals. For example, adding or subtracting a point from the Accuracy or the Damage Multiplier is often enough.

• Melee weapons, Low Tech

This category includes traditional hand-to-hand weapons, which are found among any primitive civilization. These are mostly used inside ships and stations. These weapons are used with the Melee Skill; each category of Melee weapons can use a corresponding Melee Skill specialization.

Sticks and Clubs: The Club is a catch-all category for any kind of short-to-medium length crushing weapon, whether it is a tree branch, a baseball bat or a metal pipe. A Nightstick is a specially hardened, balanced club. The Quarterstaff is another catch-all term for any kind of long wooden or metallic pole, usually used with both hands. A Tonfa is a defensive martial arts weapon: it is a club with a perpendicular handle at one end. It is very efficient in blocking melee attacks (+1 to parry).

Knives: As much tools as they are weapons, Small Knives include all small, cutting bladed weapons whose blade is shorter than 20 centimeters. Large Knives are heavier and have longer blades (between 15 and 30 centimeters); the category includes bowie knives and daggers. Machetes are knives with blades that are between 20 and 70 cm, used primarily for chopping. Some machetes also have thrusting points.

Swords: The Long Sword is the basic, straight sword popularized by heroic fantasy. The name Cutlass (or saber) is used to describe

• Melee Weapons Table

STICKS & CLUBS	ACC	DM	RANGE	ROF	AMMO	COST	WT.
Club, short	0	AD+5	close combat	n/a	n/a	5	1
Nightstick	0	AD+6	close combat	n/a	n/a	20	1
Quarterstaff, metal	0	AD+11	close combat	n/a	n/a	25	4
KNIVES	ACC	DM	Range	ROF	Ammo	Cost	Wt.
Small Knife	0	AD+3	Throw	0/2	n/a	10	0.25
Machete	0	AD+8	close combat	n/a	n/a	20	1
SWORDS	ACC	DM	Range	ROF	Ammo	Cost	Wt.
Long Sword	0	AD+11	close combat	n/a	n/a	100	1
AXES & POLEARMS	ACC	DM	Range	ROF	Ammo	Cost	Wt.
Hatchet	0	AD+7	Throw	n/a	n/a	15	1.5
Ax, Pole	-1	AD+12	close combat	n/a	n/a	100	2.5
SPEARS	ACC	DM	Range	ROF	Ammo	Cost	Wt.
Spear, long	-1	AD+12	Throw	n/a	n/a	35	3
HUMMERS	ACC	DM	Range	ROF	Ammo	Cost	Wt.
HummerKnife	0	AD+9	close combat	n/a	30	150/10	0.5
HummerMachete	0	AD+15	close combat	n/a	30	325/10	1.5
ELECT. MELEE WEAPONS	ACC	DM	Range	ROF	Ammo	Cost	Wt.
Any melee weapon	same	same/elec.	same	n/a	30	+75/10	same

single-edged, curved, basket-hilted swords, which still exist as a part of some military uniforms. The Katana is a slightly curved, single-edged sword. The weapon is often associated with elaborate fencing styles and martial arts.

Axes: Hatchets are small axes, used primarily as tools but quite dangerous in capable hands. Large Axes include battle axes, made especially as weapons, but also fireman's and woodcutter's axes. These axes must generally be used with both hands (-2 if they are not). Polaxes have a shaft longer than two meters.

Spears: Short Spears are pointed shafts whose length does not exceed two meters. Their tips can be made of wood, stone or metal. Long Spears are pointed shafts whose length exceeds two meters. In all other aspects they are similar to short spears.

• Melee Weapons, Hi-Tech

Hi-tech melee weapons are traditional melee weapons made deadlier by technological additions or modifications. They require an extension cord or a power pack of some sort in order to function.

Cutter Blades: Cutters are melee weapons whose blade vibrates at very high frequencies or are otherwise extremely sharp. This enhances their lethality as well as giving them better penetration against protective armor. Using them requires the Melee Skill.

Electric melee weapons: These weapons are similar to their low-tech counterparts, save for the fact that they also deliver an electrical shock whenever they hit. If the electrical weapon attack succeeds, or if the defender use a non-grounded weapon to parry, the victim is subjected to additional electrical damage, applied separately; the Intensity of the shock can be set from one to ten. The setting must be determined before combat; further adjustments cost one action.

Common electrical versions of archaic weapons include metal club, staff and tonfa. Electrified weapons use the same skill as their non-electric counterparts.

• Small Arms, Low Tech

Ranged weapons include all beam, projectile and thrown weapons. Ranged weapons usually need some sort of ammunition and/or power source,which may or may not be compatible from one weapon to another (weapons using the same caliber ammunition should be considered compatible for simplicity).

Bows: The Light Bow is a sturdy 40-pound bow. It is a relatively lightweight weapon, about one meter high. The Medium Bow is a strong 80-pound bow. It is a cumbersome weapon, almost two meters high. The Heavy Bow is a stiff 180-pound bow. This bow, extremely strong (minimum Strength to use: +2), is about 2 meters in length, and fires 1-meter long arrows. Bows are used with the Archery Skill.

Chemical Slugthrowers These weapons deliver damage through chemically propelled physical bullets. While chemical slugthrowers use primitive technology, they are cheap to manufacture and remain very efficient. Drawbacks are an obvious signature (chemical slugthrowers are loud and produce a distinctive "flame" in the dark) and a moderate recoil, which can make aiming a series of shots difficult, especially with an automatic weapon. All of these weapons are used with the Small Arms Skill.

Handguns include revolvers, pistols and automatic pistols. Ammo types are usually compatible, though pistols and automatic pistols use clips (containing 7 to 10 bullets), while revolvers use individual bullets or a "fastloader" six-bullet tray. Smaller handguns, especially when made out of ceramic and using caseless ammunition, are easy to conceal.

Rifles are used by hunters and low-tech local military; they have longer ranges than handguns, are more precise and often more powerful. Most use clips, but a few models still need reloading after each shot. Assault rifles are automatic rifles, often used by backward worlds' militia. Submachine Guns are light, automatic slugthrowers which can fire multiple rounds per second.

Shotguns are powerful guns that fire loads of shot or pellet contained in plastic shells. Their accuracy decreases more rapidly than rifles over long ranges, but their stopping power is more than a match. Shotgun pellets are not particularly effective against body armor; double the protective value of Armor when defending against shotgun attacks. If using slug (solid) ammunition, apply a -1 to Accuracy but do not double the Armor of the target.

Grenade Launchers are used to shoot grenades at a specific target; their accuracy is considerably less than other weapons, but serves their purpose well. Some models of grenade launchers can be slung under the barrel of any type of rifle weapon.

Gyrockets are handguns and rifles that fire small rocket-propelled bullets. These weapons are actually more efficient at medium and long range than from up close, as the bullet is still accelerating at short range. The first (lower) Damage Multiplier should be used if the target is at Short range; otherwise, the second one is used. Gyrockets have little or no recoil.

Gaussian weapons: Gaussian weapons use a magnetic effect to propel bullets or flechettes at very high speeds. Gaussian weapons have an unmistakable "thunderclap" auditory signature as the projectile breaks the sound barrier. Gaussian weapons need both power packs and ammo, which are usually combined in one easy-to-load clip (incompatible with other weapon's power packs and ammo clips). All these weapons are used with the Small Arms skill.

The Needler is the smallest of all gaussian weapons. Easily concealable, it fires a volley of small nylon-tipped metal flechettes which mushroom and burst upon contact, penetrating and lacerating body tissues. Flechettes can be made to contain a weak nerve poison that acts as a fast-effect sedative (Potency 10, Onset time: 4 combat rounds). It is certainly possible to make flechettes containing other toxins. Needlers are innefective against any form of armor; double the rating of any Armor present.
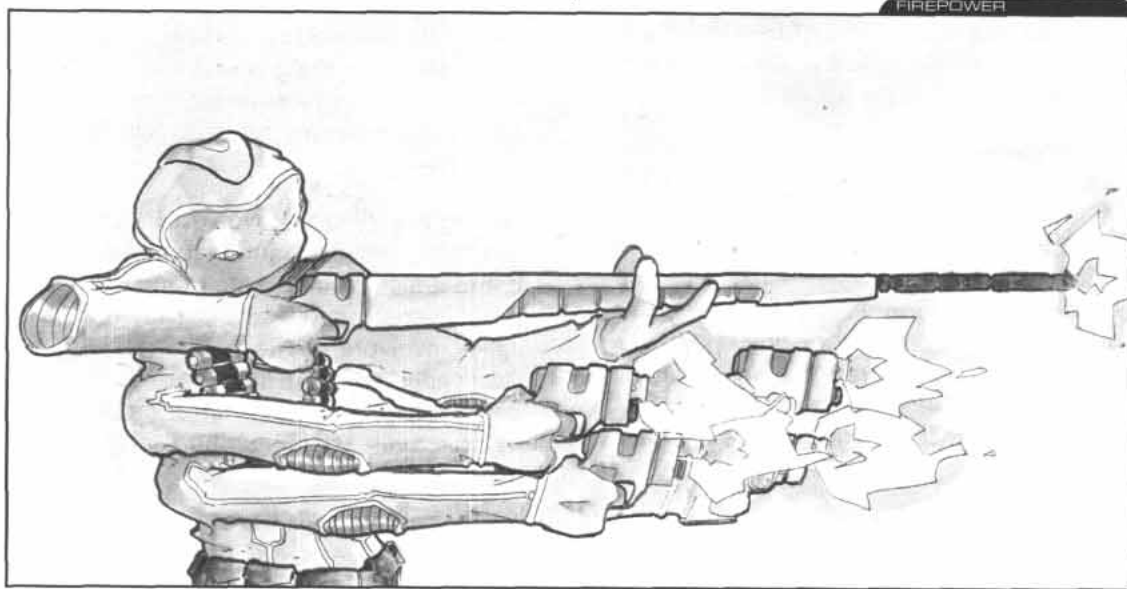
FIREPOWER

Gauss rifles are the magnetic equivalent to gunpowder rifles, using their long barrel to accelerate bullets to very high speeds. A gauss shotgun bears little resemblance to its gunpowder equivalent; it is much longer, and the barrel is narrower. Instead of propelling a somewhat scattered volley of pellets, the gauss shotgun fires them in a rapid, precise stream, the pellets following almost exactly the same path through space. Penetrative power is enhanced at the expense of some tissue damage. A gauss shotgun reduces the effectiveness of Armor by 10.

Beam weapons: This category covers weapons that fire beams of energy, as opposed to physical missiles. These weapons use power packs in lieu of ammo clips; these packs are usually interchangeable (with other beam weapons as well as electrical melee weapons) and come in a variety of sizes. Beam weapons come equipped with laser-targeting devices; in the case of laser weapons it is simply a low-power version of the main beam, activated by resting the finger on the trigger.

The Laser pistol is the quintessential personal beam weapon. It fires a thin, invisible beam of coherent light which will quickly burn through most materials; non-reflective armor effectively protects with only half of its normal value. The weapon has three different settings, which drain 1, 4 and 9 energy units, respectively; the weapon's three Damage Multipliers correspond to these settings.

The Laser rifle is simply a more powerful and accurate version of the laser pistol. It has five settings (which drain 1, 4, 9, 16 and 25 energy units); the five Damage Multipliers given in the weapon's stats correspond to these settings.

A bulky item, the Sniper Laser is a high precision weapon designed for long range performances. It has only two settings: targetting (which causes no damage) and 40. The system is composed of the gun proper and a backpack-mounted capacitor.

Maser pistols fire a short, intense beam of microwaves which fry their target. Their main advantage is that they bypass most types of armor; polymer or ceramic-based armor protect with only half of their value. Against metallic armors, the damage from a maser is transformed into an electrical attack whose Intensity is equal to half the weapon's Damage Multiplier plus the attacker's Margin of Success. Masers have fixed energy settings, which drain 2 energy units.

Maser rifles are more accurate than maser pistols, but not really any more powerful. Like maser pistols, maser rifles have fixed energy settings of 2 units per shot.

Non-lethal ranged weapons: These weapons cause little actual damage to their target, but incapacitate them for short periods of time. The least restricted of all weapons, they are quite popular among ordinary civilians for self-protection.

Tasers fire a small electrically charged dart at their target. If the opponent is not wearing armor, he receives electrical damage equivalent to an Intensity 5 shock. No matter what the result, however, the victim will not suffer anything more than a Light Wound. When rolling for side effects, fatal results are ignored but the Margin of Success of the attack is added to the Intensity. Tasers use standard power packs.

A Sonic stunner uses powerful focused subsonic waves to induce shock in its target. The victim of a sonic stunner must succeed in a BLD roll against the weapon's power setting plus the attacker's Margin of Success. A failed roll means the victim is stunned for a number of rounds equal to the Margin of Failure. On a fumble, the victim is knocked uncounscious for a number of minutes equal to the MoF; roll a Health test against the Margin of Failure to avoid a permanent -1 to PER. Sonic stunners have power settings of 1 to 10, each draining the corresponding amount of energy units; they use standard power packs.

• Ranged Weapon Table

BOWS	ACC	DM	Range	ROF	Ammo	Cost	Wt.
Light Bow	0	7	5/10/20/40	0/1	1	150/1	0.5
Medium Bow	0	10	6/12/24/48	0/2	1	200/1	1
Heavy bow	0	15	7/14/28/56	0/2	1	450/2	3
HANDGUNS	ACC	DM	Range	ROF	Ammo	Cost	Wt.
6mm Revolver	0	7	5/10/20/40	0	6	120/2	0.5
9mm Revolver	0	14	6/12/24/48	0	6	200/4	1
9mm Heavy Revolver	0	23	7/14/28/56	0	5	350/5	1
11mm Revolver	0	25	7/14/28/56	0	6	400/5	1.5
7.5mm Pistol	0	10	6/12/24/48	0	10	150/4	0.5
9mm Pistol	0	15	6/12/24/48	0	9	225/6	1
11mm Pistol	0	24	7/14/28/56	0	8	425/8	1
9mm Autopistol	0	15	8/16/32/64	1	40	475/25	2
RIFLES	ACC	DM	Range	ROF	Ammo	Cost	Wt.
6mm Carbine	0	18	45/90/180/360	0	1	175/0.5	2
7mm	0	24	50/100/200/400	0	20	280/10	4
7.5mm	0	28	60/120/240/480	0	10	375/5	4
7.5mm Assault Rifle	0	28	65/130/260/520	1	40	750/25	4.5
8mm	0	32	75/150/300/600	0	10	500/6	4.5
15mm Sniper Rifle	+1	40	100/200/400/800	0	4	900/5	6
SHOTGUNS	ACC	DM	Range	ROF	Ammo	Cost	Wt.
.410	0	22	6/12/24/48	0	10	120/5	2
12-gauge	0	28	7/14/28/56	0	8	200/5	3
Autoshotgun (12G)	0	28	6/12/24/48	1	50	1,200/30	6
SUBMACHINE GUNS	ACC	DM	Range	ROF	Ammo	Cost	Wt.
7.5mm	0	12	22/44/88/176	2	40	450/15	3
9mm	0	18	25/50/100/200	2	30	575/20	3.5
11mm	0	24	30/60/120/240	2	30	750/30	3.5
GRENADE LAUNCHERS	ACC	DM	Range	ROF	Ammo	Cost	Wt.
40mm Underbarrel Launcher	-1	grenade	40/80/160/320	0	1	250	1.5
40mm Grenade Rifle	0	grenade	50/100/200/400	0	5	700	4
GYROCS	ACC	DM	RANGE	ROF	AMMO	COST	WT.
Gyroc Pistol	+1	15/25	10/20/40/80	0	15	675/15	1
Gyroc Rifle	+1	22/32	80/160/320/640	0	15	950/15	3.5
GAUSS WEAPONS	ACC	DM	RANGE	ROF	AMMO	COST	WT.
Needler	0	7	5/10/20/40	1	15	100/5	0.5
Gauss Rifle (8mm)	0	35	85/170/340/680	1	30	800/30	4
BEAM WEAPONS	ACC	DM	RANGE	ROF	AMMO	COST	WT.
Laser Pistol	+1	8/17/26	9/18/36/72	0	30	750/10	1
Laser Rifle	+1	8/17/26/35/44	120/240/480/960	0	30	1,250/10	3.5
Sniper Laser	+1	40	200/400/800/1600	0	10	8,000/100	8
Maser Pistol	+1	20	8/16/32/64	0	30	825/10	1
Maser Rifle	+1	22	110/220/440/880	0	30	1,300/10	4
NON-LETHAL GUNS	ACC	DM	RANGE	ROF	AMMO	COST	WT.
Taser	0	3	4/8/16/32	0	30	60/10	0.5
Sonic Stunner	+1	special	4/8/16/32	0	30	115/10	0.5

• Heavy Weapons, Low Tech ▼

Heavy weapons are designed to provide "punch." They are generally heavier, more cumbersome and a lot more expensive than standard weapons, and are thus more rare. These bulky weapons must be braced and cannot effectively be used hand-held, except by very strong characters (minimum Strength +2, character suffers a -1 Accuracy for each point of Strength under +4). These weapons use the Heavy Weapon Skill.

Machineguns are heavy automatic weapons which can fire up to thirty rounds of ammunition per second. The Chaingun is a large, electrically driven multi-barrel cannon. It uses the same ammunition as a Machinegun but has a much higher rate of fire. However, it has a lower effective range because its barrels are shorter.

The Anti-Armor Gun is a rocket-boosted cannon that is light enough to be carried by a strong infantryman. It has a fairly long range, but is best used in close quarters where it can punch through the skin of most lightly armored vehicles.

The Light Mortar fires shells in an arcing, overhead trajectory. Unlike the mortars of old which required teams of highly trained crewmen, this light and portable weapon can be carried by a single trooper and deployed in mere seconds.

The Rocket Launcher is a light recoiless cannon, providing a heavy punch even against vehicles and fortifications. It is usually fired from the shoulder, but is also available as a tripod-mounted model.

Grenades: Grenades are small, explosive weapons which are either thrown or shot at their target. Although a lot of variations exist as far as the type and power of particular grenades are concerned, most of them fall in a few definite categories as detailed below.

Most grenades do more than simple concussion damage (fragmentation, incendiary, gas); the Secondary Damage

Multiplier indicates the intensity of this second attack, while the weapon's description explains the nature and game mechanics related to this additional damage. Anyone in the primary radius will suffer both the effects of the concussion and any secondary effects which might be inflicted by the grenade.

Grenades which have multiple types of secondary damage are possible, but very expensive and usually redundant; a grenade with both fragmentation and nerve gas is likely to achieve the same final result (i.e. dead people) as a grenade with either charge. The use of a large radius of one effect combined with a small radius of another, however, can be useful in some situations.

Concussion Grenades are simply explosive charges encased in a plastic casing, which is vaporized by the explosion. They are considered "offensive" grenades, because they can be thrown further than the explosion radius. Normal concussion grenades are often used in urban combat situations because they can quickly neutralize enemy infantry and also cause damage to vehicles and installations; the effects of a grenade detonating in an enclosed space are both devastating and gruesome. Concussion grenades with a very high Damage Multiplier can be used effectively against vehicles, and are called Anti-tank or Anti-armor grenades.

Fragmentation Grenades do additional damage by scattering small shards of metal or ceramic over a wide area. Anyone caught in the secondary area of effect takes the result of one die multiplied by the secondary Damage Multiplier. The secondary Damage Multiplier is applied at full strength against humans, but only at half strength versus vehicles.

Incendiary Grenades carry an additional charge of fast-burning chemicals. Fire damage is applied to anyone within the secondary area of effect, with an Intensity equal to the secondary Damage Multiplier. Some incendiary grenades may have a Burn Duration

and will continue to do damage for the number of rounds stated unless the burning substance is somehow neutralized.

Flash Grenades do little actual damage, but disable targets with a very bright magnesium flash and loud bang. Anyone inside the secondary area of effect must make a Health roll against a Threshold equal to half the maximum secondary area of effect, minus the distance to the grenade's point of impact. For example, a character 12 meters away from a grenade with a secondary area of effect of 30 would have to roll against a Threshold of ([30-12]/2), or 9. A failed roll incapacitates (-4 to all rolls) for a number of combat rounds equal to the Margin of Failure.

Gas Grenades subject everyone within the secondary radius to the effects of a particular gas, which is treated like a drug or toxin. They come in many different varieties, the most common being Tear Gas and Nerve Gas, but smoke is a non-lethal alternative sometimes used for defensive actions. If there is a strong wind, it is possible that the secondary radius may be somewhat elliptical, and Gamemasters can rule how this works according to the situation. Similarly, in an extremely strong wind, it is possible that the secondary radius will be effectively neutralized due to the near-instantaneous dispersal of the gas.

Tear gas incapacitates by attacking the victim's respiratory system and mucous membranes (eyes, nose and mouth). A Health test is made against the gas' Potency (usually between 6 and 10); a Margin of Failure between 1 and 4 means an equivalent negative action modifier due to pain and blurred vision; this penalty will lessen by 1 for every minute spent outside of the gas. A MoF between 5 and 9 will incur a -4 action penalty, which will lessen by 1 every hour removed from the gas. A MoF of 10 or more will, in addition to the other effects, cause damage to the character as a fatal toxin of a Potency seven points lower than the Potency of the tear gas; a fumble is equal to a Margin of Failure of 9.

Nerve gas grenades disperse a fatal toxin gas in its secondary area of effect, and usually have a Potency situated between 7 and 15. All targets in the secondary area of effect are subjected to the toxin's effect.

Smoke gas grenades usually have a very small primary radius which inflicts little damage, and a large secondary radius. The volume covered by the secondary radius is considered to be very poorly lit and imposes a -2 penalty to any ranged skill use. These are excellent devices for use in both attack or retreat actions since they are extremely effective at hiding the locations of people in the smoke. Unfortunately, when improperly used, they serve only to confuse matters for both sides. It is also possible to manufacture grenades that use "hot smoke"- a type of smoke-producing chemicals that burn at higher temperatures - for double the cost of regular smoke grenades. These block not only the visual line of sight, but also impair the functioning of infrared sensors.

Heavy Weapons Table

HEAVY WEAPONS	ACC	DM	RANGE	ROF	AMMO	COST	WT.
6mm Machinegun	0	30	100/200/400/800	2	belt	1,800	7
7.5mm Machinegun	0	32	125/250/50//1000	3	belt	2,150	10
11mm Machinegun	0	42	130/260/520/1040	3	belt	3,600	15
9mm Chaingun	0	30	50/100/200/400	4	belt	4,000	10
24mm Anti-Armor Gun	+1	70	150/300/600/1200	0	5	10,000	15
60mm Light Mortar	-1	120	150*/300/600/1200	0	5	5,000	12
50mm Rocket Launcher	0	140	50/100/200/400	0	1	8,000	6

Personal Armor ▼

For almost as long as there have been weapons, people have worn armor to protect themselves. Although technological changes have revolutionized the world of weapons, armor designs have always followed the same basic patterns, with improvement being mainly in the resilience and lower weight of the materials used. Some scientists have hypothesized that energy shields may be possible at some point in the next few hundred years, but they remain out of reach to date.

Low Tech Armors ▼

Low tech armors are simply protective suits, without any computerized gadgets. The weights and costs given are for full body suits; for armors that protect the torso only, divide both the cost and the weight by half. Except for composite armor, these are normally used when people do not have access to more advanced forms of protection.

Leather Armor: Leather armor normally appears in its most common form — leather jackets. A favorite among primitive and low tech street gangs, the basic leather armor can be slightly enhanced by adding small metal studs; many owners will stud their armor just for the "mean" look it gives them.

Plated Armor: Plated armor is rarely seen, primarily because it is heavy and cumbersome. Plates of metal or other strong material are joined together to create an armored shell. Medieval armor is a classic example of plated armor.

Composite: Composite armor comes in two varieties, light and heavy. Light composite is a fine mesh of synthetic fibers and other non-metallic composites. Normally highly flexible, it hardens when subjected to blows, evenly distributing the kinetic energy throughout its fabric. It can discreetely be worn under loose-fitting clothes, and will not hamper its wearer's movement.

Heavy composite is both heavier and bulkier, consisting of multiple, precisely fitted layers of polymer and metallic fibers. While it offers more protection against physical attacks, it cannot normally be worn under one's clothes, exceptions being made of robes, overcoats and cloaks.

High Tech Armors ▼

This category includes all kinds of sophisticated armors. Usually very expensive and/or illegal, these suits of armor are rather hard to find. The military and police forces have some access to this kind of technology, but the prohibitive cost of high tech armor always makes them scarce.

Duraplast Mail: Duraplast is the generic name for a synthetic compound whose hardness and flexibility surpasses those of cold steel, at a fraction of the weight. It is often made into a modern version of chain mail, in which little rings of duraplast are interwoven to make a resilient yet flexible shirt.

Durashell Armor: Durashell is the name given to full suits of molded composite antiballistic plates. A durashell armor suit is bulky and must be worn on top of one's clothes (usually a light body suit), but provides the best all-around protection short of a powered batte armor. They are usually custom-tailored for their wearer; characters wearing a durashell armor made for someone else receive an additional -1 penalty to "physical" Skills. This applies for full body suits only — wearing someone else's durashell torso armor does not incur any penalty. The cost given for a full durashell body suit does not include the tailoring, which costs an additional 10%.

Reflec Armor: Reflec armor is a light, reflective suit that protects against lasers; its surface diffracts and disperses some of the energy carried by laser beams, but also makes the wearer easier to spot (-2 to Stealth Skill rolls). Reflective armor is practically useless against physical attacks, but does stop some of the damage from maser beams (use half the listed value). Any other kind of armor can be made into relective armor as well; add 20% to the armor's cost and use the listed value for normal reflective armor against laser attacks.

Interference Screen:]This light suit protects against maser attacks by dephasing and diffusing the strong microwaves emitted by the weapons. It is useless against any other kind of physical or energy attacks. An interference screen can be added to any type of armor for an additional 25% of that armor's cost.

• Personal Armor

Armor	Armor Rating	Encumbrance	Concealable	Mass	Cost
LOW TECH					
Leather armor	5	0	somewhat	4	180
Studded Leather	8	0	somewhat	6	200
Light Plated armor	10	-1	somewhat	7	200
Heavy Plated Armor	14	-2	no	10	250
Light Composite	16	0	yes	2.5	250
Heavy Composite	32	-1	somewhat	6	400
HIGH TECH					
Duraplast mail	24	0	yes	2	750
Durashell armor	50	-1/-2	no	10	2,000
Reflec armor	30*	0	yes	0.5	250
Interference Screen	28**	0	yes	1	575

*Against Lasers only; divide by two against Masers.

**Against Masers only.

Armor Rating is the protective value of the armor, to be added to the character's wound tresholds when resisting an attack;

Encumbrance indicates if wearing a particular armor incurs a penalty to "physical" skills, i.e. skills that involve the AGI or FIT stats (but not BUI). A second number, separated by a slash, gives the penalty for someone other than the owner (for tailor-made suits);

Concealable gives an arbitrary measure of how discreet a particular suit of armor is. The GM should decide, depending on circumstances and the player's dress, if the armor is visible or not;

Mass is the mass of a full suit of armor in kilograms. For torso armor divide by two;

Cost is the cost of a full suit of armor in credits; for torso armor, divide by two.

Mercury Armor
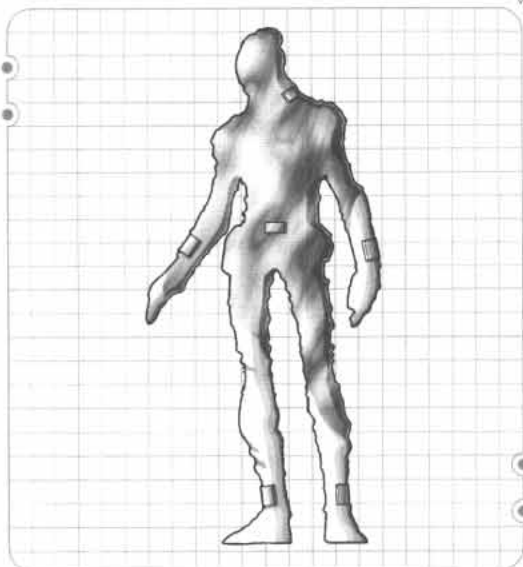
This is literally a suit of liquid nano-metal. When worn, a user appears coated in a layer of quicksilver. It is designed to respond to neural control implants, and can be made to flow over a wearer's body, adding protection to certain areas or exposing others as needed. In its "dormant" state, the armor resembles a metallic hoop carried around the neck or waist as a belt. When activated, it can cover a wearer in seconds, providing instant protection against most threats. The armor can provide both resilience and rigidity against attacks — its surface is difficult to pierce, and if punctured it can easily reseal itself. The suit can also be used to generate melee weapons, though this lowers the protective value. The only real shortcoming of the armor is its vulnerability to electromagnetic pulses (EMPs), which destroys the nanotech components and turns the suit into a large silver puddle. Mercury armor can be EMP shielded, but it involves placing an insulating suit over the armor layer. This EMP suit is highly elasticized to conform to armor configurations, but movement while wearing it is difficult.

Game Mechanics (Atandard Armor Rules): Mercury Armor can regenerate points lost due to damage. The armor flows like water to fill any hole, gap or weak point. This reinforcement occurs automatically during the wearer's first action in a combat round (if the wearer cannot take an action, the armor does not regenerate). When being reconfigured, the armor must remain a single unit to properly function; that is, it cannot be split into two or more separate pieces. If an EMP overcomes the Armor Rating, the suit is instantly destroyed. The suit can generate a small melee weapon (small club, large knife) at the cost of 5 AR each, or a large melee weapon (medium club, cutlass) at the cost of 10 AR each. EMP shield layers are rendered ineffective if the suit generates a melee weapon. Melee weapons cannot be thrown or detached from the suit.

Game Mechanics (Partial Armor Rules): Wearers of Mercury Armor may freely transfer armor points between any location currently covered by armor. While the points are being transferred, both the target and source locations offer no armor protection (they are currently in a liquid state).

Generating a small melee weapon costs 30 AR; large melee weapons cost 60 AR. The other melee weapon restrictions listed in the standard armor rules still apply, as do the EMP and "single unit" rules.

Silhouette CORE Stats

	AR	Encumbrance	Concealable	Mass	Cost
Mercury Armor	50/300*	0	Somewhat	5 kg	10,000 credits
EMP Shield Layer	0	-1	No	0.5 kg	2000 credits

*AR is 50 if using standard armor, 300 if using partial armor. The "partial armor" total is split between covered locations in any ratio the wearer desires, with a minimum AR of 1.

Mercury armor is treated as light armor.

Configurable (Semi-Liquid State): Mercury armor can be "solidified" at will to provide the user with a Hardness rating. The suit can have a maximum Hardness of 20, but the wearer cannot move. Hardness is designated in 5-point increments, and affects armor performance as shown below. Statistics for the EMP layer are added to the ratings for the current Hardness.

Melee Weapons: For each 5-point armor bonus reduction, the suit can generate a small melee weapon. For each 10-point armor bonus reduction, the suit can generate a medium melee weapon. Weapons cannot be thrown or otherwise detached from the suit. Any small or medium melee weapon can be mimicked, provided there are no moving parts (e.g., no flails, whips, chains, etc.). EMP shield layers are rendered ineffective if the suit generates a melee weapon. Generating a melee weapon takes a full action.

Suit Activation: The suit can be activated from its dormant state as a free action. The armor bonus will take effect the combat round immediately following activation.

Mercury Armor	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Speed (30')	Speed (20')
Hardness 0	+25	+4	-2	30 ft	20 ft
Hardness 5	+25	+2	-3	30 ft	20 ft
Hardness 10	+25	+0	-6	20 ft	15 ft
Hardness 15	+25	-4	-9	10 ft	5 ft
Hardness 20	+25	*	*	0 ft	0 ft
EMP Shield Layer	+0	-2	-1	-5 ft	-5 ft

*Wearer cannot move and automatically fails any checks requiring motion.

RECORDED HERO
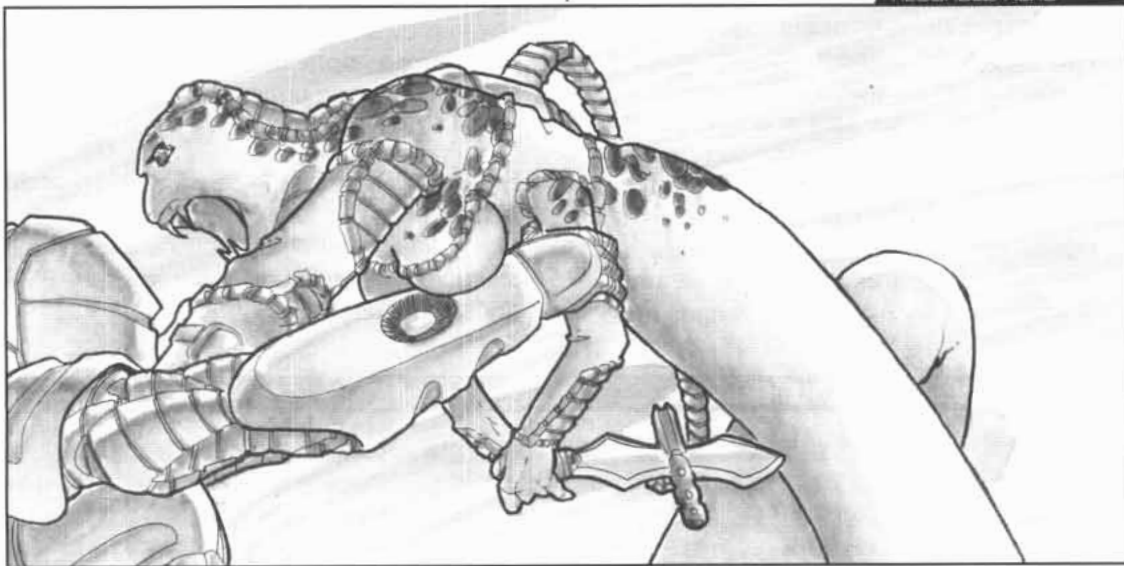
• Lightning Armor ▼

Lightning Armor is a force field version of Mercury Armor. When activated, its wearer appears to be surrounded by tiny drifting sparks that conform to his body. Like its metallic cousin, Lightning Armor can be completely reconfigured to provide increased protection to certain areas or expose some areas if required. It is much less vulnerable to EMP, but it has other flaws. A special "conduit suit" must be worn to properly form the force field. If a portion of the suit is significantly damaged, the Lightning Armor will not longer protect that part. When active, Lightning Armor has a much higher electromagnetic signature, making it easier to detect and track. The secondary spark effect is visible in darkness. The suit also draws energy from a belt-mounted power pack. If the pack becomes damaged or runs out of energy, the armor will not function. Lightning Armor cannot generate melee weapons.

Game Mechanics: Lightning Armor functions exactly the same as Mercury Armor, except that suit coverage can be split up (many smaller force fields can be generated). The power pack will run the suit for 1000 combat rounds; however, for every attack that hits the suit, subtract the damage from the power pack endurance regardless of whether or not the wearer was harmed.

For example, a wearer is hit with 90 points of damage — a Damage Multiplier of 30 and a Margin of Success of 3. The wearer could conceivably take Light Damage, depending on his Stamina (STA). Regardless of physical injury, the suit would lose 90 rounds of power. The suit's AR is effective only when activated. The conduit suit itself offers no AR; however, Lightning Armor can be built into standard armor. Add both armors' mass, cost and AR.

• Silhouette CORE Stats ▼

	AR	Encumbrance	Concealable	Mass	Cost
Lightning Armor	75/350*	0	No*	1 kg	15,000 credits

*AR is 75 if using standard armor, 350 if using partial armor. The "partial armor" total is split between covered locations in any ratio the wearer desires, with a minimum AR of 1.

• Open Gaming Content Stats ▼

Lightning Armor is considered light armor.

Configurable (Semi-Liquid State): Lightning Armor can be strengthened at will to provide the wearer with a Hardness rating. The suit can have a maximum Hardness of 20, but this is a heavy drain on the battery pack. Hardness ratings also affect armor performance, as shown below.

Limited Duration: Lightning Armor batteries contain 500 charges. One charge is used up for each round the armor is active. One charge is used for each Hardness point currently active. One charge is used up per point of damage absorbed.

Suit Activation: The suit can be activated from its dormant state as a free action. The armor bonus takes effect immediately upon activation.

Lightning Armor	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Speed (30')	Speed (20')
Hardness 0	+35	+4	-2	30 ft	20 ft
Hardness 5	+35	+2	-3	30 ft	20 ft
Hardness 10	+35	+0	-4	20 ft	15 ft
Hardness 15	+35	-2	-6	20 ft	15 ft
Hardness 20	+35	-4	-8	10 ft	5 ft

CHAPTER 3

Buster Guns

Buster guns are a category of high power weaponry made possible through extensive quantek use in their design. They are intended to provide anti-vehicle-level firepower to individuals. The key to doing this is that the weapon itself isn't actually generating the firepower, it's merely acting as a conduit through which it's dispensed.

The quantek circuitry that lines the barrel, along with the controller, generate a tiny rift in space, a microscopic wormhole that is linked to a specially-designed vacuum engine and converter. This device is usually located at the nearest CORE headquarter or ship; the wormhole has, for all practical purpose, a range of several light years, but aiming difficulties make its use difficult outside of the local star system.

Outwardly, a buster gun looks like an ordinary hand weapon; there are a wide number of models in use, depending upon the sector. The real difference is within the weapon casing, where nanoscale quantek circuitry is etched on the surface of a number of components. They usually cannot be repaired if damaged and must be exchanged for new components.

Buster Handgun: The handgun is the smallest buster gun available. It is made available to CORE agents from Grade 3 and onward, once they have gone through their first few missions and have proven themselves. Because of the nature of the weapon, it has no recoil and is very accurate. Its beam is blinding (most agents know enough to close one eye before firing) and powerful enough to cut a combat vehicle in half, if not vaporize it outright.

Buster Handgun

Silhouette CORE:

Acc. 0, DM x140, BR 50m, ROF 0, Ammo Unl., Wt 0.5

Open Gaming Stats

Dam. 3d10, Crit. (15-20) x2, RI 50m, Plasma

Buster Pistol

Silhouette CORE:

Acc. 0, DM x200, BR 100m, ROF 0, Ammo Unl., Wt 0.7

Open Gaming Stats

Dam. 4d10, Crit. (15-20) x3, RI 100m, Plasma

Grade Requirements

Buster guns are only available to characters with the appropriate Grade. Total the character's current level(s) to establish the character's Grade and his access to Buster weaponry. Characters that level up during a campaign don't become eligible for the guns until they return to their ship or headquarters.

Buster Pistol: The Buster Pistol is an upgraded version of the handgun. In addition to a new feed stabilizer module, which allows it to channel more energy, it's fitted with a longer collimator barrel which provides additional accuracy. The Buster Pistol is reserved for agents of Grade 5 or higher.

Buster Assault Gun: This mean weapon combines two pistols into a single gyro-stabilized package with its own integrated targeter and beam pointer. Both barrels fire at the cost of one action. Its twin beams can be set for wide dispersion, halving the DM but covering a 10-degrees wide cone with seething energy and adding +1 to Accuracy. The Buster Pistol is reserved for agents of Grade 7 or higher.

Buster Package: This unusual weapon is intended to provide field support to a group of agents who expect to face heavy opposition. It's made of three different devices, a plasma gun for anti-personel work, a Buster gun for anti-vehicle duties (both of which drawing unlimited power from the Buster connection) and a micro-bomblet launcher in case indirect fire is warranted. The Buster Pistol is reserved for agents of Grade 9 or higher.

Buster Launcher: The Buster Launcher is one of the heaviest hand weapons available to agents in the field. This powerful device can destroy outright almost anything it's pointed at and stands a good chance of damaging a light spacecraft in orbit (provided the firer can aim well enough over a distance of a few hundreds kilometers). The Launcher is a shoulder-fired device; small force screens protect the gunner when the weapon is fired, but not the people around him. The weapon inflicts a number of damage points equal to its DM minus the distance of the person from the launching point or the beam's path. The Buster Pistol is reserved for agents of Grade 12 or higher.

• Buster Assault Gun
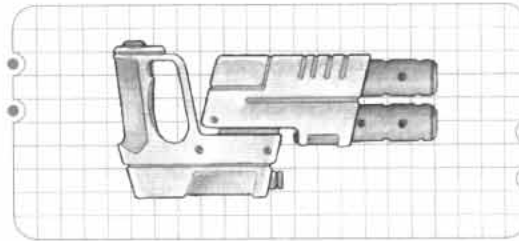
Silhouette CORE:

Acc. 0, DM x200, BR 100m, ROF 0, Ammo Unl., Wt 1.5

Open Gaming Stats:

Dam. 4d10, Crit. (15-20) x3, RI 100m, Plasma

• Buster Package
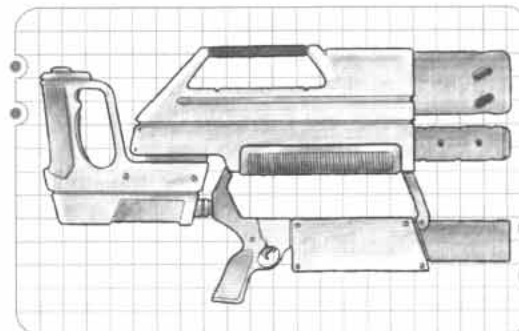
Silhouette CORE:

Acc. 0, DM x50, BR 50m, ROF 0, Incendiary, Wt 1.5

+ Acc. 0, DM x200, BR 100m, ROF 0, Ammo Unl.

+ Standard Grenade Launcher (20 grenades)

Open Gaming Stats:
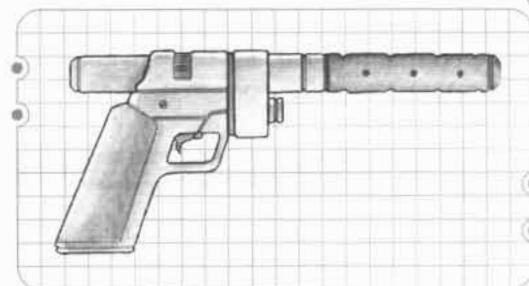
Dam. 4d10, Crit. (15-20) x3, RI 100m, Plasma

• Buster Launcher
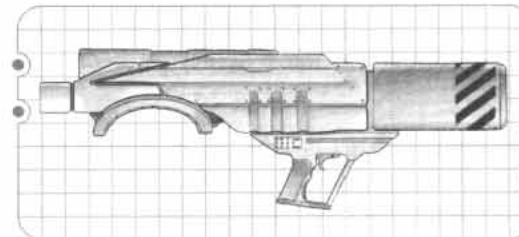
Silhouette CORE:

Acc. -1, DM x500, BR 200m, ROF 0, Ammo 5, Wt 2

Open Gaming Stats:

Dam. 10d10, Crit. (15-20) x3, RI 200m, Plasma

CHAPTER 3

Smart Guns

Smart guns are a specialized form of drones and servoshells. They are, in effect, robotic guns that are capable of independent targeting and operations. They are usually mounted on shoulder harness mounts, but some are designed to hang underneath an agrav platform that follows their assigned master. Smart guns' brains are intelligent, but somewhat specialized and always none too bright, despite their name; their field of interest (and most of their conversations) centers around combat, offense and defense.

Using a Smart Gun: The system can operate by itself, firing on targets as directed by its wearer or master; they have an effective Skill level of 3 and one action per turn, but additional uses are possible if activated by their assigned master (who use his own Skill level). If needed for test purposes, their mental Attributes (CRE, KNO) are equal to -3; firing has a modifier of +0.

Snub Gun: The Snub is a short barreled energy projector with a bad attitude. It speaks in a low, gruff voice, but it otherwise accurate and quick on the job. Its main task is to protect its owner during close quarter combats, where its short barrel and quick reaction time come in useful.

Plasma Launcher: This powerful weapon is intended as a support device for groups that don't have access to buster guns. Its long, accurate barrel spits out high energy plasma while a localized force screen protects the wearer.

Firebreather: This device is a powerful flamethrower, but it can also be loaded with a number of other chemicals as needed. It cause a fire of Intensity equal to (MoS + DM) for a number of combat rounds equal to the original Margin of Success of the attack. Damage is calculated using the original MoS, minus one for each additional turn after the first one. Its internal artificial intelligence is keen on lively conversations, and has been known to offer to light herbs and help with cooking.

Snub Gun
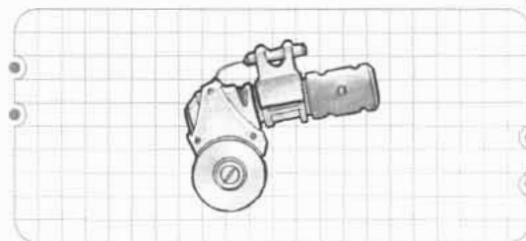
Silhouette CORE:
Acc. +1, DM x50, BR 10m, ROF +1, Ammo Unl., Wt 0.5
Open Gaming Stats
Dam. 3d10, Crit. (19-20) x2, RI 10m, Plasma

Plasma Luncher
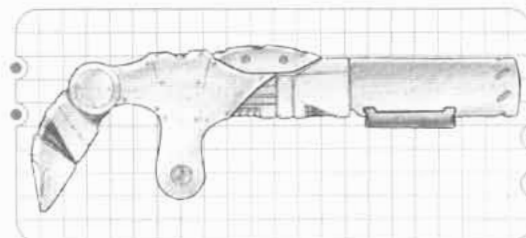
Silhouette CORE:
Acc. 0, DM x140, BR 50m, ROF 0, Ammo 10, Wt 2
Open Gaming Stats
Dam. 3d10, Crit. (15-20) x2, RI 50m, Plasma

Firebreather
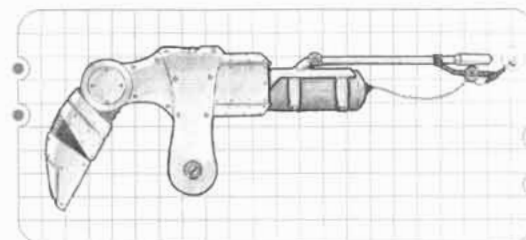
Silhouette CORE:
Acc. +1, DM x15 (Fire), BR 10m, ROF0, Ammo 20, Wt 1
Open Gaming Stats
Dam. 2d10, Crit. (19-20) x2, RI 10m, Fire, Stream

Gauntlet Equipment

There are many kinds of gauntlet-mounted devices that are intended to keep the hands free for other uses. These require that a pair of lightweight gauntlets (usually with an internal power source) be worn.

Plasma Gun: This is smaller version of the smart gun of the same type, though it lacks the robotics elements and must be directed by the wearer himself. The trigger is a hand-held wand that also serves as the target designating device for the aiming electronics located on the side of the main barrel. The "hump" on top of the weapon contains both the plasma generator and the main plasma coil, and gets quite hot during normal operations.

Force Shield: This device incorporates a force screen generator that projects a flat defensive screen that blocks both matter and energy. The system can be used to deflect blows in combat, requiring one action to deflect an attack coming from the front or the side on which the shield is worn; the character may roll a new defense. If successful, the target is still hit, but the system subtracts a number of damage points equal to (DM + parry's MoS) from the attack. If the character still suffers a wound after having successfully parried, the system overloads and shuts down.

Smart Mine: The smart mine is a nasty piece of equipment. It stays on the gauntlet until flung away by the wearer like a grenade. It then activates its internal agrav network to hang in the air over its landing point, launching one grenade every round at random from its internal supply until empty or told to stop with the launcher (generally using a code word).

Plasma Gun
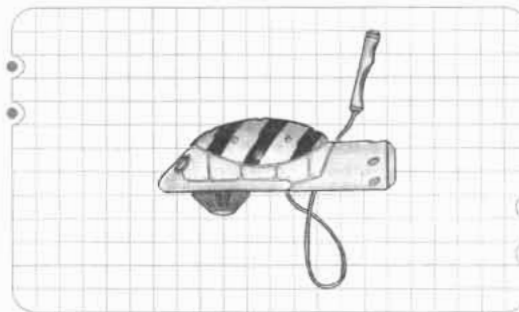
Silhouette CORE:

Acc. 0, DM x80, BR 50m, ROF 0, Ammo 10, Wt 2

Open Gaming Stats

Dam. 3d10, Crit. x2, RI 50m, Plasma

Force Shield
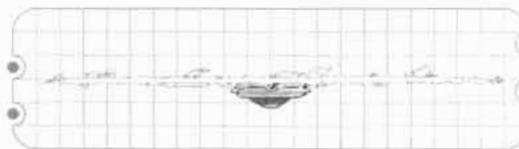
Silhouette CORE:

Acc. 0, DM x20, Melee, ROF 0, Shield (E), Wt 1

Open Gaming Stats

+10 Defense

Smart Mine
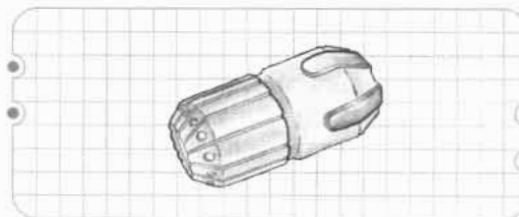
Silhouette CORE:

Thrown Weapon (1 kg); spits one grenade 1d6 meter in a random direction every round until empty or told to stop; contains 20 grenades.

Open Gaming Stats

See above; stats for smoke and frag greandes can be found in the DMG, *Technology* section.

CHAPTER 3

• Guided Thrown Weapons

These devices are melee weapons that have been balanced for throwing. In addition to this, however, they have built-in flight circuitry and agrav network that allows them to home in on a target, no matter its current location, as long as they manage to capture an image of it first. To use the device, the operator simply has to point out the desired target and press the "capture" trigger on the handle. Once thrown, the weapon will fly toward the target and attempt to imbed itself in it. If it misses twice in a row, or the target dodges the blow completely (by going inside a closed room, for example), the weapon will return to the user. If the user has disappeared as well, it will deactivate its internal field and fall to the ground to be retrieved later.

Game Use: Guided thrown weapons have the ability to correct in mid-attack, and they can use targeting information supplied by a friendly unit. Guided provides a +2 modifier to attack rolls versus targets that have been "tagged." Tagging a target requires a line of sight and one action; roll an Opposed Skill test of Throwing vs. Defense.

The weapon can try to affect a moving target more than once. If the attack fails, the attacker may reroll it. If the target has already spent action(s) to either parry, block or dodge the attack, it can defend itself again with the same method at no additional action cost.

Throwing Stars: These are small disks of metal alloy or ceramics, with the required flight and targeting circuitry embedded within the center of the disk. The edges are either razorsharp or have deadly spikes. Throwing stars are generally used in handfuls rather than singly (hence the ROF rating).

Throwing Blade: This is a knife with the required flight circuitry placed inside the hilt. Shapes, styles and weights vary greatly.

• Throwing Stars
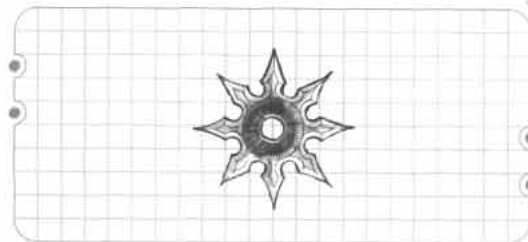
Silhouette CORE:

Acc. +1, AD+2, BR 3m, ROF +2, Ammo 20, Wt -

Open Gaming Stats

Dam. 1, Crit. x2, RI 3m, Piercing

• Throwing Blades
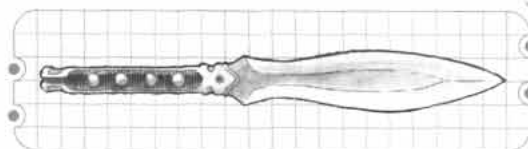
Silhouette CORE:

Acc. +1, AD+3, BR 10m, ROF 0, Wt 0.2

Open Gaming Stats

Dam. 1d6, Crit. x2, RI 3m, Piercing

• Open Gaming Content

Guided throwing weapons are used like any other thrown weapons, except that they gain a +4 modifier to hit and can try again if they fail their first attack. The target must first have been tagged with a ranged touch attack for this bonus to apply. See the text in the previous column for special targeting considerations. The option doubles the cost of a thrown melee weapon.

•Sliver Blades ▼

These are melee combat weapons that have been augmented with the addition of a small, specialized force screen generator in the hilt. The plane of the force screen is aligned with the blade, greatly improving its abilities to cut through materials.

Game Use: All slicer weapons halve (round up) the Armor or Stamina rating of their target before calculating damage.

Slicer: A slicer is the hilt of a sliver blade, minus the blade. The force screen takes on a semi-circular shape around the knuckles of the being wearing the devices, effectively transforming their naked fists into deadly melee weapons. Slicers cannot be used to parry blows.

Sliver Knife: The sliver knive is a tough metallo-ceramic blade that is augmented by the sliver generator. It's balanced for throwing and the generator can be set to shut down right after impact to facilitate retrieval.

Sliver Catcher: The catcher is a variant of the knife with an additional reinforced blade on top of the first one. A skilled fighter can catch the melee weapon of his adversary in it (the task is Melee, Cpx 3); the force screen sheating the blades protect them from damage from firesheet blades and other similar devices.

Sliver Sword: The sliver sword is a tough but light metallo-ceramic blade that is augmented by the sliver generator. It's well balanced for most fighting uses.

• Open Gaming Content ▼

Sliver blades are used like normal melee weapons but add +2 to the Threat Range of the weapon and multiply critical damage by two. The option doubles the cost of a melee weapon.

• Slicer ▼
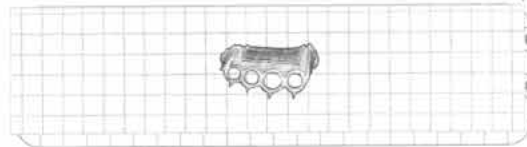
Silhouette CORE:
Acc. 0, AD+2, Melee, ROF 0, Wt 0.1
Open Gaming Stats
Dam. 1d4, Crit. x2, Melee, Slashing, Cannot Parry

• Sliver Knife ▼
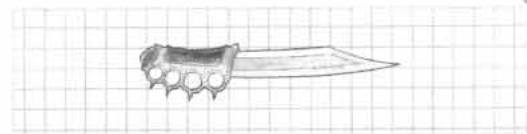
Silhouette CORE:
Acc. 0, AD+5, Melee, ROF 0, Wt 0.2
Open Gaming Stats
Dam. 1d4, Crit. x2, Melee, Slashing

• Sliver Catcher ▼
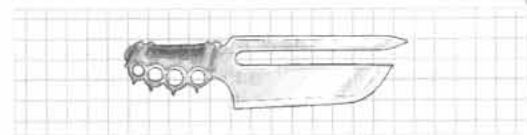
Silhouette CORE:
Acc. 0, AD+6, Melee, ROF 0, Wt 0.5
Open Gaming Stats
Dam. 1d6, Crit. x2, Melee, Slashing

• Sliver Sword ▼
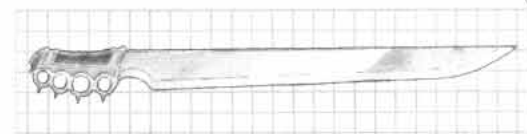
Silhouette CORE:
Acc. 0, AD+8, Melee, ROF 0, Wt 0.5
Open Gaming Stats
Dam. 1d8, Crit. x2, Melee, Slashing

• Firesheet Blades

This type of combined melee and ranged weaponry was first observed in Kabayan hands, but numerous other forces have adopted them later, especially small local stellar empires with a thrist for conquest and a need for showing off. A firesheet blade is a melee weapon that has numerous plasma emitter ports located over its surface, coupled with a force screen director. Both are powered by a small but powerful capacitor located in the handle of the blade and controlled with simple grip triggers built on its surface.

A firesheet blade operates on two modes, melee and ranged. When used for melee combat, the force director keeps the plasma close to the blade, making it a more efficient cutting device. The force screen can rarely react fast enough to the user's motions, which cause leaking plasma to generate a trailing sheet of fire that follows the blade in its movements.

When used in ranged mode, the blade is pointed like a rifle toward the target. The force director is narrowed down and the plasma production rate boosted up, which causes it to jut out from the blade in a flamethrower-like effect. The ranged is equal to the base Damage Multiplier of the weapon, with latter dropping by one for each additional meter of distance between the attacker and the target. The plasma is projected in a wide sheet which is hard to avoid (+1 Accuracy when attacking at range).

One-Handed Firesheet Sword: This sword-like device can be used one handed. The hilt contains enough plasma for 12 shots.

Two-Handed Firesheet Sword: This sword-like device must be used with two hands. The hilt contains enough plasma for 12 shots.

Firesheet Lance: This polearm-like device must be used with two hands and provide a +1 to Parry. The hilt contains enough plasma for 18 shots.

• Firesheet Blades
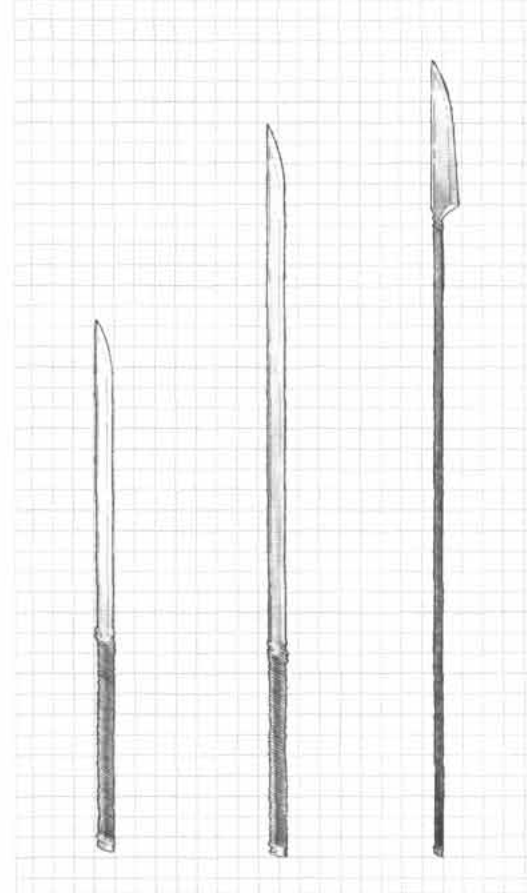
ONE-HANDED FIRESHEET SWORD

Silhouette CORE:

Acc. 0, AD+12, Melee, ROF 0, Wt 0.5

Open Gaming Stats

Dam. 1d10, Crit.(19-20) x2, Melee, Slashing

TWO-HANDED FIRESHEET SWORD

Silhouette CORE:

Acc. 0, AD+15, Melee, ROF 0, Wt 0.7

Open Gaming Stats

Dam. 1d10+1, Crit.(19-20) x2, Melee, Slashing

FIRESHEET LANCE

Silhouette CORE:

Acc. 0, AD+20, Melee, ROF 0, Wt 1

Open Gaming Stats

Dam. 1d12, Crit.(19-20) x2, Melee, Slashing
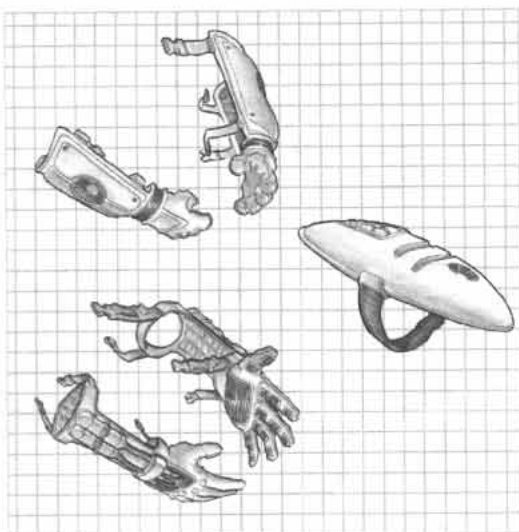
• Wizard Gloves ▼

Possibly one of the most versatile short-ranged weapons, A Wizard Glove is a forearm-mounted force field projector. The shape and size of the field, as well as the range at which it manifests itself, is controlled through hand movements. Gloves are usually worn in pairs, and can function both offensively and defensively. Force field blades or pistons can cut or batter a target up to 40 meters distant. Defensively, the gloves can conjure a defensive disk that can either be wielded as a shield or enlarged to form a wall. The fields can also lift objects weighing up to 100 kilograms per glove. Force fields must be used as props if this is more than the wearer can normally lift, and though delicate manipulation is possible it is difficult. Gloves can be used with Mercury or Lightning Armor only as long as the forearms remain uncovered.

Game Mechanics: As a weapon, Wizard Gloves can be given a Damage Multiplier up to AD+20. Larger ratings simulate larger impact or cutting/thrusting weapons. The wielder must specify when a weapon field is created if it is blunt or edged. As a shield, a disk 1 meter in diameter has an Armor Rating of 24. Maximum diameter is 2 meters, but the AR drops to 6. Minimum diameter is 0.5 meters with an AR of 96.

Power is handled similar to a Lightning Shield: Batteries supply 1000 combat rounds of power, with damage absorbed *or inflicted* by the Wizard Gloves subtracted from this number. One wizard glove costs 4000 credits and weighs 1 kg (2.2 lbs)

Name	ACC	DM	Range	ROF	Ammo
Wiz. Glove	0	Up to AD+20*	5/10/20/40	0	1000*

*See description for specifics.

• Open Gaming License Stats ▼

A Wizard Glove can do 1d6 to 6d6 damage. The user can specify how many dice he choses to use in an attack to limit the drain on the batteries. The user must also specify if the attack is bludgeoning, slashing or piercing. Attacks are treated as ranged (use Dexterity instead of Strength), with an increment of 10'. A Wizard Glove can be used to inflict Subdual Damage, and opponents can be grappled and pinned at range - use Dexterity instead of Strength, with the target unable to make a reprisal Attack of Opportunity. When used defensively, treat is as a shield with statistics as per the table below. A single Wizard Glove has 500 charges. One charge is used up per round active, and for every hit point of damage inflicted or absorbed. If there is more damage than charges, excess damage inflicted is ignored, while excess damage absorbed is passed on to the user. Two Wizard gloves can be used as paired weapons.

Wizard Glove Defensive Use

Shield Diameter	Armor Bonus	Hardness	Hit Points
0.5 meters	+2	40	40
1 meter	+4	20	20
1.5 meters	+8	10	10
2 meters	*	5	5

*Medium-sized (or smaller) users are completely hidden behind shield.
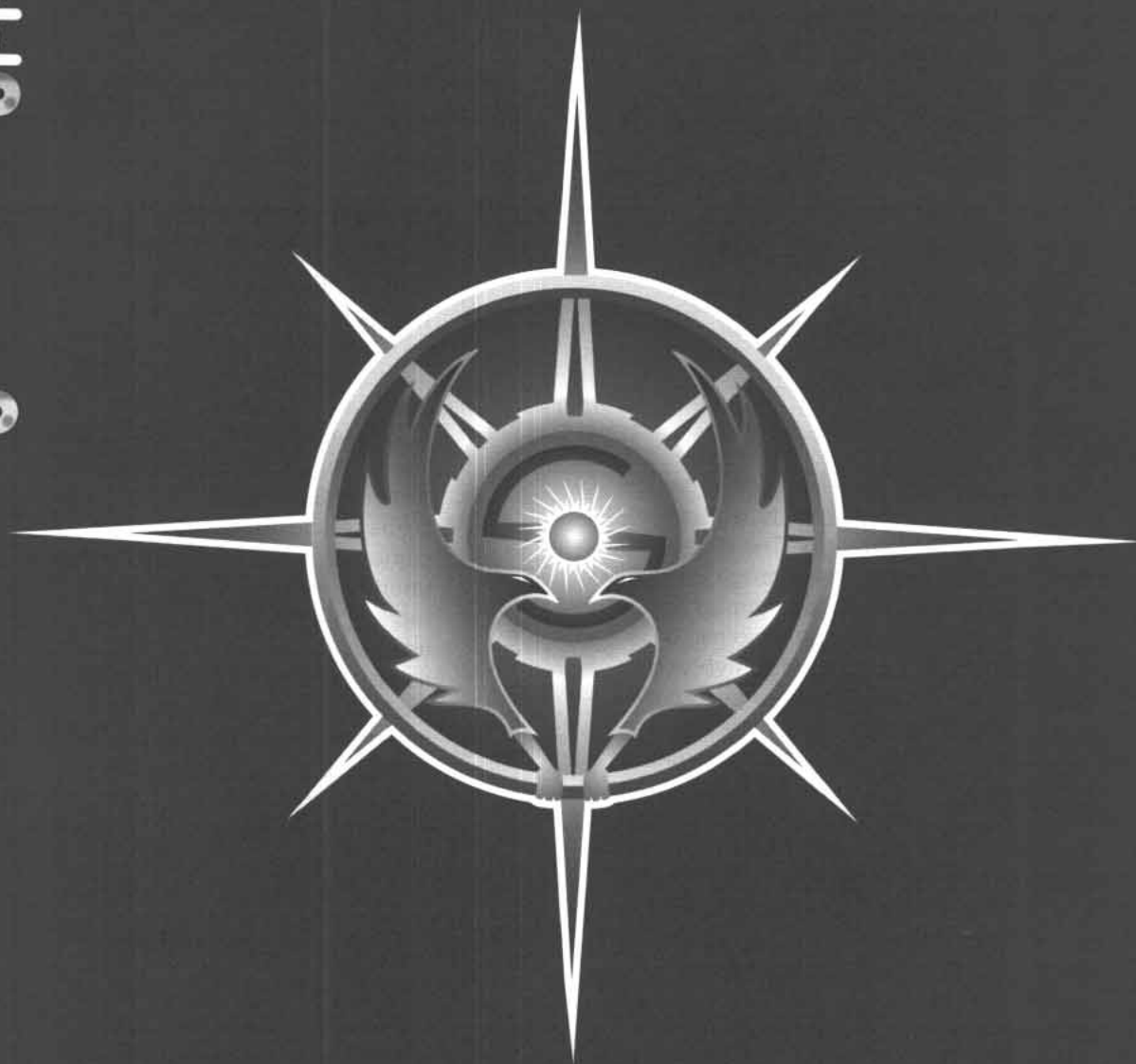
CHAPTER 4:
Spacecraft

Spacecraft ▼

With the exception of the smaller shuttles and in-system ships, most space travel is done in starships of awesome size and power. Only these contain the massive equipment necessary to properly calculate and power a faster-than-light drive. Smaller ships can travel through shunt-zones or by shunt-ferry between starports.

Interstellar travel is possible thanks to a huge variety of devices — the universe allows many ways of breaching the speed of light. All these methods rely on a certain property or structure of the universe to work. Humans uses something called a Shunt Drive, which "shunts" a vessel between dimensions where no laws of physics hold — thus allowing faster-than-light travel. The ship appears to "shred" layers by layers as it "shunts" into its travel dimension, its mass being converted to whatever FTL particles is appropriate for that place (faster travels means diving "deeper" into the sub-layers of the universe). The shredding effect is the afterimage of the energy interactions between dimensions as the particles are converted.

Much smaller FTL-capable craft, based on highly experimental artificial intelligences for navigation and using FTL drivepacks (large interstellar drives attached to modular small craft) are available to some civilizations. This allows them to go wherever they want, although they still need large ships to go beyond the local quadrant (or to the next galaxy).

Spacecraft Design ▼

Most fighter-class craft are built on the Large Vehicle scale (see rulebook, section 4.4). They are designed normally and then scaled up physically by a factor of 10 (crew numbers, internal space allocations, Size, Threat Value, Armor, Damage, etc.).

Capital Ships are built, almost without exception, on the Gigantic Vehicle scale (see rulebook, section 4.4). They are designed

normally and then scaled up physically by a factor of 1000 (crew numbers, internal space allocations, Size, Threat Value, Armor, Damage Multiplier(s), etc.).

The ships of the Five Galaxies tend to be integrated, rugged structures: damage to one part tends to affect the whole of the vessel, and so they don't use the multi-section vehicle rules. Sometimes, additional weapons, equipment or transport packs are added: those have their own separate systems and may be considered separate sections.

Spacecraft Combat ▼

Combat occurs normally, using the rules found in Chapter 5 of the Silhouette CORE rulebook. Because of their large size and advanced construction, however, the ships use two departures from the standard rules.

Scale: With most ships being built on the Large or Gigantic scale, it makes little sense to use the standard 500-meter wide space hex. Each hex represents 500 km of space — more than enough to house entire squadrons or even several large ships.

Flight Movement: All modern spacecraft have integrated agrav networks that allow them to descend on the surface of a planet. The same network, combined with their sublight engines, plays off the underlying structure of the universe, allowing the ships to bank and turn like airplanes. As a result, all spacecraft are built with the Flight Movement system and use the Air movement rules even in space (minus the stalling and falling rules, of course).

Squadrons ▼

Squadrons are groups of vehicles that have the same stats and are played together to save time. When fleets numbering in the hundreds of ships are engaging one another, it's important to do so!

Any number of ships can be grouped together in a squadron, as long as they are Large scale or smaller (i.e., Gigantic scale vehicles cannot

be grouped in squadrons). The squadron is a new single combat unit that is moved as such, with a Squadron Damage Threshold equal to the Heavy Damage Threshold of the vehicle type in the squadron. The squadron also has a number of damage points equal to the total number of vehicles in the group.

Attacking: When a squadron goes on the offensive, it's treated as a single vehicle of the type included in the squadron. The squadron can spread their firepower across a number of targets equal to their averaged Skill level, rounded up.

The massed attacks of a squadron has a special Rate of Fire bonus. When two or more ships are using the same weapon type, the value listed in the ROF Bonus table is added to the weapon's Rate of Fire. ROF otherwise works as normal: squadrons can use their weapons' ROF for burst fire, walking fire or even saturation fire. The ROF bonuses for mass attacks is reduced if casualties occur. If the number of squad members with a particular weapon drop below a new level, the squadron loses the associated ROF bonus.

ROF Bonus

Min. Number w/Weapon	ROF bonus*
1	0
2	+1
4	+2
8	+3
16	+4

*Adding +1 ROF for each additional doubling of ships

Defending: Whenever a squadron is hit by an attack that exceeds its Damage Threshold, the squadron loses one unit (ships crewed by player characters are always the last one hit). Attackers can use their ROF bonus to destroy additional ships on a one-for-one basis (e.g., an attack with a +2 ROF might be distributed across several targets, or it might be used to remove two additional ships from a single target squadron). Weapons with Area Effects cause an additional loss of one ship per point of AE.

Formations

Chose the formation and attack mode of each squadron at the beginning of the round. A combat formation is made of a stance (neutral, offensive or defensive) and a configuration, whose effects are cumulative. The game effects of the chosen formation last throughout the round.

A **Neutral** stance is the default one. Ships attempt to maintain position, take limited evasive maneuvers and attack when they can. It provides no special modifiers.

An **Offensive** stance adds one dice to any task or attack test, but removes one dice for defense and initiative tests. Ships maintain position as best they can, but they don't take evasive maneuvers, pouring every bit of available power into the weapons.

A **Defensive** stance adds one dice to all defense and initiative tests, but removes one dice for any task or attack test. Ships attempt to maintain position, take extensive evasive maneuvers and attack only if the opportunity presents itself.

A **Dense** configuration places all the ships and strike craft very close together within the same volume. This maximizes the available firepower, adding +1 ROF per vessel within the formation, but it also makes them more vulnerable to damage (-1 Armor per ship within the formation).

A **Loose** configuration places all the ships and strike craft well apart within the same volume. This makes them less vulnerable to damage (+1 Armor per ship within the formation) but disperses the available firepower, reducing the formation's ROF bonus by -1 per vessel within the formation.

A **Sphere** configuration distributes the ships and strike craft in a sphere pattern, with some of them looking backward. This maximizes the firepower cover (all weapon systems are considered to have a Turret arc) and makes it impossible to sneak up on the formation (all attacks are considered to be coming from the front). Because the gunners' attention is dispersed, this formation halves the Damage Multiplier (round down) of all formation attacks.

• Destroying Planets and Stars

It is possible to destroy truly large natural formations, such as mountains, asteroids or even entire planets. This requires truly massive damage, far in excess of what most weapons can generate, but it can happen. Like buildings, they have a Structural Damage Capacity that must be depleted in order to reduce the natural body to rubble. Once the SDC is depleted to the *Surface Damage* level, all surface features (vegetation, installations, etc.) are blown off. Once the target drops down to the *Crippled* state, it's reduced to magma, molten rocks or destabilized plasma. Once the

SDC reaches zero, the celestial body is reduced to rubble (or the gaseous equivalent).

For damage purposes, all Margins of Success are capped at six (higher MoS count as 6). Weapons with the Anti-Structure or Disintegrator Perk work normally. Area effect weapons add their AE value to the MoS before computing damage. When squadrons attack a celestial body, add the number of ships firing to the MoS before calculating damage.

All stats are given on the Gigantic scale (see **Silhouette CORE rulebook**, section 4.4); multiply by 1000 to get the Vehicle scale numbers.

• Open Gaming Content

The ships showcases in the following pages and in Chapter 6 have been designed with the **d20 Mecha** system. Like their native equivalent, the stats should be multiplied by 10 for Large vehicles and by 1000 for Gigantic vehicles. If fighting it out between ships of the same scale, disregard this for speed of play.

• Planets and Stars

TYPE	SDC	SURFACE DAMAGE	CRIPPLED
Asteroid/Mountain (1 km)	50	25	10
Asteroid/Mountain (10 km)	100	50	25
Asteroid/Moonlet (100 km)	250	125	60
Moon (1000 km)	500	250	125
Planet (10,000 km)	1000	500	250
Gas Giant (100,000 km)	2000	1000	500
Small Star (1M km)	5000	2500	1250
Large Star (10M km)	10,000	5000	2500

• CORE Striker
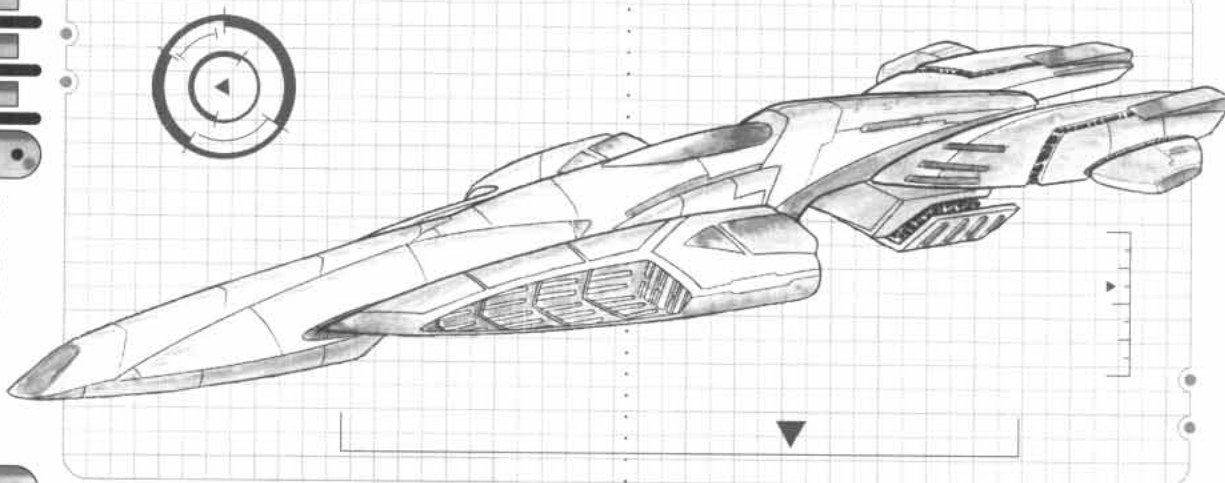
• Description

The Striker is a basic CORE fightercraft that is routinely assigned to the lower grade agents as a means of transportation. The ship is approximately half a kilometer long (depending on the weapon and equipment configuration) and can reach speeds well in excess of several dozen light years per day.

The cockpit/bridge is located on the upper hull, where a number of force screen cushioned seats are distributed across a room-sized area that is filled with holographic displays and controls, all of which can be reconfigured as desired. The ship can operate on its own if needed, being entirely self-aware, but the addition of a crew greatly augments its performance level.

The bulk of the internal volume of the spacecraft is taken up by the ship's systems and the various power conduits and emitter arrays, but there are still some luxurious accommodations for several passengers. The partitions are all modular and can be freely changed to suit the inhabitants' needs, whether they prefer large communal rooms or smaller private cabins.

The main armament of the ship is made of linked plasma busters located on either side of the main hull. Both particle accelerators are directly linked to the main vacuum drive cores, generating stellar-grade plasma that is channeled by massive force screens and directed toward whatever targets lies in front of the ship, which uses its maneuverability to get them in its sight. For smaller attackers, a series of plasma emitters line the hull on both sides, sending bursts of charged plasma directed by powerful localized force screens. Two sets of force screens add to the hull's crystallo-ceramic charged matrix plating, which is itself overlaid (and bonded with at the molecular level) the diamondoid composite frame members. One is directed exclusively to the front, while the other can be rotated to cover any direction desired.

The underside of the hull features a large attached point that can be fitted with a number of specialized devices such as a recon pod or a starlance accelerator. The plasma buster housings can also be removed and refitted to carry a number of variant payloads such as hangar bays for drone craft or multi-missile launchers.

Silhouette CORE Game Stats

Size:	30 (Large, Long, 500 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 15/30
FTL: 10,000 C, 1000 LY, 6-second activation (Multiplier x4096)	
Maneuver:	+0
Armor:	60/120/180
*Miscellaneous Threat Value (MTV)	
Crew:	Living 2; Computer 4 (Sentient, Level 4)
Deployment Range:	500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (+2/100 km, Satellite Uplink); Features: Accommodations (1000 m^3, luxury), Cargo Bay (1000 m^3), Fire Resistant, Laboratory (Tech. Sciences +1), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bay (10 patients); Hostile Environment Protection (All, Radiation 100); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 2 x Sensors (+2/10 km)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Plasma Busters	FF	0	x25	10	0	Disintegrator	Unl.
Plasma Emitters	L	0	x10	5	0	Wide-angle (180)	Unl.
Plasma Emitters	R	0	x10	5	0	Wide-angle (180)	Unl.
Force Screen	F	0	x30	Melee	0	Shield (Energy, All), Defensive	Unl.
Force Screen	T	0	x10	Melee	0	Shield (Energy, All), Defensive	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Large, Long, 500 m)
Hit Points:	200 (MP: 17)
Occupancy:	2 Crew, 1000 tons cargo
Armor Hardness:	60
Defense:	6
Speed:	Air 900 kph, FTL 10,000C
Tactical Speed:	Air 1500 m
Initiative:	-2

Maneuver:	-2

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 18, Int 18, Wis 12, Cha 4), Force Field (60 hp), Self-Repair.

Mecha Defects: N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Plasma Busters	10d12	Plasma	S	5000 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (Fixed Front)
Plasma Emitters	10d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), x Stream, Unlimited Shots	Arc (L)
Plasma Emitters	10d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

Design Notes: Scaling

Both the above set of stats are modified by a factor of ten to represent the Large scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of ten to get the base vehicle stats. For example, the actual Communication range of the Striker is 100 x 100 (in space) x 1000 (Sat. Uplink) x 10 (Large scale), for a total of 100 millions km.
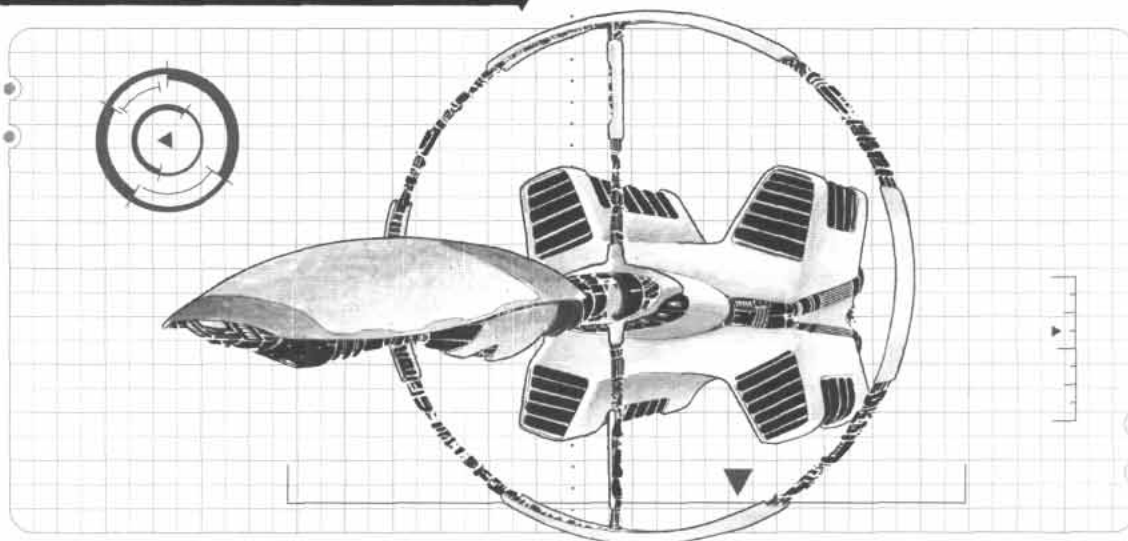
• Description

Exploration is one of the self-imposed duties of the CORE alliance. Not only do they try to learn more about the universe and the other races that live around them, but proper intelligence is vital in the conflict against the D'vor — any deep incursions must be stopped before the Star Devourers can reproduce and contaminate an entire sector. The Pathfinder is a medium-sized vessel that is normally under the command of a Grade 10 agent or higher.

The Pathfinder's main function is to recon unknown star systems and look for signs of D'vor or Kabayan presence. If neither are found, the ship will typically spend a day or two establishing a quick map of the area before speeding on to the next target. For this reason, it's equipped with a powerful, long range sensor systems that can be augmented by trailed sensor array and the considerable brainpower of the onboard computer minds.

The ship is composed of three main sections: the crew and armament pod, located at the front, houses the hangars, crew quarters and the bulk of the weapon systems. The central section is composed of the five-kilometer wide graviton wave guide. This massive ring can also support additional weapon systems, but it's primary purpose is to shape the gravitonic envelope that will streamline the ship and alow it to dive deeper within the sub-dimensional layers that make faster-than-light flight possible. The envelope also serves as an acceleration buffer and a generate a weak but consistent downward gravity field throughout the vessel.

Though there are more heavily armed "cruiser" and "destroyer" versions, the Pathfinder shown here is the basic scientific model equipped mainly with multiple plasma dischargers and a single front-mounted starblade launcher. The primary beam projectors for the launcher are attached to the front of the wave guide assembly, where they fire in unison at the collector array that form the dorsal armor of the crew section. The massive plasmo-gravitic wave thus produced is then ejected toward the front. Care must be taken to ensure that there are no friendlies in the wave's path!

Silhouette CORE Game Stats

Size:	6 (Gigantic, Long, 10 km)
*Defensive Threat Value (DTV)	
Movement:	Flight 10/20
FTL: 10,000 C, 10,000 LY, 30-second activation (Multiplier x4096)	
Maneuver:	-4
Armor:	15/30/45
*Miscellaneous Threat Value (MTV)	
Crew:	Living 32; Computer 8 (Sentient 5)
Deployment Range:	500 hrs

Perks and Flaws:Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (+2/100 km, Satellite Uplink); Features: Accommodations (5000 m^3, luxury), Cargo Bay (5000 m^3), Fire Resistant, Laboratory (Tech. Sciences +2), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bays (5 patients); Hostile Environment Protection (All, Radiation 100); Information Warfare Devices (ECM +3/10km, ECCM +3/10 km); Reinforced Systems (Crew); 2 x Sensors (+3/20 km)

*Offensive Threat Value (OTV)

Name	Arc	DM	BR	ROF	Perks & Flaws	Ammo
Starblade Launcher	FF	x25	10	0	Disintegrator, Wide-Angle (30) , Attenuating Damage (2)	Unl.
Plasma Emitters	L	x10	5	0	Wide-angle (180)	Unl.
Plasma Emitters	L	x10	5	0	Wide-angle (180)	Unl.
Plasma Emitters	R	x10	5	0	Wide-angle (180)	Unl.
Plasma Emitters	R	x10	5	0	Wide-angle (180)	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Gigantic, Long, 10 km)
Hit Points:	300
Occupancy:	32 Crew, 5000 tons cargo
Armor Hardness:	15
Defense:	4
Speed:	Air 600 kph, FTL 10,000C
Tactical Speed:	Air 1000 m
Initiative:	-4

Maneuver:	-4

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +6), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab +2, Sick Bay, Workshop +2), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 18, Int 18, Wis 16, Cha 8), Force Field (120 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Starblade Launcher	10d12	Plasma	S	5000 km	Unl.	Increased Threat (15-20), Cone, Unlimited Shots	Arc (Fixed Front)
Plasma Emitters	10d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Plasma Emitters	10d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

Design Notes: Scaling

Both the above set of stats are modified by a factor of one thousand to represent the Gigantic scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of one thousand to get the base vehicle stats.

● **CORE** Explorer

CHAPTER 4
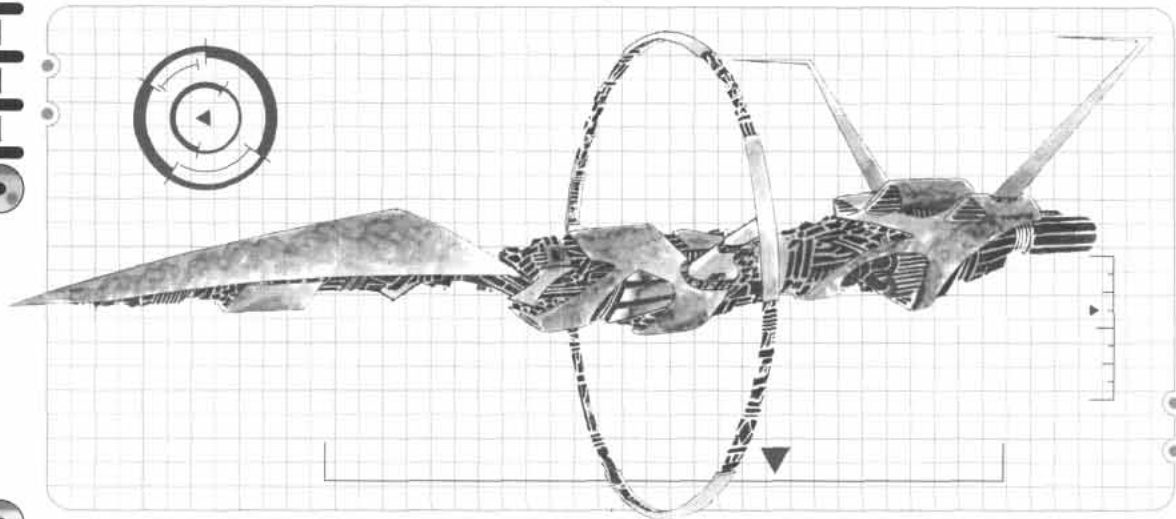
● **Description**

The massive Explorer-class vessels are a sight to behold: twenty kilometers long, they serve as the mobile base for the exploration forces sent to a new sector. Upgunned and upgraded variants also serve as the main expeditionary force ships when significant numbers of D'vor or other hostiles are encountered. The Explorer is a large-sized vessel that is normally under the command of a Grade 15 agent or higher.

Like all other interstellar spacecraft, the hull of the Explorer is mostly filled with complex machinery and maintenance access shafts that are constantly patrolled by self-maintenance drones. The crew quarters are still lavish, however, and include large personal cabins (with personal cybernetic assistant), customized internal life support (including gravity field controls) and extensive holographic recreation rooms. Banks of high-speed transporter cars move crew and drones rapidly and quietly to any corner of the ship, no matter how remote. Hangars located in the central section houses numerous shuttles and surface-to-space transport vessels.

The ship is composed of several sections: the forward wedge houses the crew accomodations, the bulk of the sensor systems and part of the weapons. The central section contains the main shunt drive cores as well as the multiple graviton generators. The latter are linked through force shielded conduits to the vacuum core engine cluster in the rear hull, which also holds the main sublight drive systems. The ship is capable of entering a planetary atmosphere, thanks to the contragrav effects of its graviton envelope, but is severely limited in its speed to avoid massive damage due to induced turbulence.

The ship's main armament is the starblade launcher, a bigger version of the same system found on the Pathfinder-class vessels. It uses the Explorer's bigger vacuum core engines to generate a larger and deeper wave; the primary energy discharges are first channelled through the tall spikes located on either side of the drive section before being accelerated through the shunt wave guide ring and collected by the forward drive shield in the usual manner.

Silhouette CORE Game Stats

Size:	12 (Gigantic, Long, 20 km)
*Defensive Threat Value (DTV)	
Movement:	Flight 10/20
FTL: 100,000 C, 100,000 LY, 1-minute activation (Multiplier x29,500)	
Maneuver:	-6
Armor:	40/80/120
*Miscellaneous Threat Value (MTV)	
Crew:	Living 256; Computer 8 (Sentient 6)
Deployment Range:	500 hrs

Perks and Flaws: Accessories: Acceleration Protection, Escape Pods, Full Life Support; 2 x Communications (+2/100 km, Satellite Uplink); Features: Accommodations (10,000 m^3, luxury), Cargo Bay (10,000 m^3), Fire Resistant, Laboratory (Tech. Sciences +3), No Fuel Required (Permanent), Reentry Systems (Permanent), Sick Bays (10 patients); Hostile Environment Protection (All, Radiation 100); Information Warfare Devices (ECM +2/10km, ECCM +2/10 km); Reinforced Systems (Crew); 2 x Sensors (+2/10 km)

*Offensive Threat Value (OTV)

Name	Arc	DM	BR	ROF	Perks & Flaws	Ammo
Starblade Launcher	FF	x25	10	0	Disintegrator, Wide-Angle (30) , Attenuating Damage (2)	Unl.
Plasma Emitters	F	x10	5	0	Wide-angle (180)	Unl.
Plasma Emitters	L	x10	5	0	Wide-angle (180)	Unl.
Plasma Emitters	L	x10	5	0	Wide-angle (180)	Unl.
Plasma Emitters	R	x10	5	0	Wide-angle (180)	Unl.
Plasma Emitters	R	x10	5	0	Wide-angle (180)	Unl.
Plasma Emitters	Rr	x10	5	0	Wide-angle (180)	Unl.

Open Gaming Game Stats

Type:	Vehicle
Size:	Colossal (Gigantic, Long, 20 km)
Hit Points:	600
Occupancy:	32 Crew, 5000 tons cargo
Armor Hardness:	40
Defense:	4
Speed:	Air 600 kph, FTL 10,000C
Tactical Speed:	Air 1000 m
Initiative:	-6

Maneuver:	-6

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +6), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab +4, Sick Bay, Workshop +4), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 18, Int 18, Wis 18, Cha 12), Force Field (160 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Starblade Launcher	10d12	Plasma	S	5000 km	Unl.	Increased Threat (15-20), Cone, Unlimited Shots	Arc (Fixed Front)
Plasma Emitters	10d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Plasma Emitters	10d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

Design Notes: Scaling

Both the above set of stats are modified by a factor of one thousand to represent the Gigantic scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of one thousand to get the base vehicle stats.

CHAPTER 5:
Threats

CHAPTER 5

• The Galaxies under Threat

Not all entities are as benevolent as CORE. Beyond the physical dangers caused by nature (supernovae, radiation storms and other stellar phenomenon), many factions and races threaten the peace. For ease of reference, CORE has classified them into three separate categories, each with its own level of response. Local sector headquarters usually further subdivide this in more details to facilitate assignments and prioritize responses.

Threats can be dealt with in a variety of ways, including infiltration, diplomacy, sabotage and outright warfare. CORE usually tries to minimize collateral damage at first, but will not shy from getting the big guns out if needed.

• Threat Priority One

Category One includes threats or dangers that affect entire sectors or even a whole galaxy. To date, only one enemy has managed to get assigned to this category: the artifact fleets of the D'vor. Whenever one or more of their dark vessels are spotted somewhere — usually with the help of a Watcher Array, or by an (un)lucky patrol — all CORE forces in the sector are put on high alert, even the lower grade ones. Higher levels agents track down the main ships to destroy them (either with the help of a friendly fleet, or through infiltration and guile), while the lower grades deal with any side D'vor fleet.

• Threat Priority Two

Category Two includes threats and dangers that have potential repercussions for a whole sector or cluster of star systems, and which may spread further if left unchecked. There are currently two main files open in this category, the Kabayan menace and the Kom'Sov collective.

The Kabayans are a race of brutal starfarers. Though they are quite intelligent and have their own scientists and technicians, they prefer to take what they need from others, seeing it as

KABAYAN INTRUDER

easier and more efficient. The Kabayans would be a Category Three threat were it not for their association with the D'vor, which they often use for transportation.

The Kom'Sov are less dangerous as a whole, but their constant expansionism warrants their inclusion here. Upon meeting another civilization, the Kom'Sov will usually send emissaries to try and convince them of the benefits of joining the Kom'Sov empire, albeit as second grade citizens. If this doesn't work, the Kom'Sov fleets will blockade or even outright attack the recalcitrant civilization, until it "reconsiders" its position and join the collective for its "own good."

• Threat Priority Three

Category Three includes threats and dangers that have potential repercussions for a cluster of star systems or, more commonly, a single planet or star system. Like Category Two threats, they are considered serious enough to spread further if left unchecked, and thus require immediate attention.

Like the Kom'Sov, the Grob would be considered a nuisance at best if they didn't have a deep wanderlust that brings them into contact with other civilizations on a constant basis. These small but aggressive aliens are a constant cause of headaches to each sector's headquarters, but they at least provide good assignments for the lower grade agents.

Most of the Category Three threats are made of local stellar empires, however, a surprising number of which are made up of human-inhabited worlds. CORE will never force anyone to join forcibly, but they will keep an eye on those that don't. Many of them turn out to be quite aggressive and must eventually be dealt with if they cause trouble for their neighbors.

• Threat Priority Four

Category Four includes threats and dangers that have potential repercussions for a single planet or star system. Most are not very complex and would barely register with CORE if the local authorities (if any) were able to deal with the problem themselves.

GROB RAID

The D'vor

The D'vor are an organization/alliance of races that has a nihilist outlook on life. They are hell-bent on bringing about the death and entropic collapse of the universe. Why? To restart it into a more perfect/stable form, of course.

Very little is known about this xenophobic race. Constructs from the Artifact Fleets conduct all their negotiations (on the rare occasion where they do negotiate) and warfare through automated devices and other surrogates. No human being (or any other CORE race, for that matter) as ever seen a D'vor, or even been told what their physiology looks like. Some CORE scientists, based on incomplete and cryptic reports from Mi-Compiler archivists, have stated that the D'vor may not even *have* a physical form and are actually either energy beings or creatures composed entirely of raw data. The artifact fleets may well be leftover tools carrying out a mission assigned to them ages ago by their creators.

Technology

D'vor technology is very advanced in all fields, mostly those pertaining to warfare and conquest. Its actual workings is not very well understood, but shares some similarities with quantek at the molecular level. D'vor artifacts all share the same general appearance, a sort of fusion of bio-tech and nanotech design. They all look like creatures of sort, but the technology parts are not grafted on — they are visibly part of the whole.

The D'vor ships often have symbiotic parasites attached to their skin-shells. These don't appear to be part of the original design, and may be hitchhikers picked up along the way, much like the Kabayans. The smaller of those are the size of a small dragon and are pretty powerful. They occasionally get lost and are forced to land on planets, one of the lesser nuisances caused by the D'vor's presence.

Allies

The D'vor don't have (or need, for that matter) allies. They are single-minded in their purpose and see other races as mere annoyances to be brushed aside as they embark on their cosmic remodeling project. They do, however, tolerate the presence of those that help them, directly or indirectly, in their cause by diverting efforts that would otherwise be put against the D'vor's cause.

The Watcher Arrays

The galaxy is a big place — far too big, in fact, to be patrolled effectively by CORE, no matter the size of the organization or the number of ships and probes it can muster. This is where Watcher arrays come in. These thousands of kilometer-wide arrays scan the space around them for light years, looking for signs of disturbances. The delicate gossamer structures are delivered by automated cargoes, self-deploy and report time and again to CORE Command. They are often the first warning a sector gets of the arrival of an artifact fleet, usually in time for a CORE expedition to respond.

ALLIANCE SCIENTIST
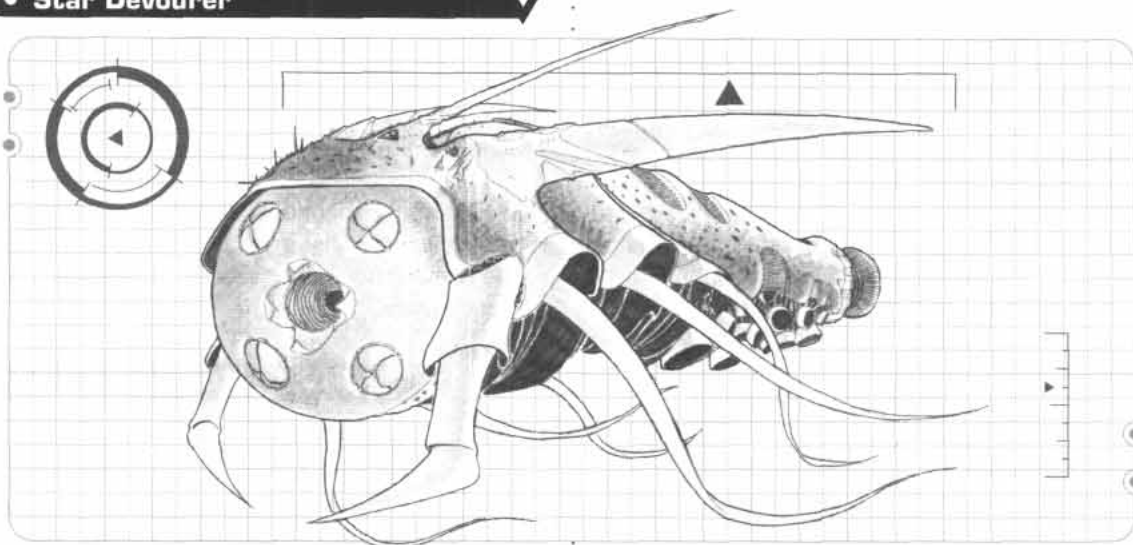
• Description

A Star Devourer, as the name implies, thrives on the energy of a star, taking it apart and wiping it out to feed its ravenous appetite and generate more of its species (one more every two or three stars). The energy consumed is used to destroy the sub-space bridges and pillars that hold together the physical underpinnings of the universe.

Eventually, all stars will be destroyed and the universe will collapse in on itself, ushering in the perfect universe hoped for by the D'vor.

Star Devourers are immense bioships. An average specimen is thousands of kilometers long, with numerous feelers and fins protruding from an immense bloated body. Visually resembles a mix between an armored crustacean and a killer whale, and have been designed (bred?) to be deliberately menacing in appearance. Star Devourers are dark colored to absorb ambient light as nutrition in between feedings. Their front end opens up in several "petals" and "jaws" to reveal massive particle accelerators and arc antennae that generate the magnetic vortices that cut apart the target star. The skin is covered in warts and barnacles, which on closer inspections turn out to be turrets, launch ports and building-sized antennae. Many have Kabayan living inside them in something akin to a symbiotic relationship: the Kabayan serve as repair and maintenance crew.

Few have ever seen the inside of a Star Devourer. A wide variety of defensive mechanisms, including nanotechnology, usually make any boarding actions short-lived. However, a variety of incursions have shown the interior to have a smooth, rounded yet hard appearance. Airlocks dilate into the walls and close seamlessly behind. Now and again, kilometer-wide internal bays housing power systems or immense plasma furnaces appear.

Although numerous alternative methods have been tried, the best way to kill a Star Devourer is through massive damage. This takes some time to achieve, and relies heavily on accurate advanced intelligence in order to assemble a fleet with effective firepower. All to often, however, Star Devourers have appeared unexpectedly, and defensive forces have inflicted little more than scratches before the creatures plunge into the stellar heart of their next meal.

SilCORE Stat Block

Size:	60 (Gigantic, Long, 1000 km)
*Defensive Threat Value (DTV)	
Movement:	Flight 2/3
FTL: 100C, 100,000 LY, 1-minute activation (Multiplier x4096)	
Maneuver:	-10
Armor:	150/300/350
*Miscellaneous Threat Value (MTV)	
Crew:	Computer 4 (Sentient, Level 4)
Deployment Range:	500 hrs

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Star Cutters	FF	-3	x15	10	-10	Disintegrators	Unl.
Defensive Dischargers	L	-1	x1	5	0	Wide-angle (180)	Unl.
Defensive Dischargers	R	-1	x1	5	0	Wide-angle (180)	Unl.
Force Screen	T	0	x10	Melee	0	Shield (Energy, All), Defensive	Unl.
Force Screen	T	0	x10	Melee	0	Shield (Energy, All), Defensive	Unl.

Perks and Flaws: Accessories: Full Life Support; Communications (+0/100 km, Satellite Uplink); Features: Accommodations (500 m³.), Cargo Bay (1000 m³), Fire Resistant, No Fuel Required (Permanent), Reentry Systems (Permanent), Hostile Environment Protection (All, Radiation 100); Reinforced Systems (Structure); Sensors (+0/10 km)

Open Gaming Stat Block

Type:	Vehicle
Size:	Colossal (Gigantic, Long, 1000 km)
Hit Points:	400
Occupancy:	1000 tons cargo
Armor Hardness:	150
Defense:	0
Speed:	Air 90 kph, FTL 1,000C
Tactical Speed:	Air 150 m
Initiative:	-2
Maneuver:	-2

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Colossal), Navigation Aids (All), Re-entry Shield, Rooms (Kitchen, Conference Room, Science Lab, Sick Bay, Workshop), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 10, Int 10, Wis 4, Cha 4), Force Field (100 hp), Self-Repair.

Mecha Defects: N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Star Cutters	10d12	Plasma	S	5000 km	Unl.	Increased Threat (10-20), Stream, Unlimited Shots	Arc (Fixed Front)
Defensive Dischargers	10d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (L)
Defensive Dischargers	10d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	Arc (R)

Design Notes: Scaling

Both the above set of stats are modified by a factor of one thousand to represent the Gigantic scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of one thousand to get the stats on the Vehicle scale.

Hunter-Killer

CHAPTER 5
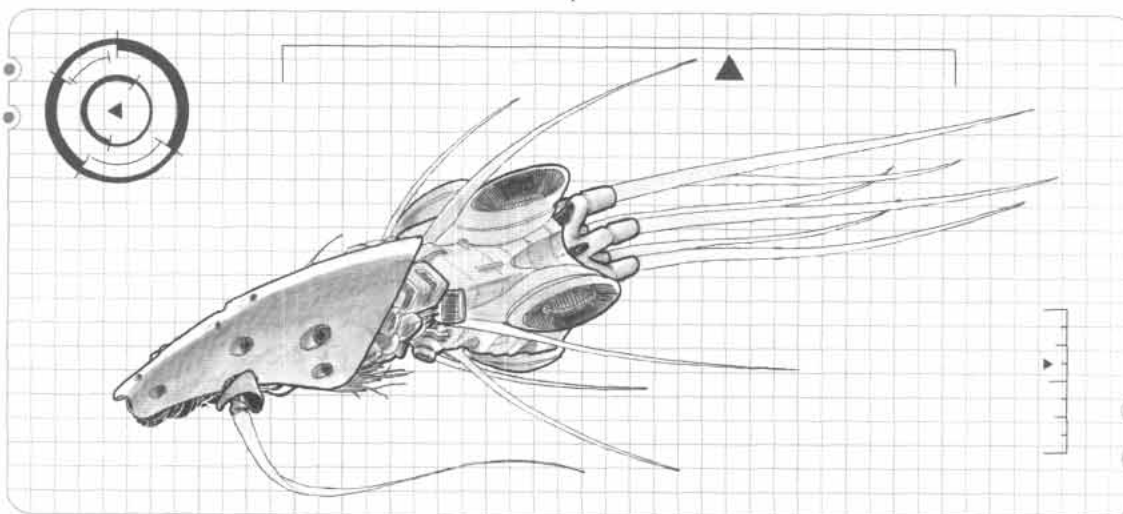
Description

The "shark of the spacelane," this vicious and fast bioship is a predator related to the Star Devourers. HKs are used to eliminate the opposition, and feed off the gases and plasmas rejected by the Star Devourer. Size is near to a kilometer in length. The rear section of the hull is composed of quadruple engine exhaust ports centered on a cluster of waving tentacles, the latter being a combination of heat sinks and hyper-shunt governors. HKs are generally too aggressive to accept any passengers except their own internal repair drones. Numerous sub-types may exist, classified largely by the weapon systems mounted (ion spinal cannon, multiple missile batteries, etc.). They have the same rear hull, but the entire front module is different depending on their armament.

HKs hunt both singly and in packs, and have demonstrated a chilling intelligence and malevolence. HKs have been known to toy with their prey, sometimes for hours or days. They can learn to mimic distress calls and emergency beacons, and use them effectively to lure the unwary - ship captains are strongly urged to check their ship loss registries before responding to any calls. A few HKs have even gone so far as to employ wrecks as deceptive cover. They deliberately seek out vessels larger than themselves, and disable them while inflicting a minimum of visible damage. One will then burrow its way inside, and begin transmitting false distress calls. HKs deliberately chose regions where local conditions interfere with sensor scans, and help to conceal the HK presence until far too late.

A peculiar ritual has been observed among the HKs. Once every 21 months, HKs withdraw from active patrol and congregate at a nearby undevoured red dwarf star. They linger for nearly a week, doing little more than apparently cavorting around the upper solar prominences. The reason for this is unclear. It has been suggested that this is some form of mating, but no actual coupling takes place. In fact, communications seem to be practically nonexistent. CORE is attempting to study this behavior more closely, but undetected insertion of surveillance teams is extremely difficult.

SilCORE Stat Block

Size:	3 (Gigantic, Long, 5 km)

*Defensive Threat Value (DTV)

Movement:	Flight 25/50
FTL:	1000C, 100,000 LY, 1-minute activation (Multiplier x4096)
Maneuver:	-2
Armor:	12/24/36

*Miscellaneous Threat Value (MTV)

Crew:	Computer 4 (Sentient, Level 3)
Deployment Range:	500 hrs

Perks and Flaws: Accessories: Full Life Support; Communications (+0/100 km, Satellite Uplink); Features: Fire Resistant, No Fuel Required (Permanent), Reentry Systems (Permanent), Hostile Environment Protection (All, Radiation 100); Reinforced Systems (Structure); Sensors (+0/10 km)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Plasma Launchers	FF	-3	x5	10	-10	Disintegrators	Unl.
Electro-Dischargers	T	-1	x1	5	0	Haywire	Unl.
Micro-Missiles	T	-1	x2	8	+3	Missiles	Unl.
Force Screen	T	x3	Melee	0		Shield (Energy, All), Defensive	Unl.

Open Gaming Stat Block

Type:	Vehicle
Size:	Large (Gigantic, Long, 5 km)
Hit Points:	40
Occupancy:	N/A
Armor Hardness:	12
Defense:	0
Speed:	Air 1500 kph, FTL 1,000C
Tactical Speed:	Air 2500 m
Initiative:	-6

Maneuver:	-6

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Hangar (Large), Navigation Aids (All), Re-entry Shield, Room (Workshop +5); Sensors (All Types, Global); Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 8, Int 12, Wis 4, Cha 4), Force Field (100 hp), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Plasma Launchers	6d6	Plasma	SS	5000 km	Unl.	Increased Threat (10-20), Stream, Unlimited Shots	Arc (Fixed Front)
Electro-Dischargers	4d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	-
Micro-Missiles	3d4	Solid	A	4000 km	Unl.	Automatic, Missile (All), Unlimited Shots	-

Design Notes: Scaling

Both the above set of stats are modified by a factor of one thousand to represent the Gigantic scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of one thousand to get the stats on the Vehicle scale.

• Gatherer-Breeder

coating them with the thick nano-gel that will harden into the unit's engines, weapons and other inner systems. Raw material is taken in from the remains of devoured stars, but Gatherer-Breeders have also been observed sweeping through asteroid fields to collect resources.

Gatherer-Breeders are slow, but well armored. They carry few weapons, and those mounted tend to be short-ranged energy dischargers largely electrical in nature. Gatherer-Breeders rely mostly on escorts for defense, and are rarely encountered without an accompaniment of some form (usually several dozen HKs). Variants have been observed from time to time, replacing the spawning pods with vehicle bays (to function as carriers), immense bladders that trail well behind the ship (tankers), or odd clusters of tendrils, the function of which has yet to be determined.

Gatherer-Breeders do not appear to be as intelligent as some of the other artifact ship types, and can be forced to flee simply by threatening the spawning pods. Vessels lacking spawning pods show considerably more courage, and also indicate just how valuable these pods are. The versions of these vessels actually used for breeding are kept well away from potential hostile contact. CORE has discovered and destroyed only a handful of these creatures. Locating Gatherer-Breeders is a priority, as it appears that many of the ships and beings in the artifact fleet cannot be created without spawning pods (that is, the creatures are not capable of independent reproduction). Search teams have been created specifically to locate the behemoths, but to date have had little success. It is hoped at some point a Gatherer-Breeder can be captured or at least recovered mostly intact in order to deepen the understanding of these creatures.

• Description

The cargo/support ship of the Devourer fleet, this exotic fish-shaped vessel is literally a large organic factory. It can spawn more hunter-killers, hunchbacks and anything else needed by the artifact fleet, save for Star Devourers. The vertical sides of the main hull are flanked with large spawning pods. Inside each, complex nano-processors generate the skeletal frame of the new automaton or ship from local metallo-ceramic stocks before

SilCORE Stat Block

Size:	3 (Gigantic, Tall, 5 km)
*Defensive Threat Value (DTV)	
Movement:	Flight 6/12
FTL: 1000C, 100,000 LY, 1-minute activation (Multiplier x4096)	
Maneuver:	-6
Armor:	10/20/30
*Miscellaneous Threat Value (MTV)	
Crew:	Computer 4 (Sentient, Level 3)
Deployment Range:	500 hrs

Perks and Flaws: Accessories: Full Life Support; Communications (+0/100 km, Satellite Uplink); Features: Cargo Bays (5000 m³), Fire Resistant, No Fuel Required (Permanent), Reentry Systems (Permanent), Hostile Environment Protection (All, Radiation 100); Rooms (Laboratory -Design R3, Workshop R4); Reinforced Systems (Structure); Sensors (+0/10 km)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Electro-Dischargers	T	-1	x1	5	0	Haywire	Unl.

Open Gaming Stat Block

Type:	Vehicle
Size:	Large (Gigantic, Tall, 5 km)
Hit Points:	40
Occupancy:	1000 tons cargo
Armor Hardness:	10
Defense:	0
Speed:	Air 90 kph, FTL 1,000C
Tactical Speed:	Air 150 m
Initiative:	-2

Maneuver:	-2

Special Abilities: Communications (All Types, Interstellar, Secure), Countermeasures (All), Ejection Pods, Electronic Counter-Measures (All, +4), Environmental Systems (Life Support), Navigation Aids (All), Re-entry Shield, Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 14, Int 10, Wis 4, Cha 4), Force Field (100 hp), Self-Repair.

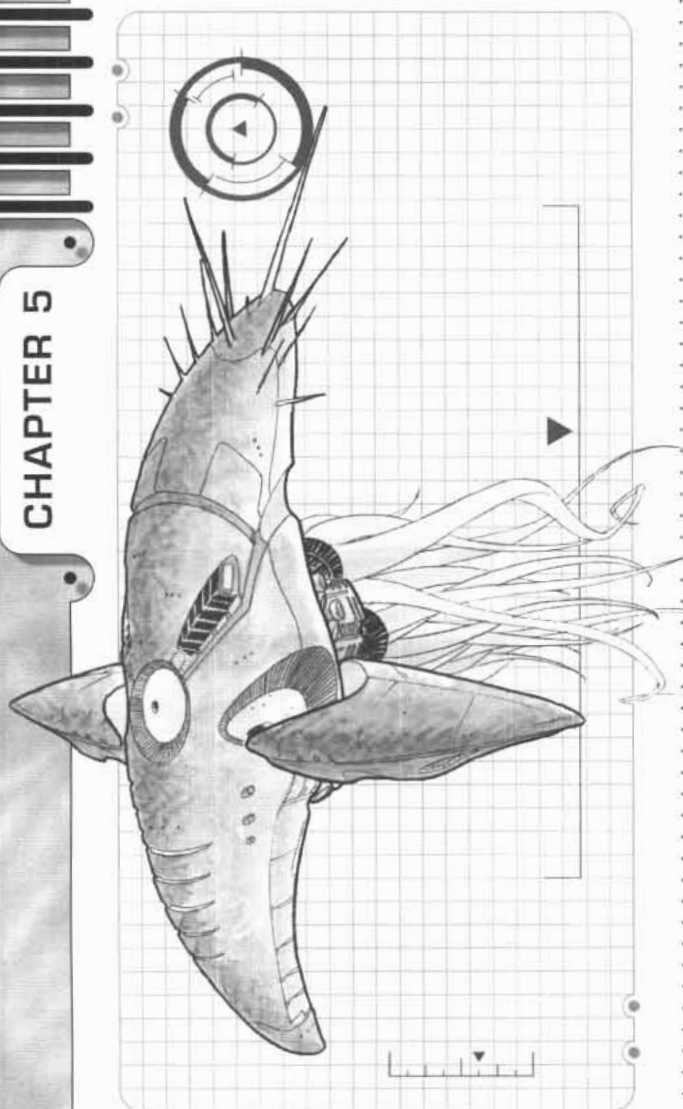|	
Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Defensive Dischargers	4d4	Plasma	S	2500 km	Unl.	Increased Threat (19-20), Stream, Unlimited Shots	-

Design Notes: Scaling

Both the above set of stats are modified by a factor of one thousand to represent the Gigantic scale of the vessel. Multiply Armor, Damage Multiplier, Crew size, internal volumes, etc., by a factor of one thousand to get the stats on the Vehicle scale.

● Skod

part of a Skod. The forward segment is extremely well armored, allowing the Skod to survive the inferno of re-entry. Twin bulges on the forward armor house weapon systems, and the primary sensors are located at the very front, beneath protective armor shell overhangs. Skods are not capable of carrying passengers internally.

Skods usually mount twin plasma cannons, but have been observed sporting other types of ranged energy weaponry as well as railguns and a variety of missiles. It's not known whether Skods can swap weapon packages, since the armaments appear to be part of the creature.

Skods are typically deployed in squads of four to six. They are rarely encountered alone. Skods don't have effective close-combat capabilities, but even when immobilized are difficult to destroy due to their armoring. Skod are particularly adept at hit-and-run tactics against ground targets, though they are more commonly encountered providing air cover for Kra'abs and Hunchbacks. Commanders are advised to engage Skod with caution, especially since Skod can pursue fleeing forces through almost any environment.

● Description

A combination small fighter craft and tank, Skods can operate in space, in the air or on the ground. They are the most versatile organisms in the Devourer fleet, and form the core of most aerial and ground combat forces. Visually, they resemble a cross between a terrestrial lobster and a squid. The creature's aft portion consists of tentacle-like legs that can provide remarkably quick and agile movement. They are also the most vulnerable

SilCORE Stat Block

Size:	20 (Tall/Long, 15 m)	
*Defensive Threat Value (DTV)		
Movement:	Flight 20/40	
Maneuver:	+0	
Armor:	25/50/75	
*Miscellaneous Threat Value (MTV)		
Crew:	Computer 1 (Sentient, Level 2)	
Deployment Range:	500 hrs	

Perks and Flaws: Communications (+0/10 km, Satellite Uplink); Features: No Fuel Required (Permanent), Reentry Systems (Permanent), Hostile Environment Protection (All, Radiation 100); Sensors (+0/2 km); Weak Location (Movement)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Plasma Cannons	FF	+0	x20	3	0	-	Unl.

Open Gaming Stat Block

Type:	Giant Robot
Size:	Colossal (Long/Tall, 15 m)
Hit Points:	60
Occupancy:	N/A
Armor Hardness:	25
Defense:	8
Speed:	Air 2400 kph
Tactical Speed:	Air 4000 m
Initiative:	-2

Maneuver:	-2

Special Abilities: Communications (All Types, Interplanetary, Secure), Countermeasures (All), Navigation Aids (All), Re-entry Shield, Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 10, Int 10, Wis 4, Cha 4), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Plasma Cannons	10d6	Plasma	S	150 m	Unl.	Unlimited Ammo	-
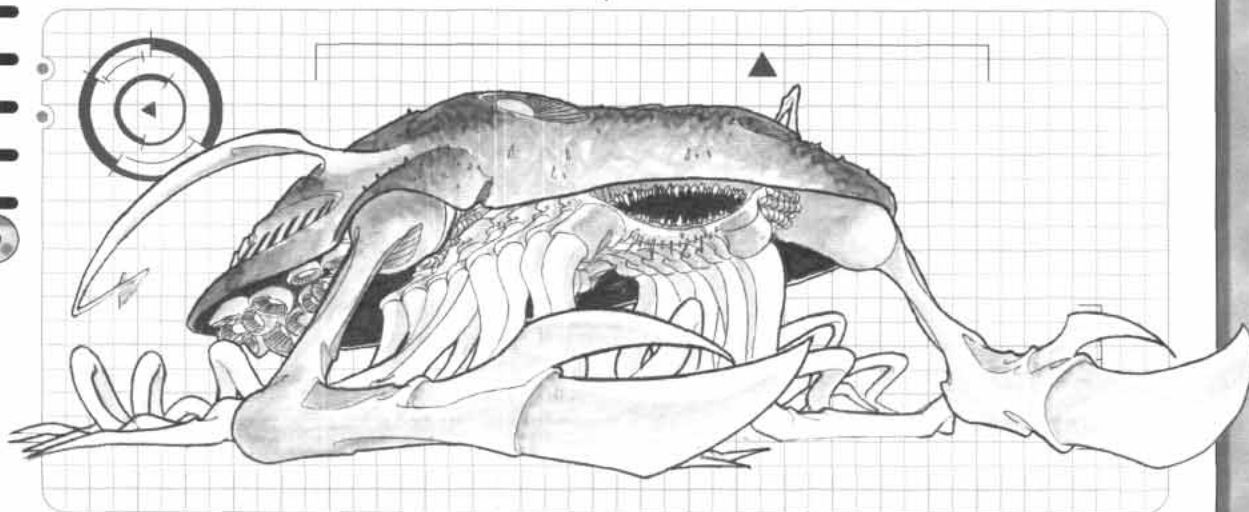
• Description ▼

Whereas the Skod is a space fighter that can be used on the ground, the Kra'ab is a flying tank. They are used during ground assaults, multiple tentacle-like legs unfolding from beneath the carapace to provide movement across ground and ship surfaces. Apart from the legs, Kra'abs actually do resemble terrestrial crabs, though they are twice the size of a modern battle tank. Ranged weapons are carried in two top-mounted armored blisters, and armament typically consists of power howitzers or other similar indirect-fire weaponry. Kra'abs are vicious in close combat, and carry twin monomolecular claws in forward mountings. Sensor pods are located under the rim of the upper armor plates, and while they are fragile they are fairly hard to hit. Kra'abs cannot carry passengers internally, but Hunchbacks have been observed riding on the tops in a manner remarkably similar to Terran marines riding armored vehicles. Kra'ab variants are few in number, and mainly involve swapping armament or the claws with function specific appendages, such as scoops for digging.

Kra'ab are intelligent, but they are fairly limited in terms of capability. Battlefield tactics are decidedly uncreative if left on their own. They are deployed in groups of four to eight, but have been known to operate in pairs while using hit-and-run tactics. The latter is not often encountered — Kra'abs are most effective in large numbers, where their armor will guarantee that some can get close enough to use the monomolecular claws. Although capable of flight, they are not often used for aerial combat. Kra'ab weaponry is designed specifically for ground-to-ground or air-to-ground work, and is far less effective against aerial targets. Kra'abs also lack the maneuverability of most air combat vehicles.

While heavily armored, its ranged weapon mounts are a weak point. Armament is meant to be configurable, but this also means that sensitive nerve fibers must extend up through the armored carapace. The most effective means of killing one of these beasts is to destroy an exterior weapon mount and then saturate the area with a biotoxic agent or nanovirus.

● SilCORE Stat Block

Size:	25 (Long, 18 m)
*Defensive Threat Value (DTV)	
Movement:	Flight 12/24
Maneuver:	-2
Armor:	55/110/165
*Miscellaneous Threat Value (MTV)	
Crew:	Computer 1 (Sentient, Level 2)
Deployment Range:	500 hrs

Perks and Flaws: Arms (2 x Tool, R15) Communications (+0/10 km, Satellite Uplink); Features: No Fuel Required (Permanent), Reentry Systems (Permanent), Hostile Environment Protection (All, Radiation 100); Sensors (+0/2 km); Weak Location (Movement)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Plasma Bursters	FF	+0	x20	3	0	Indirect Fire	Unl.
Mono-Claws	F	+0	x15	Melee	+1	-	Unl.

● Open Gaming Stat Block

|	
Type:	Giant Robot
Size:	Colossal (Long, 18 m)
Hit Points:	60
Occupancy:	N/A
Armor Hardness:	25
Defense:	6
Speed:	Air 144 kph
Tactical Speed:	Air 240 m
Initiative:	-4

Maneuver:	-4

Special Abilities: Communications (All Types, Interplanetary, Secure), Countermeasures (All), Navigation Aids (All), Re-entry Shield, Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 10, Int 10, Wis 4, Cha 4), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Plasma Cannons	10d6	Plasma	S	150 m	Unl.	Indirect Fire, Unlimited Ammo	-

Hunchback

can make surprisingly long leaps. There are few Hunchback variants, but its anthropomorphic form makes it extremely versatile.

Hunchbacks are always deployed in groups of at least four, and are rarely found performing any other mission than assault or wanton destruction. They are intelligent and extremely capable in both ranged and hand-to-hand combat. While they are capable of operating a wide variety of weapons, they have shown a preference for railguns and heavy plasma rifles. There appears to be a sort of hierarchy among the Hunchbacks, although how it functions — or even how they tell who is of what level — is unknown. They are capable of speech, but a means of translation has yet to be found. It is also not known what Hunchbacks consume for food or if they have a need to sleep.

Hunchbacks are notoriously difficult to kill, and even after death, they continue to spasm for several minutes — their blades remain a danger to the unwary. Their only obvious shortcoming is a requirement for a gaseous atmosphere; that is, they breathe. Hunchbacks have shown some vulnerability to airborne chemical and biological agents, and have been killed by drowning or asphyxiation. However, Hunchbacks have a large lung capacity, and can survive for some time without air. Unlike most other Devourer ground units, Hunchbacks lack a secondary means of locomotion. They cannot fly, and rely on transports for deployment. Often the easiest way to eliminate Hunchbacks is to shoot down the transport, especially if it is a considerable distance from the ground.

Description

The Devourers' shock assault troops, Hunchbacks are terrible creatures to behold. Up to three meters tall and almost as wide, they have immense, plate-covered shoulders that flank a tiny head fitted with multiple globular eyes. These eyes provide an excellent range of vision, and are capable of seeing into ultraviolet and infrared. Hunchbacks carry two pairs of arms: their massive upper arms end in long monomolecular blades reminiscent of scythes, but their lower arms are more dexterous, and are used for manipulating objects or wielding guns. The legs are comically thin and short, but well armored and powerful. With a running start, Hunchbacks

SilCORE Stat Block

Size:	3 (Tall, 4 m)
*Defensive Threat Value (DTV)	
Movement:	Walk 3/6
Maneuver:	-1
Armor:	20/40/60
*Miscellaneous Threat Value (MTV)	
Crew:	Computer 1 (Sentient, Level 2)
Deployment Range:	500 hrs

Perks and Flaws: Arms (Manipulators x 2, R2; Tools x 2, R4); Communications (+0/10 km, Satellite Uplink); Features: No Fuel Required (Permanent), Hostile Environment Protection (All, Radiation 100); Sensors (+0/2 km); Weak Location (Movement)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Mono-Claws	F	+0	x10	Melee	+1	-	Unl.

Open Gaming Stat Block

Type:	Giant Robot
Size:	Medium (Tall, 3 m)
Hit Points:	20
Occupancy:	N/A
Armor Hardness:	8
Defense:	8
Speed:	Land 48 kph
Tactical Speed:	Land 80 m
Initiative:	-2

Maneuver:	-2

Special Abilities: Communications (All Types, Interplanetary, Secure), Countermeasures (All), Extra Arms (2), Navigation Aids (All), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 10, Int 10, Wis 4, Cha 4), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Bite	2d6	Piercing	SS	Melee	Unl.	Unlimited Ammo	Melee
Mono-Claws	2d6	Piercing	S	Melee	Unl.	Unlimited Ammo	Melee

• Seeker
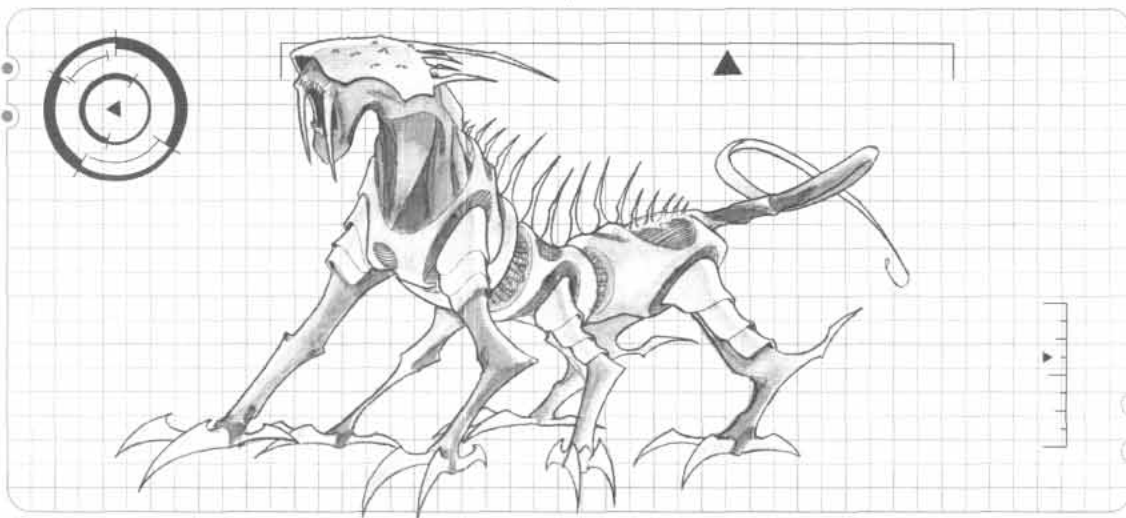
• Description

These strange, spidery organisms are used to scout ahead of a force, spotting possible dangers and removing them. Multiple eyes dot the "head" and provide natural infrared and ultraviolet vision. A supple multi-limbed frame allows them to move at great speed and with great agility. Seekers vary in looks and equipment, but most have bladed feet and cutters around the "mouth." Many can run on walls and climb vertical surfaces, thanks to internal cable-generating spinerets. They otherwise lack internal armament, though several limbs are articulated enough to use carried weapons. Some seekers have been fitted with a chameleon-like camouflage coating, but this does not seem to be standard.

Seekers are the smallest creatures in the Devourer ground forces, but this does not make them any less dangerous. They are highly intelligent and excel at reconnaissance and hit-and-run missions. Seeker attacks are calculated to cause confusion, and target habits and routines are sometimes observed considerably beforehand to maximize the effectiveness of the attack. They are also used in forward observation roles, finding and designating targets for Kra'abs and Skods. Seekers are generally encountered singly, although group deployments are not uncommon. They possess remarkably versatile digestive systems, allowing them to remain in the field in a wide variety of environments without being burdened by supplies. Carried equipment tends to be surveillance or recording devices, although Seekers will always carry some form of timed or remotely detonated weapons.

Like Hunchbacks, Seekers lack a secondary form of locomotion and rely on transports for deployment. However, on the ground they are capable of incredible bursts of speed, and can close with opponents before they have time to react. Fortunately, their smaller, lighter bodies are much more vulnerable to conventional damage. In fact, one of the best preventative measures against seekers is fragmentation explosives like grenades and land mines, though the latter must be carefully hidden to escape notice. Aquatic environments limit seeker mobility, and although they can swim they spend as little time in water as possible. They also require an atmosphere to breathe, and a smaller lung capacity makes them much more vulnerable to airborne toxins and chemical agents.

SilCORE Stat Block

Size:	2 (Long, 3 m)
*Defensive Threat Value (DTV)	
Movement:	Walk 4/8
Maneuver:	+0
Armor:	8/16/24
*Miscellaneous Threat Value (MTV)	
Crew:	Computer 1 (Sentient, Level 2)
Deployment Range:	500 hrs

Perks and Flaws: Arms (Manipulators x 4, Rating 2); Communications (+0/10 km, Satellite Uplink); Features: No Fuel Required (Permanent), Hostile Environment Protection (All, Radiation 100); Sensors (+0/2 km); Weak Location (Movement)

*Offensive Threat Value (OTV)

Name	Arc	Acc	DM	BR	ROF	Perks & Flaws	Ammo
Mono-Claws	F	+0	x10	Melee	+1	-	Unl.

Open Gaming Stat Block

Type:	Giant Robot
Size:	Medium (Long, 3 m)
Hit Points:	20
Occupancy:	N/A
Armor Hardness:	8
Defense:	8
Speed:	Land 48 kph
Tactical Speed:	Land 80 m
Initiative:	0

Maneuver:	0

Special Abilities: Communications (All Types, Interplanetary, Secure), Countermeasures (All), Extra Arms (2), Navigation Aids (All), Sensors (All Types, Global), Stabilization Gear.

Exotic Abilities: Artificial Intelligence (Full, Dex 10, Int 10, Wis 4, Cha 4), Self-Repair.

Mecha Defects:	N/A

Weapons:

Name	Dam.	Type	ROF	RI	Ammo	Qualities	Restrictions
Bite	2d6	Piercing	SS	Melee	Unl.	Unlimited Ammo	Melee
Mono-Claws	2d6	Piercing	S	Melee	Unl.	Unlimited Ammo	Melee

• Kabayans

• Description

The Kabayans are part of a large humanoid race that co-exist with the D'vor. They make a living raiding planets and colonies of similar or lower technology and by scavenging the dead civilizations left behind by D'vor assaults. They have immense resources and fairly powerful technology, most of it stolen or acquired from others.

It has been known for some time that the D'vor artifact vessels communicate by exchanging some kind of modulated waves. The Kabayans are able to perceive this as a form of music, which they call the Song. It's beautiful to Kabayan ears, but no one else can seem to hear it without instruments (which had led many to theorize that it's only really an excuse for murder and mayhem). This divine music is the main reason why the Kabayan literally worship the D'vor: they travel aboard emptied hulls of damaged or dead D'vor ships, and sometimes are even allowed within an operating vessel.

The Kabayans use slaves for specific purposes, such as repairing a ship or preparing a planet for colonization, and then kill them and throw them away once they have outlived their usefulness. They share the D'vor arrogant outlook on the rest of the universe, which exists merely to serve them.

Personality: Like most other races in the galaxies, the Kabayans vary greatly across individuals. All exhibit a short temper and a tendency to impatience, however, which makes it hard for them to work in teams. This is probably the reason why they prefer to steal technology rather than make their own. The Kabayans are very driven and will pursue a task to the end, be it the extermination of a personal enemy or completing a collection of trophies. They are not stupid, however, and know that sometimes the best way to win is to run away and try again later.

Physical Description: The Kabayans are tall, heavy set humanoid reptilians. Their head has a snout with a powerful jaw, and their feet are wide and bony to support their great weight. Wispy strands of hair-like thin scales grow in patches across their bodies, mainly along the head crest and the underside of their snout. They usually wear plate armors, which they find decorative as well as useful, and wear at least one weapon (they have a marked preference for firesheet blades, when they can get them). Kabayans reproduce very quickly by budding, a process that's not widely discussed and that all find very private.

Relations: The Kabayans consider the Song to be the most beautiful sound in the universe, and detest the sounds made by all the other races they have encountered during their long voyage. They consider other races to be discordant and vile, and the sounds they make interfere with the Song. To all outside races, the average Kabayan is mean and cunning, but they respect strength in others.

Place of Origins: The Kabayans generally tend to follow the D'vor fleets, in some cases living in between them. It's been theorized that they have a homeworld on the fringe of the Spiral galaxy where many of the D'vor fleet have appeared in the past, but no one has even been able to locate it. The Kabayans have established many crude colonies in the sector, which further muddles the search. They will use any spacecraft they can get their hands on to further spread and try to find new D'vor fleets to travel with.

Communications: The Kabayan language is a series of short grunts and hisses. It's fairly hard to learn — most races lack the required bony snout structure to really pronounce the words with the right resonance. They don't seem to have an overall written language, though they use many universal icons and pictograms to communicate meanings to others of their race (and also to give orders to slaves).

• Silhouette CORE Template ▾

Kabayans are standard Silhouette characters, as defined in the **Silhouette CORE rulebook**. Their Attributes range from -3 to +3 in all categories except the followings: BLD (+1 to +7), FIT (0 to +6), AGI (-4 to +2), PSY and KNO (-5 to +1).

Kabayans receive fifteen more Character Points during character creation but subtract fifteen points from their starting Skill Points. They can take any of the Skills listed in the rulebook (section 2.2) with the exception of Quantek, and any of the basic Perks and Flaws. They have access to all the professions (unless specifically counter-indicated).

Kabayans ignore the negative effects of gravity fields of 2 g or less; they treat them all as normal gravity. Their tough skin also gives them a natural +5 armor.

• Open Gaming Content Template ▾

- Kabayans are Large-size characters.

- Kabayans have a base speed of 30 feet.

- +8 Constitution, +4 Strength, -2 Dexterity, -2 Inteligence, -4 Charisma.

- Darkvision: Kabayans can see in the dark up to 20 feet. Darkvision is black and white only, but it is otherwise like normal sight, and they can function with little light at all.
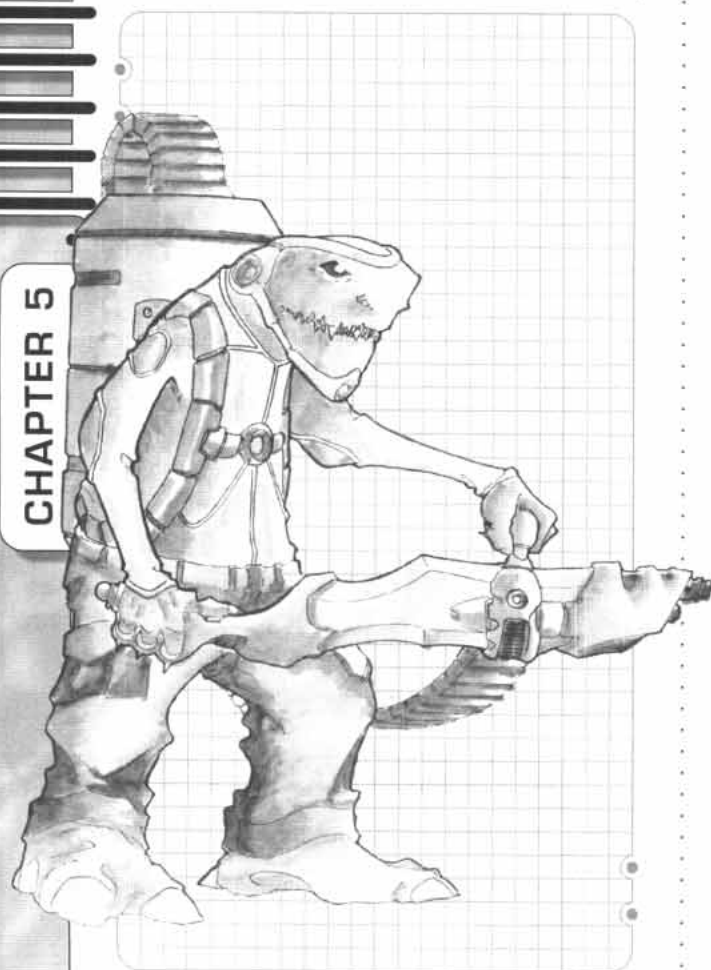
- Tough Skin: Kabayans ignore the first two points of damage they suffer from any hit.

- Kabayans ignore the negative effects of gravity fields of 2 g or less; they treat them all as normal gravity.

• Grob

CHAPTER 5

• Description

The Kabayans often associate with the Grob, a race of small humanoids that may have originated from the same region of space. Others have theorized that they are related to the Kabayans, sharing much of the same biology and bad habits, but it's more likely that they were once a slave race that won their freedom by exhibiting much of the same values that the Kabayans hold dear (mayhem and a total lack of respect for authority among them). Indeed, it's frequent to meet Grob laborers or slaves in the outlying Kabayan colonies.

The Grobs travel on a series of ramshackle spacecraft that they build themselves, purchasing or outright stealing the parts they cannot manufacture themselves (such as most solid state wave guide devices) from others. They are not above laying ambushes and sending out false distress signals to lure appropriate victims to rob, but they will usually attempt to bargain or barter for what they need — this is less fun, but also less dangerous and time-consuming.

Grob society is based on the tribe, which is an extended family that travel together or shares a series of close-by dwellings. Groups of tribes often share dialects and fashion when they are together for a long time, but otherwise mix only when necessary, generally with arranged mating to further the social standing of the whole tribe or to fulfill a perceived need.

Personality: Grobs are cunning and mischievous, and like nothing more than a good practical joke. They have a serious love for firepower, especially fully automatic weaponry (most Grob soldiers like to carry chainguns with massive amounts of ammunition contained in a drum strapped to their back). They are lazy and prefer to steal what they need, but they will grudgingly work on their own technology if they have to. Their hands are very dexterous and adept at handling small parts, and they occasionally fiddle with things to see if they can "improve" them (usually with mixed results, since they don't bother to learn the science behind it all).

Physical Description: The Gob resemble short humanoid sharks. Their head is flat-topped and their sloped jaws are filled with numerous sharp teeth that fit their preferred diet (meat and carrion). Their thick rubbery skin doesn't do much for physical protection, but provides adequate temperature control; most Grobs wear only pants or open shirts, the exact design depending greatly on the individual tribe. Skin coloration varies greatly and may depend on both genetics and diet: most Grobs are a sickly blue-green gray, with some specimen pure white and others dark blue. Their eyes are widely spaced, giving them excellent depth perception.

Relations: The Grobs get along well with one another of the same tribe and will grudgely respect the Grobs of another tribe if they show that they deserve said respect (generally by committing acts of wanton destruction, or simply collecting bigger and louder weapons and 'toys'). They will deal with outsiders when they have to, but they are not very good at it: either they will be too accommodating (to the point of suspicion) or just rude, especially if they can't read the body language of the opposite party. Most races dislike working with Grob traders — while they often have pretty interesting things to exchange or sell, you never known where these come from...

Place of Origins: Grobs are thought to be originating from a sector near the edge of the Spiral galaxy, in the general direction of the D'vor fleet. Nothing is known of their homeworld or its early colonies, and whether they still exist; the Grob themselves have little interest in history beyond a few generations in the past.

Communications: The Grob speak their own languages, all of which sound like a series of small coughs and hacks strung together. Each tribe has its own variants, some of which are quite extreme and different from the baseline grammar and vocabulary. The written language comes in two versions, one that uses various dots and dashes and another than uses curved and dotted scrawls; which one is used depends on the dialect spoken.

• Silhouette CORE Template ▼

Grobs are standard Silhouette characters, as defined in the **Silhouette CORE rulebook**. Their Attributes range from -3 to +3 in all categories except the followings: AGI (-1 to +5), PER (-2 to +4), FIT (-4 to +2), BLD (-5 to +1).

Grobs can take any of the Skills listed in the rulebook (section 2.2) and any of the basic Perks and Flaws. They have access to all the professions (unless specifically counter-indicated).
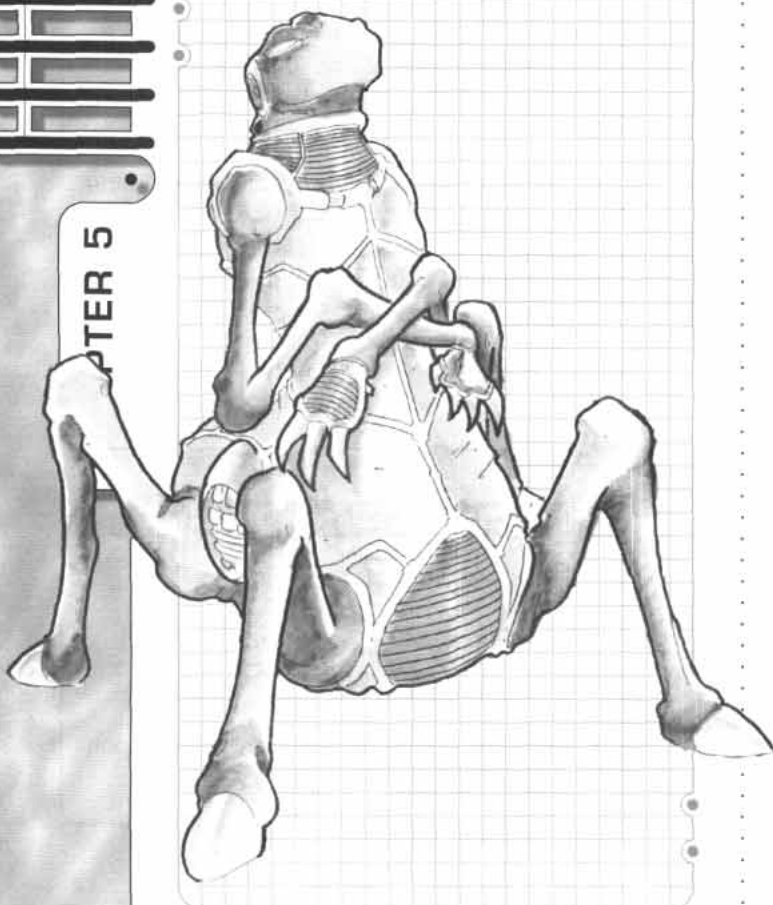
Grobs get one free Specialization if they take the Small Arms *or* Heavy Weapon Skills.

• Open Gaming Content Template ▼

- Grobs are Small-size characters.

- +4 Dexterity, -2 Constitution, -2 Strength.

- Grobs have a base speed of 20 feet.

- +2 racial bonus to any Ranged Weapon skills or Proficiency.

CHAPTER 5

Kom'Sov

They have a herd-like mentality, but are not a hive mind. The Kom'Sov represents the collective presence of all its inhabitants, and they always put the good of the Kom'Sov before their personal comfort. This lack of individualism makes it harder for them to impress others, since one Kom'Sov pretty much looks like all other of his race (purposefully so — the adage "the nail that sticks out gets hammered down" is very true in their society). Beyond the physical appearance, constituents often all dress alike in dark green or black utilitarian suits that leave little room for esthetics. Higher level individuals will sometimes adorn it with a small pin bearing the Kom'Sov's eight-pointed red star logo.

Personality: The Kom'Sov are unsettling creatures. They are arrogant to the extreme and prone to chittering amongst themselves. Constituents (as individuals of that race call themselves) are extremely paranoid, and have a "shoot-first-ask-later" attitude that causes much friction with the more peaceful races (such as the Proteans, the Sanroks and the Cyrens, to name a few). Kom'Sov constituents take great pride in their hunting skills and consider themselves a superior race. This, however, is rarely backed by facts, since while they are not adverse to risk they lack personal initiative, since leaders that have not been assigned by a higher council within the collective are thought to display dangerous individualism.

Physical Description: The Kom'Sov are four-legged arthropod-like creatures with two 3-segmented arm-like appendages, a sensory pod similar to a head and a chest-cavity with four hidden mandible-like flaps. They are not particularly strong, but extremely fast and agile, their four legs allowing them to leap over short obstacles without breaking stride. Their dark carapace allows them to hide in the dark and set up ambushes fairly well, a trait that undoubtedly allowed them to survive the hostile lifeforms on their world.

Description

These insect-like creatures live mainly in the Trianguli galaxy and have a modern level of technology, though their ships are somewhat crude and rugged compared to the CORE ones. They are part of a great collective of planets, colonies and subjugated alien races that they call the Kom'Sov, after themselves. This *de facto* empire lies at the eastern edge of the Trianguli galaxy and extents for several hundreds light years, though there remains many pockets of unexplored space within the volume claimed by the Kom'Sov.

Relations: The Kom'Sov star empire comprises tens of hundreds of worlds colonized or conquered over the course of hundreds of thousands of years. The Kom'Sov's aggressivity is unparalleled in the major spacefaring races, surpassing even that of humans. Fortunately for them, they know their limits and will not willingly attack a faction stronger than they are, preferring to deal with it through diplomatic means and underhanded means such as espionage, sabotage and the like.

Place of Origins: The Kom'Sov empire is centered on the edge of the Trianguli galaxy nearer to Spiral. Though they have not mastered the technology required for a truly fast faster-than-light drive, they can slowly cross the gulfs between the galaxies. They also the central galactic gate to access the hyper-tunnels, but will do so only for scouting and diplomatic missions, fearing (rightfully so) that CORE Command might interfere with any conquest fleet they'd sent through. If the Kom'Sov had a home planet, it has long been left behind and none of the major Kom'Sov worlds claim to be the original place of origin of the race.

Communications: The Kom'Sov's languages are made of a combination of chirps and chemical signals. They can learn various alien languages, though their speech, lacking the chemical components, comes out stilted and, generally, highly accented. Their written language is a series of angular figures and sticks with a complex grammar and vocabulary to make up for the lack of associated smells; few outside the collective, beyond scholars, bother to learn it, preferring to rely instead on computer translations.

● Silhouette CORE Template ▾

Kom'Sov are standard Silhouette characters, as defined in the **Silhouette CORE rulebook**. Their Attributes range from -3 to +3 in all categories except the followings: AGI (0 to +6), WIL (-2 to +4), FIT (-4 to +2), APP (-5 to +1).

Kom'Sov can take any of the Skills listed in the rulebook (section 2.2) and any of the basic Perks and Flaws. They have access to all the professions (unless specifically counter-indicated).

Kom'Sov get the Stealth Skill at Level 1 for free and add +5 meters to their Sprinting speed.

● Open Gaming Content Template ▾

- Kom'Sov are Medium-size characters.

- +6 Dexterity, -2 Constitution, -2 Strength.

- Kom'Sov have a base speed of 40 feet.

- +2 racial bonus to Hide and Move Silently.
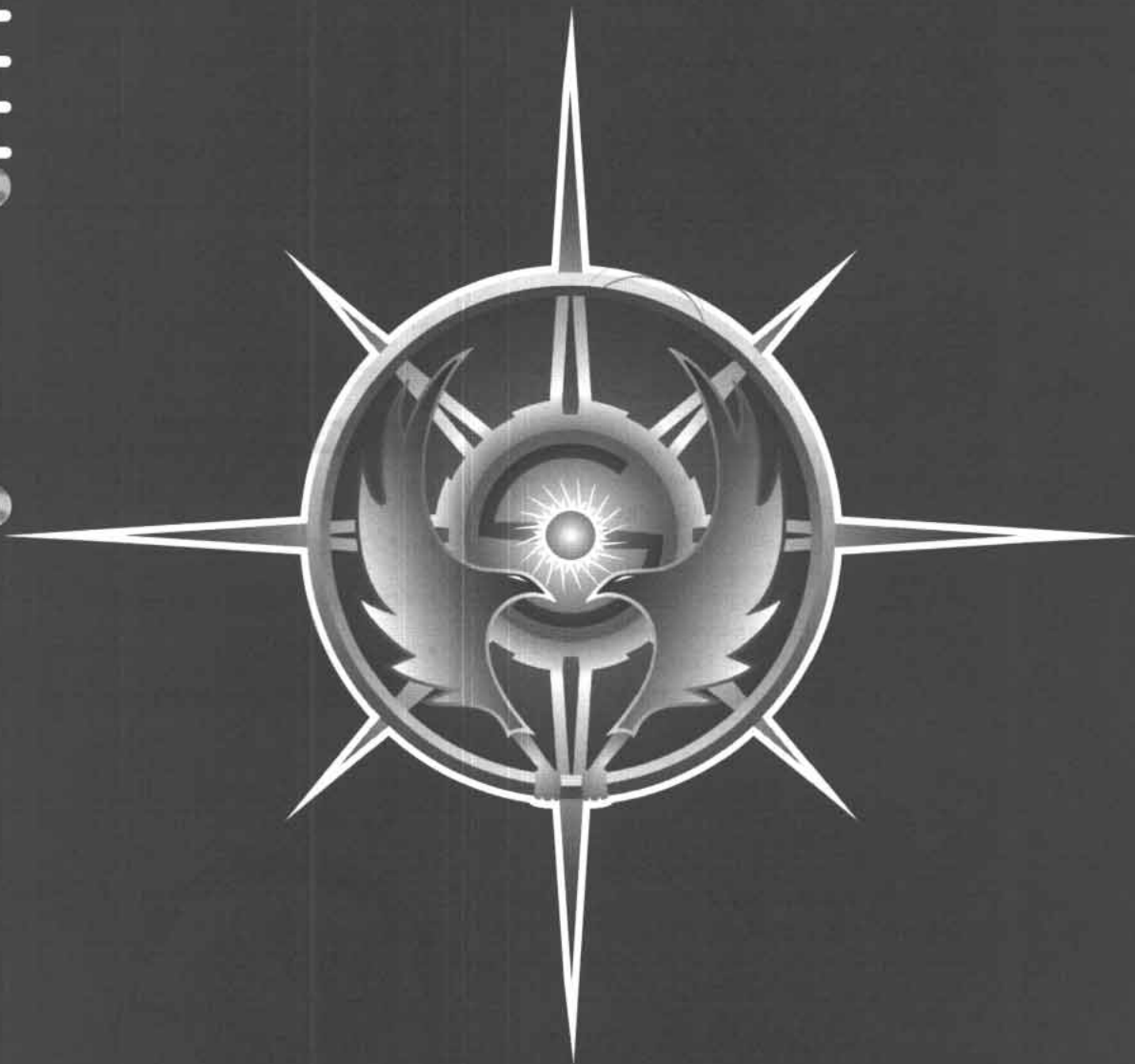
CHAPTER 6

CHAPTER 6:
Gamemastering CORE Command

• Running CORE Command Adventures ▼

This chapter is intended to provide potential CORE Command Gamemaster with additional advice, suggestions and examples of how to turn his vague ideas into gripping stories of space adventure. Note that all the basic Gamemaster tricks found in the Silhouette CORE rulebook apply in full as well.

• Ambiance ▼

The mood of the game should be resolutely optimistic and fast-paced. Shoot-outs, pursuits, mighty fleet battles between thousands of vessels to save a lone planet from extinction, all are worthwhile things to include in a typical game session.

Dare to think big, always — space fighters are the size of a twentieth-century battleship; gleaming cities of crystal and chrome hang from impossibly high mountains; small artifacts are shown to be the trigger for a nova -causing star bomb, and so on. Your imagination doesn't have a limited special effect budget, so feel free to add on to the descriptions.

• Action ▼

Adventures can contain intellectual elements or moments of thoughtful repose. Indeed, such moments make great break points between different action sequences. Except for an occasional tense moment or intrigue subplot, though, try to have the characters on the move, always — on foot or in vehicles.

It is always best to script adventures with the goal of keeping the Characters in motion, moving from scene to scene, from challenge to challenge. If they spend too much time standing around and talking, there is definitely not enough action going on.

To that end, the Gamemaster should follow the old adage "show, don't tell" when running adventures. This will help cut down on the amount of expository dialogue and needless pauses. Don't tell the players that the Kabayan guards are bursting into the room — describe the charged plasma blasts that narrowly miss the heroes instead!

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• Opening Sequences ▼

Taking a page from the movies, it's always a good idea to start things off rapidly to bring the players in the middle of the action. It's usually possible to describe a scene that contains the trigger of the adventure, even if the characters aren't there. If your players will have to fight off a planetary invasion in today's mission, tell them about the massive ships emerging from the void; the swarm-like formations of landing craft that cut through the dense cloud cover to disgorge assault troops on the ground; the brutality of the alien soldiers as they rase a peaceful village. Always start things up with a bang!

• Descriptions

Going hand and hand with atmosphere is description. Never forget to "set the scene" in your stories: describe anything that might serve the plot in detail. These little elements ground the story in the "real world," making it easier for the reader to suspend disbelief as the more outlandish elements of the plot — such as an alien living ship devouring the nearby star — can unfold.

The Gamemaster should bring the scene to life by making use of *all* the characters' senses, not just their sight. While it is not always easy to do this, it is well worth the effort. As noted before, **CORE Command** adventures are often exotic and over-the-top. They already stretch the players' suspension of disbelief. By adding enough sensory information, you helps to ground them once again. In this way, describing sounds, smells, and tastes serve as crutches to the imagination, simple ways to encourage the players to accept the world as a real place.

Still, the Gamemaster should only describe things that serve the plot. The players need to only hear about the things that their characters would see at first glance (not forgetting that some species have additional or limited senses — not everyone in a group will see exactly the same thing). If they need more details, the players can ask about specific features of a room or locations.

• Threat

Danger is an excellent way to add spice to a mission. The Gamemaster should never be afraid to place the characters in mortal peril. It is an accepted part of the duties of a good CORE agent and most players will not only accept that, they will come to expect it. For one thing, the five galaxies are filled with dangerous places. For another, **CORE Command** characters are larger-than-life heroes, with more than enough skills and personal power to overcome most menaces.

Agents can never be *absolutely* certain they will succeed in their mission. Gamemasters should never be shy about using suspense, generally in his descriptions.

• Humor

Humor may seem strange to include here, but we're talking about a setting where a mere targeting error can blow a moon in half and where a hand pistol packs as much punch as a 20-century tank gun — it doesn't take much for a game to veer into cosmic slapstick or ridicule. This is not to say that humor doesn't have its place, quite the contrary. A well-placed joke or humorous situation can lighten the mood and make the adventure more fun (which is the whole point of roleplaying, having a good time).

Including humor in a **CORE Command** adventure can be difficult, however. Not everyone is capable of the restraint necessary to use it effectively. Humor done badly can be harmful to the suspension of disbelief necessary for the whole "super space opera" genre to work. There is a fine line between nudging the players about the plot and the outright mocking of it. If the group doesn't think it can stay on the right side of it, it's probably best to avoid purposeful humor and run the adventures perfectly straight.

• Creating a CORE Campaign ▼

Running a successful campaign requires preparations, sometimes quite extensive preparation. Campaigns are only as good as the amount of effort you has invested in preparing it. That is why it is essential that you not begin a campaign without some sense of where he wants it to go and how he wishes it to develop. This sense need not be fully developed to start, but it should be there. Otherwise, the game will quickly degenerate into a collection of unrelated adventures without any connection between them.

• Brainstorming ▼

Before anything else, you should consider the types of stories he wishes to tell. Once he has a sense of that, he can begin to structure his campaign. Finding ideas is actually quite easy: borrow plots, characters and settings from "classic" works like Shakespeare, the Bible, and Greek/Roman mythology. These works are considered classic, because the stories they tell transcend time and place. Likewise, standard fantasy-oriented gaming material can be adapted by enlarging and updating the plots: even a standard "dungeon crawl" can be turned into an investigation of an ancient crashed starship and the dangers that lie within.

Do not worry if your brainstorming sessions do not lead to complete plots. If you can come up with an interesting locale or character or other element, take note of it and just save it for later. Eventually, you will amass enough elements to piece together a complete story. This piecemeal approach often creates some of the best adventures, as they are the result of many different influences coming together to produce a whole.

• Preparing the Basics ▼

Another task that sets a successful GM apart from an unsuccessful one is creating an outline. One should know how to improvise when called upon to do so, but it is not usually best to run an entire campaign in this way.

The outline shows there's a lot of work to be done: NPCs need to be created, locales mapped, etc. These tasks can take up some time, so it is best if you handles them as soon as possible. It will make the campaign run smoother if, for example, he is already mapped out the most frequently visited locations (such as the bridge of the characters' ship).

In a similar vein, you should prepare a number of different subplots to include at various points throughout the campaign. Subplots keep the campaign fresh and add player interest. For example, a NPC may fall in love with a player character, creating a recurring dependent. To begin with, you need create no more than a dozen or so subplots (and keep in mind that old ones can be reused elsewhere).

Put simply, the Gamemaster should always be prepared. Anything you can plan in advance, you should do so. **CORE Command** is a setting given to wild changes and unexpected turns. By being prepared, make sure you use those turns for the benefit of the game.

• A Note on Pacing ▼

CORE Command adventures are many and varied. They can roam over the entire galaxy and involve all kinds of different activities ranging from diplomacy, exploration and massive fleet battles. Consequently, don't lose sight of what's important. Don't sweat the small stuff, if you can help it.

Pace the adventures according to the importance of what is happening. If the characters are going to be spending a lot of game time traveling to get to their destinations, there is no reason to detail these travels — unless something important occurs during them. If they are merely a means of getting form one scene to the scene, fast forward over them and get to the meat of the adventure.

• The Maturing Campaign

This is where the real action of the campaign is found, after a few game sessions have been played. The characters and their goals are by now firmly established; most of the adventures tie into the campaign's theme in some fashion. Both the players and you should feel confident enough in their abilities to take risks, to branch out beyond what is expected.

Look back over the beginning of the campaign and check for unresolved plots and dangling elements. The middle part of the campaign is the time to reintroduce them. Sequel adventures often fit in best during the middle: they can refer to the past as well as point to the future.

• Preparing a Scenario

What has been said about preparing for a campaign is equally good advice for preparing a scenario. Many GMs find that they actually have *less* time to prepare a scenario than they do an entire campaign. Consequently, they may find themselves under pressure to perform brilliantly.

No need to worry. The Mission Generator (see the next chapter) can shoulder most of the grunt work for adventure design. By the first few missions, the characters will have accumulated a number of enemies and unresolved subplots that can be directly linked to the charts.

• The Most Important People in the World

Never forget that the player characters sit at the center of the game universe. Sure, things happen around them — wars, negotiations, natural disasters — but the PCs should never play second fiddle to them. Their adventures and accomplishments are the most important events in the campaign. You should make sure they realize that.

Consequently, NPCs should not be the ones who perform all the great deeds of the campaign. Neither should the successes of the characters have no lasting impact. It will only frustrate the players and ruin their enjoyment. The CORE Command universe is one in which larger-than-life heroes perform great deeds and battle equally larger-than-life villains. Great events are afoot that will change the galaxy forever. If the player characters cannot do likewise, you have missed some of the point of the game.

• The End of the Campaign

There is no real reason for a CORE Command campaign to end. The five galaxies are a big, really big place and there's no shortage of work to be done. Though agents do retire, they often returned later once it became apparent that the world still needed their exploits. CORE Command campaigns can follow the same pattern: an endless series of adventures.

However, this may grow tiresome after a while. At a certain point, both the players and the Gamemaster may mutually decide that enough is enough and end the campaign. This is perfectly reasonable. It is not an admission of defeat or of disinterest in the game or the characters. Rather, it is an acknowledgment that the time has come to move on. The CORE Command setting has room for many more heroes; perhaps now is the time to tell their tales as well.

• Preparing the Finale

Campaigns should end with a bang and not a whimper. The key is to make certain that, when the final curtain drops, everyone feels satisfied. This means wrapping up all important story elements and dealing with any dangling plot lines.

The finale of a campaign should not come as a surprise. You should slowly build up to it, telegraphing his intent well in advance of its occurrence. This not only prepares the players, but it helps to heighten the tension that goes hand in hand with an enjoyable climax. The end of a campaign represents the culmination of many adventures and subplots. In that respect, it is as important to the players as it is to you.

Adventure Generator ▼

Space opera adventures tend to revolve around a number of similar themes, which means that **CORE Command** adventures can be constructed in a matter of minutes, simply by using the tables below. These tables are designed to randomly generate key plot elements, taking the "grunt work" of adventure design out of the Gamemaster's hands. This not only saves the GM valuable time in creating the basic outline of an adventure, it's also a great way to make sure the themes are varied missions after missions. Random generation often produces unique results — and uniqueness is a great way to ensure both freshness and innovation.

Of course, turning the generator's results into a coherent **CORE Command** adventure does not eliminate the need for a clever Gamemaster. The tables are not intended to take his place. Rather, they supplement the GM's role. The generator's results are meant to be used as guidelines, not as the final word on adventure design. The real work of creativity comes from using the results in exciting and original ways.

The random adventure generator has fifteen steps, each one of which supplies another element to the scenario. When asked to roll more than one die, add the results together. Simply follow the steps in order and take note of the results generated by the dice rolls (or chose the ones you think fit best). The combination of the various random elements can then be put together to construct a coherent plot. At the end of this section is a brief example that shows just how the generator can be used.

Start Generator ▼

Determine the Adventure's Theme ▼

A good adventure usually revolves around a single theme that forms its core (having two themes is possible, but it tends to make thing unnecessarily complex). Determining that theme is important because it colors the way many subsequent elements are used.

Theme Table ▼

Roll 1d6 to Determine the Theme, or Pick One	
1	Action/Adventure
2	Intrigue/Diplomacy
3	D'vor Plot
4	Mystery
5	Justice/Revenge
6	Exploration

Action/Adventure: This is the default theme for an adventure. Such adventures are characterized by lots of physical action, chase scenes, combat, and overcoming obstacles.

D'vor Plot: This theme covers most of the adventures where the characters go up against the mysterious and deadly D'vor artifact fleets.

Exploration: This theme focuses on pushing the frontier and discovering new worlds and new civilizations. Much of the space and star systems in the five galaxies still haven't been visited or even mapped.

Intrigue/Diplomacy: This theme involves spying against an enemy, whether that enemy be a villain, a group, or a stellar alliance.

Justice/Revenge: This theme focuses on the quest of a character to right a past wrong (whether real or perceived). Frequently, it involves a villain's attempt to avenge himself upon the heroes.

Mystery: This theme is about the solving of a perplexing situation, typically a murder, a disappearance, or other crime.

• Determine the Adventure's Goal

Like the theme, the goal is part of an adventure's core. Whereas the theme pertains to a scenario's ambiance or mood, the goal pertains to its structure. The goal forms the end toward which the adventure is heading, and this element is strongly tied to theme. Therefore, how the goal is used depends greatly on the overall theme of the adventure.

• Adventure Goal Table

Roll 2d6 to determine the Goal, or Pick One	
2	Escape
3	Protect NPC(s)
4	Explore
5	Encounter a new villain
6	Stop monstrous plan
7	Win battle
8	Rescue NPC(s)
9	Retrieve an item
10	Protect an item
11	Negotiate a Treaty
12	First Contact

Encounter a New Villain: The entire purpose of the scenario is to introduce a new, possibly recurring, villain, such as a Kabayan warlord.

Escape: The heroes are placed in a deadly situation and must work to free themselves from it. This goal can often be introduced as the follow-up to a previous adventure in which the characters' success places them in danger.

Explore: The heroes must blaze a trail through a previously unknown region of space. This goal can also be part of a planet-based adventure.

First Contact: The characters are asked to meet the representents of a new alien species and invite them to join the other civilizations of CORE in their fight against the D'vor.

Negotiate a Treaty: The characters are charged with completing a peace plan, a trade deal, or other similar delicate negotiations.

Protect Item: The characters must carry or defend some object of value to themselves or CORE in difficult circumstances. The item can be anything, and need not even be seen or used — it exists solely to provide a motivation for the adventure.

Protect NPC(s): The goal of the scenario is to keep one or more non-player characters (usually defenseless) from harm. The characters act as their bodyguards or chaperones, ensuring that nothing ill befalls them before the conclusion of the scenario.

Rescue NPC(s): The heroes must free one or more non-player characters from captivity, whether natural (trapped in a stellar phenomenon) or man-made (held by a villain). Other rescue options include saving a scientist (or even an entire city) from an experiment gone awry or even redeeming a fallen hero.

Retrieve Item: The characters seek out some object of value to themselves or CORE in difficult circumstances. The item can be virtually anything, from secret battle plans to blueprints to an ancient artifact. The exact nature of the item — and its importance to the scenario — is best determined by taking into account the theme of the adventure.

Stop Monstrous Plan: The characters must foil the development of a doomsday weapon or other evil plot that threatens the galaxy. With the overall D'vor threat, this is probably one of the more common goals in **CORE Command**, so it is important that each use of it be more unusual (and outlandish) than the last one.

Win Battle: The heroes must act to turn the tide of a battle at a crucial moment. The GM should bear in mind that if the characters win an important enough battle, this victory will have consequences for the local sector, or even the whole galaxy.

• Determine Plot Structure ▼

Another essential element of an adventure is the plot structure. This element sets up how the scenario will proceed. That is, the plot structure shows how the scenes of the adventure relate to one another and how the characters move through them.

• Plot Structure Table ▼

Roll 1d6 to determine Plot Structure, or Pick One	
1	Single Item Quest
2	Race Against Time
3	Accumulation Of Elements
4	Major Event
5	Physical Progression
6	Series Of Villains

Accumulation of Elements: The plot centers around the search for multiple "items," each one of which points to the next, leading the characters to the adventure's conclusion. The items in question need not be physical objects; they can be clues or people that add to the sum of the characters' knowledge.

Major Event: The entire plot is structured around a single event, such as an important treaty or key battle, and does not advance. In a way, an event-based scenario is really a single large scene with many parts, each one of which demands the characters' attention.

Physical Progression: The plot advances as the characters journey from one locale to the next. Like the Accumulation of Elements above, the movement from one locale to the next is the impetus for the characters' increase in knowledge, leading them on to the scenario's conclusion.

Race against Time: This plot assumes that there is an event (whether natural or artificial) that must be stopped. The characters must act quickly to do so, before the event takes place — with disastrous results. Examples include stopping an invasion fleet before it arrives, curing a plague ravaging a distant planet, and recovering stolen plans before they fall into enemy hands.

Series of Villains: The plot advances as the characters defeat a group of villains, each one more powerful than the last. Naturally, the villains are related to one another in some fashion, usually as part of the same organization or hierarchy.

Single Item Quest: The plot centers on an attempt to acquire a single item, whether it be a person, object, or information. Unlike the Accumulation of Elements, this plot structure focuses heavily on the item. It is important in itself, not just as a means to get to the next step. Examples of such items include religious artifacts, cures and devices.

• Determine the Climax ▼

Just as important as the plot structure is its climax.

• Climax Table ▼

Roll 1d6 to determine the Climax, or Pick One	
1	Battle
2	Chase
3	Unexpected Reversal
4	Prevented Action
5	Scattered Duels
6	Throne Room Duel

Battle: The characters must fight a massed battle to achieve their goal. In this battle, the characters and their allies are arrayed against their enemies and their troops. Often, these battles are heavily mismatched and involve the characters seeking out aid from unexpected sources (local stellar empire, children, etc.).

Chase: The climax involves a vehicular or spacecraft chase, in which the characters must contend with high speeds as well as other hazards. Such a climax usually pits the characters directly against the villains in a test of their relevant skills.

CHAPTER 6

Prevented Action: The characters must stop something from occurring to achieve their goal. This could involve stopping the villain from activating his doomsday weapon or from sending the order to drop fusion bombs on a defenseless civilization. The point is that the characters act before the villain is able to initiate his plan.

Scattered Duels: The characters must fight several small fights to achieve their goal. This differs from Battle above in that these fights are usually one on one affairs in which the characters face off against the villain's henchmen before reaching the villain himself.

Throne Room Duel: The characters must defeat the villain in his own base or ship. This is climax is similar to both Battle and Scattered Duels in that it's usually a set piece (like Battle) but involves smaller numbers of combatants (like Scattered Duels). The Throne Room Battle should culminate in the characters facing off with the villain and his closest — and most powerful — henchmen.

Unexpected Reversal: A natural disaster or other freak occurrence brings about the conclusion of the scenario. Alternately, the villain's plans backfire on him, bringing his schemes to an unfortunate end. Examples include experiments gone amok and henchmen turning on their masters.

Determine the Story Hook

The story hook is the element that initiates the adventure, either directly or indirectly. It's the trigger that sets everything into motion.

Story Hook Table

Roll 2d6 to determine Story Hook, or Pick One	
2	Dying Delivery
3	Falsely Accused
4-5	Report or Rumor
6-7	Patron
8	Old Enemy
9	Grim Necessity
10	Mystery Man/Woman
11	Old Friend
12	Pressing Buttons

Dying Delivery: The last words of a dying person provide the heroes with the impetus to begin the adventure. The dying person need not be known to the characters, but it often adds emotional impact if the person is friend, colleague, or relative.

Falsely Accused: The reputation of one or more of the heroes is tarnished and they must act to defend it. This story hook often involves the former heroes being treated as pariahs by those they know — at least until they can clear their names and prove they didn't blow up that planet.

Grim Necessity: The characters must begin the adventure, because they have no choice (an antidote must be found to save a life, they're prisoners, etc.).

Mystery Man/Woman: An unknown individual employs the characters to undertake a mission for him or her. The nature of the mission is often equally mysterious, leading to suspicion and skepticism regarding the employer's true intent. Examples of mystery men/women are exiled royalty, criminals on the run, and scientists doing unethical or dangerous experiments.

Old Enemy: The reappearance of an old villain calls the characters to action. This hook only works if the characters have already tangled with the villain before and uses their history as a way to pull them into the scenario. Alternately, the old enemy could a villain previously thought

dead and now seemingly returned from the grave. Whether he is who he says he claims could form the basis for the scenario.

Old Friend: A friend of the characters calls upon them for assistance. Like the Old Enemy above, this hook works best if the characters have dealt with the friend before. Of course, many characters begin the game with contacts and other background connections, making this an easy hook to use even for a beginning scenario.

Patron: The characters are asked or ordered by an individual or group to perform a particular task. This hook is very broad and encompasses patrons as disparate as CORE, a stellar government or a noted scientist. Other options abound, so the GM should feel free to use almost anyone as a potential employer for the characters.

Pressing Buttons: This is a catchall category that describes any hook that uses a character's motivations and interests to draw him into the scenario. The GM should take careful note of the characters' backgrounds and interests. Using Pressing Buttons is also an excellent way to show that having a well-detailed background makes for great adventures.

Report or Rumor: The characters hear a story of some sort that leads them into the adventure. This story can be an old legend, a frontier report, an intelligence briefing or even an actual assignment from CORE. Whatever it is, it contains information that is so provocative that it spurs them to action.

Determine General Setting

All adventures take place somewhere. This step determines the general location in which the scenario is set.

General Setting Table

Roll 2d6 to determine the General Setting, or Pick One	
2	Homebase
3	At Sea
4	Tortuous Terrain
5-6	In Space
7	Cosmopolitan City
8	Underground
9	In the Air
10	Undersea
11	Undiscovered Country
12	Exotic Land

At Sea: Extensive oceans cover many of the worlds inhabited by humans, so adventures occasionally happen on the waves. This locale refers primarily to shipboard adventures, although other options, like off-shore rigs, are possible as well.

Cosmopolitan City: This locale refers to any large city with a diverse population. The actual layout will depend on the locale: giant space stations, underwater arcology, etc.

Exotic Land: This locale covers any foreign planet or location, with an emphasis on those considered somehow "alien" to the characters (a "gas torus" world, for example).

Homebase: All heroes have a base of operations (a ship, for example). This locale can be used to lend a sense of urgency to an adventure. After all, there is nothing worse than having the place you call home be menaced by the bad guys. Alternately, this locale can refer to the place a hero grew up and where he spent his formative years.

In Space: This locale covers asteroids, space stations, orbital rings and most spacecraft.

In the Air: This locale refers to any flying vehicles, or locales that hang in the airs (a research station within the atmosphere of a gas giant, a floating city, etc.).

Tortuous terrain: The locale is an area of rugged terrain, such as a desert, a canyon, or a mountain range. Whatever the terrain, it is inhospitable and poses many risks to the characters.

Underground: This describes any locale located beneath the surface of a planet or asteroid. Cave systems are the most common, but other options, like artificial labyrinths or dungeons, are also possible.

Undersea: This locale refers to any that is beneath the surface of the water. Possibilities include secret underwater stations or submarines.

Undiscovered country: This locale covers any unknown or forgotten place. This can include hidden nebulae, lost planets or locales that were thought destroyed or legendary. It can also cover mysterious kingdoms and other mythical locales whose existence is somehow kept from the general populace.

● Determine Specific Setting(s) ▼

Most adventures have several scenes, each of which takes place in its own locale. In general, adventures benefit from changes of pace to highlight different elements of the plot. Therefore, roll 2d6 several times, no more than three per adventure, to determine these settings.

● Specefic Setting Table ▼

Roll 2d6 to determine Specific Setting, or Pick One (up to three times)

2	Body of Water
3	Famous Locale
4	Lost City
5	Strongman's Fortress
6	Ruins
7	Military Base
8	Oppressed Land
9	Palace
10	Social Gathering Place
11	Mansion
12	Religious Locale

Body of Water: This locale is either an ocean, a lake, or some other body of water. Rivers and waterfalls are also included.

Famous locale: This refers to any well known or recognizable place, such as the Academy itself, the surface of Fractal, or the capital metropolis of one of the Seven Homeworlds.

Lost City: This locale covers any forgotten place, whether legendary or otherwise. The important element with this locale is that it be something either dismissed or forgotten by galactic society.

Mansion: This locale is the opulent home of wealthy individuals. Unlike Palace below, a Mansion speaks of new wealth (within the last thousand years or so). It is a status symbol for those who can afford them and often the site of extravagant parties and other more dubious activities.

Military Base: This covers any locale controlled by a military organization. Thus, it includes places as diverse as forts, camps, rebel strongholds and spaceport bases. Most military locales are well guarded and protected, but their strength varies greatly with the force that holds them.

Oppressed Land: This locale refers to any place suffering under the iron boot of tyranny. The tyranny can be a homegrown dictator or a

foreign oppressor. The worlds raided or conquered by Kabayan forces qualify as Oppressed Land.

Palace: This locale differs from mansion in that it is usually much older and more ornate. A palace is often the residence of royalty or those who aspire to it. Thus, it is only found on planets with a history that includes noble families and dynastic squabbles.

Religious Locale: This refers to any site that has religious significance to someone. Religious locales add an air of mystery and wonder to a scenario. They can also contrast nicely with the darker motivations of many villains, creating a rather satisfying dichotomy.

Ruins: This locale is an uninhabited remnant from the past, like an old fortress or abandoned research station.

Social Gathering Place: All members of civilized species spend time with one another, and usually have specific places dedicated to this purpose. Whether this is a sleazy dive on a decrepit spaceport at the edge of Spiral, a glistening water spa on a Homeworld or an atmosphere club, it is an excellent place to meet contacts and engage the enemy in non-violent threats and repartee.

Strongman's Fortress: This locale is the headquarters of a powerful individual, whether he be the main villain of the adventure or not. The headquarters is almost always well guarded and protected by hordes of loyal troops.

• Determine Main Villain

Roleplaying adventures are very character-driven and few characters are as important as the main villain. This step determines the general nature of the main villain.

• Main Villain Table

Roll 2d6 to determine Main Villain, or Pick One	
2	Agent Provocateur
3	Advance Agent
4	Avenger
5	Conqueror
6	Corruptor
7-8	Organizer
9	Destroyer
10	Lovable Rogue
11	Sufferer
12	Zealot

Agent Provocateur: The villain is in the employ of another power and has been sent to stir up trouble in preparation for an invasion or other attack. Alternately, the Agent Provocateur may be sent to bring about an uprising or rebellion.

Advance Agent: This villain is a scout for another power, trying to determine whether a particular locale is ripe for invasion by his superiors. This is very suitable for Dvoran-based plots.

Avenger: The villain acts to settle an old score or right a perceived wrong. He thus acts out of the belief that a person, group or civilization has somehow slighted him.

Conqueror: The villain seeks to take over a sector or planet by force. If he's not a military leader, he must possess some means to achieve his ends, such as high technology or allies within the nation he intends to conquer.

Corruptor: The villain acts to undermine people or institutions for his own ends. Often a corruptor is a hidden enemy in that he works from inside the group or organization he wishes to corrupt. Thus, he may be a trusted advisor or underling to a more powerful figure. In almost every case, he appears to be trustworthy and respectable, making him a sneaky adversary compared to other types of villains.

Destroyer: Put simply, the villain wishes to destroy a person, object or group. He may act subtly or overtly, depending on what it is he wishes to destroy. Many Dvoran-themed adventures have destroyers as main opponents.

Lovable Rogue: The villain is not truly evil. Rather, he is venal and acts in accordance with his central vice. Nevertheless, he possesses several endearing qualities, making the rogue a suitable villain for more lighthearted adventures.

Organizer: Like a spider in its web, the villain sits at the center of network of lesser villains. He may be a spymaster or crime boss or some other kind of leader. In general, he rarely acts directly, preferring to use his minions to achieve his goals. Defeating an Organizer will require much work, as he tries to insulate himself from his underlings for his own protection.

Sufferer: The villain is afflicted (either in reality or in his mind) with some malady or condition that compels him to act. This could be anything from a fatal disease to insanity, even the loss of a loved one.

Zealot: The villain is the firm believer in a cause and acts accordingly. This cause can be political, religious or ideological. Whatever it is, he believes strongly in it and acts because he believes his schemes will further that cause. Many Kabayan warlords fit this category.

Determine Minor Villain

Many villains have one or two main henchmen, lesser villains who act as his eyes and hands in the field. Roll 2d6 once or twice to determine the nature of these minor villains.

Minor Villain Table

Roll 2d6 to determine Minor Villain, or Pick One (up to twice)	
2	Misguided Moralist
3	Corrupted Hero/Associate
4	Sniveling Advisor
5	Hardnosed Advisor
6	Chief Assassin
7-8	Moronic Muscleman
9	Robot/Artificial Intelligence
10	Single-minded Soldier
11	Inquisitor
12	Coward

Assassin: The villain is a trained killer. Often he possesses unique and rare skills, possibly as a result of training in a faraway land or technological augmentations.

Corrupted Hero/Associate: The villain is a former hero gone bad. This villain may be returned to goodness with the appropriate action on the part of the characters, but doing so should come only as the result of great effort.

Coward: The villain is fundamentally cowardly and never confronts the heroes directly. Such a villain may be comical in nature or he may simply be physically weak and fear confrontation.

Hardnosed Advisor: The minor villain is an advisor to the major villain. His advice is pragmatic and considers only the best interests of the villain and his goals. The Hardnosed Advisor is less concerned with self-interest and is often a powerful figure in his own right.

Inquisitor: The villain uses violence and terror to obtain information. His primary interest is in gaining this information so that he may use it to further the main villain's plans.

Misguided Moralist: The minor villain dislikes the aims and goals of the main villain, but considers the current events as required or desirable. The end justifies the means.

Moronic Muscleman: The villain is a big, dumb thug. He is physically very powerful, but lacking when it comes to planning or strategy. His usual method of attack is direct confrontation.

Robot/Artificial Intelligence: The minor villain is a machine, whether housed in a servoshell or roaming free within a computer or ship network. Depending on its origin and design, it can be a soulless killer or a crafty person with actual emotions.

Single-minded Soldier: The villain is a trained and relentless warrior. Unlike the Moronic Muscleman, he uses guile and planning to achieve his ends. He also is relentless in his pursuit of the characters and will not stop until he or the heroes have been defeated.

Sniveling Advisor: The minor villain is a weak-willed lieutenant with designs on the major villain's position. He can be a comical figure, but this is not a necessity. In fact, the Sniveling Advisor may be a significant villain; he simply lacks the strength of will exhibited by the main villain.

• Determine Allies ▼

The characters may receive help or sidekicks for the duration of the adventure. Roll 3d6 once or twice to determine the allies who aid the characters in this mission.

• Alies Table ▼

Roll 3d6 to determine Allies, or Pick One (up to twice)	
3	CORE Cadet
4	Merchant
5	Madman
6	Friend with a Dark Secret
7	Arrogant Snob
8	Hero Worshipper
9	Absent-minded expert
10	Government Observer
11	Grumpy Old Professional
12	Hotshot Specialist
13	Love Interest
14	Alien Sidekick
15	Inquisitive Chronicler
16	Villain Ally
17	Tragic Fellow Hero
18	Talkative Barkeep

Absent-minded Expert: The ally has knowledge without par on an obscure subject, but lacks a decent memory. Alternately, this ally could be any kind of eccentric expert, often with bizarre personality traits that make him a source of comic relief.

Arrogant Snob: The ally is an aristocratic boor who treats the heroes as beneath him. Nevertheless, he has resources or skills that make him useful to the characters, despite his insufferable personality.

CORE Cadet: Academy cadets are usually never let out in the field until they complete an extensive virtual training regiment. There are exceptions (and the occasional mistake), however.

Friend with a Dark Secret: This ally has chosen to aid the characters but hides a dark secret. He's a tragic figure, whose dark secret may result in his eventual downfall or even demise.

Alien Sidekick: This ally is a strange person that attaches himself to the characters by accident or through unforeseen circumstances. He usually possesses skills or knowledge useful to the characters.

Madman: Like the Absent-minded Expert, this ally possesses both brilliance and insanity. However, the insanity clearly outweighs his other qualities, making him a difficult ally to deal with. Whatever his delusion, it only makes dealing with him trying, but not impossible.

Grumpy Old Professional: The ally is a seasoned veteran without patience for "youngsters." He is frequently patronizing and overbearing, treating anyone younger than himself as a child. He also demands respect and rarely gives it in return.

Government Observer: The ally is an agent of CORE or from a local government and has been sent to "keep an eye" on the characters. He often possesses valuable skills and knowledge, but also tends to get underfoot and complicate the characters' lives. The Government Observer is often boorish and domineering, demanding the heroes act "by the book."

Hero Worshipper: The ally treats the characters as gods among men. He is usually a young and impressionable person enamored of the exciting lives the characters lead. Nevertheless, he can be a valuable ally, due to his specialized knowledge or skills. The Hero Worshipper often appears as comic relief.

Hotshot Specialist: The Specialist is a younger version of the Expert and Old Professional, usually with a cocky attitude. Fortunately, he's got the skills to back it up, even if they are somewhat overspecialized.

Inquisitive Chronicler: The ally is a nosy historian or wandering poet interested in every aspect of the characters' adventures. His knowledge is extensive, but he frequently gets in the way as he chronicles the characters' exploits.

Love Interest: The ally falls in love with one of the characters. Whether that love is returned is up to the player of the character. In any event, the Love Interest is an equal of the character with whom he is enamored; he or she possesses

skills and knowledge that may aid the heroes in their quest.

Merchant: The ally is an ingratiating person with a desire to make profit. Although his greed is apparent, he is willing to aid the characters by providing them with goods or services they need.

Talkative Owner: The ally is the friendly proprietor of a local establishment. He usually knows the latest gossip and tall tales, making him a valuable source of information.

Tragic Fellow Hero: The ally is a fellow hero who has suffered some unfortunate fate as a result of his previous actions (terminal disease, maiming, loss of loved one, etc.). His loss has warped him somewhat, often giving him a death wish. Even so, he is still a hero and possesses skills or knowledge appropriate to that station.

Villain Ally: The ally is completely untrustworthy but nevertheless aids the characters for his own purposes. Usually, he allies with the characters for his own gain and is prepared to betray them at the earliest possible moment.

• Determine Significant NPCs

Adventures are not just populated with villains and allies. Roll 2d6 no more than three per adventure to determine other significant NPCs.

• Significant NPCs Table

Roll 2d6 to determine Significant NPCs, or Pick One (up to three times)	
2	Lying Accuser
3	Inquisitive Official
4-5	Bandits/Thugs/Pirates
6	Belligerent Soldier
7-8	Friend at a Wrong Time
9	Thief
10	Contact
11	Seducer
12	Truthful Accuser

Bandits/Thugs/Pirates: The NPCs are low-powered goons. Most likely, they are not (or peripherally) connected with the larger plot and provide an opportunity for a little mayhem.

Belligerent Soldier: The NPC is a surly warrior who takes a dislike to the characters. He may use his position to harass the characters, even to the point of violence.

Contact: The NPC is a source of information, parts, ammo and other vital supplies.

Friend at a Wrong Time: The NPC is an acquaintance of the heroes who has a knack for showing up at the most inopportune of times. He distracts the characters from their mission and may be a source of danger to them.

Inquisitive Official: The NPC is a nosy government officer who takes too keen an interest in the characters' actions. In doing so, he may expose the characters to danger.

Lying Accuser: The NPC is a person who falsely accuses the characters of a nefarious deed. His motivations vary from simple malice to having been paid off by the characters' enemies.

Seducer: The NPC is a person intent on swaying the heroes to his point of view, either through physical wiles or other methods. In most cases, the Seducer is not in the employ of the villain.

Thief: The NPC is skilled in theft, whether of the characters' belongings or those of others. He may steal something of value from the characters, precipitating a chase to recover the item.

Truthful Accuser: The NPC steps forward to reveal something about the characters that is both true and somewhat embarrassing. Like the Lying Accuser, his motivations may vary.

• Determine Dangers/Hazards

Many adventures involve a series of dangers or hazards that the heroes must escape. Roll 1d6 (no more than three times per adventure) to determine the general type. Then, roll 1d6 again for each danger to determine its specific type.

Note that while each danger is given in a generic planet-bound format, it can be adapted to any situation. For example, Asphyxiation can represent both a flooded room, a blown airlock, an exhausted life support pack, etc.

• Master Table

Roll 1d6 to determine General Type, or Pick One (up to three times)	
1	Animal
2	Natural
3-4	Mechanical
5	Primitive
6	Technical

• Animal Danger

Roll 1d6 to determine Specific Type, or Pick One	
1	Animal Pit
2	Stampede
3	Coliseum
4	Lair
5	Swarm
6	Horde

• Natural Danger

Roll 1d6 to determine Specific Type, or Pick One	
1	Avalanche
2	Storm
3	Earthquake
4	Volcano
5	Noxious Gas
6	Quicksand

• Mechanical Danger ▼

Roll 1d6 to determine Specific Type, or Pick One	
1	Fall
2	Toxin
3	Imprisonment
4	Crush
5	Asphyxiation
6	Redirection

• Primitive Danger ▼

Roll 1d6 to determine Specific Type, or Pick One	
1	Pit
2	Net
3	Poison
4	Labyrinth
5	Crusher
6	Ram

• Technical Danger ▼

Roll 1d6 to determine Specific Type, or Pick One	
1	Electricity
2	Radiation
3	Cold
4	Heat
5	Sound
6	Exotic

Animal Pit: The characters must fight one or more wild animals in a confined (usually artificial) locale.

Asphyxiation: This can represent a flooded room, a blown airlock, an exhausted life support pack, etc. The characters are running out of air rapidly.

Avalanche: A massive snow or rockslide threatens the characters.

Cold: The characters must contend with a device or machine that uses cold as its primary form of attack.

Coliseum: The characters must fight animals for the amusement of the villain. This trap usually takes place in a large open space with many spectators.

Crush: The walls begin to close in on the characters and will crush them unless they find a means of escape. This can also means a rapidly collapsing structure that must be stopped or evacuated.

Crusher: A rock or weight of some kind falls on or toward the characters.

Earthquake: An earthquake begins, threatening the characters with collapsing buildings and falling debris.

Electricity: The characters must contend with a device or machine that uses electricity as its primary form of attack.

Exotic: This is a catchall category that refers to things like mutant strains of animals or weird diseases, as well as devices using other forms of energy. The GM should feel free to include almost anything that does not fit into one of the other categories.

Heat: The characters must contend with a device or machine that uses heat as its primary form of attack.

Horde: The characters must deal with a large number of small animals that attempt to overwhelm them with their numbers.

Imprisonment: A mechanical cage captures the characters, or they get trapped in a collapsing structure.

Labyrinth: The characters are thrown into a maze from which they can only escape by means or guile or an innate sense of direction. For additional fiendishness, the labyrinth may be home to one or more wild creatures.

Lair: The characters find themselves in the home of an enraged creature, which fights to protect its territory.

Net: The characters are caught in a giant net or force field.

Noxious Gas: Some sort of naturally poisonous gas seeps into the characters' location and threatens to overwhelm them.

Pit: Whether primitive or mechanical in nature, the characters are deposited in a large hole in the ground from which they must escape.

Poison: A poisonous device of some sort, such as blow darts, needles, or contact poison, attacks the characters. Whatever its origin, the poison is deadly and requires immediate attention if not avoided.

Quicksand: The ground gives way and engulfs the characters. This could be genuine quicksand or tar or some other form of enveloping substance, such as nanoplastic.

Radiation: The characters must contend with high levels of radiation, either from a weapon, natural feature or machine.

Ram: A giant log or battering ram is directed against the characters.

Redirection: The floor is rigged so as to open up, revealing a chasm or bottomless pit below, or a tunnel that drops the characters elsewhere. Things like escalators, elevators and conveyors also fit this category.

Sound: The characters must contend with a device or machine that uses sound as its primary form of attack.

Stampede: The characters must contend with large groups of wild creatures bearing down on them.

Storm: The characters are caught in some sort of inclement weather that threatens them and impedes their progress. Examples include heavy rain, hurricanes, snowstorms and tornadoes.

Swarm: The characters are attacked by a swarm of dangerous but small creatures.

Volcano: A volcano erupts sending magma and lava into the characters' path. Alternately, this trap could be a geyser or other sort of natural eruption.

• Determine Chase ▼

Many adventure features a major chase or two. Roll 2d6 no more than twice per adventure to determine the nature of the chase.

• Chase Table ▼

Roll 2d6 to determine Chase Type, or Pick One (up to twice)	
2	Endurance
3	Foot Race
4	Creature
5	Personal Vehicle
6-7	Spacecraft
8	Group Vehicle
9	Aerial Vehicle
10	Naval Vehicle
11	Walker Vehicle
12	Special Terrain (snow/ice, mountainside, etc.)

Aerial Vehicle: The chase involves a flying device of some kind.

Creature: This chase involves riding creatures of some kind (whether or not they are intended for such purposes).

Endurance: This chase involves the characters performing some sort of strenuous physical activity, such as swimming or climbing. The success of the chase depends heavily on the characters' athletic abilities.

Foot race: This is a simple chase on foot, although it can be complicated by being through crowded streets, an abandoned warehouse, or on catwalks high above a city.

Group Vehicle: The chase involves a vehicle where all the group can fit at once, such as a gravcar.

Naval Vehicle: The chase involves a waterborne craft of some sort. Most likely, it is a surface craft, although a submarine is possible as well.

Personal Vehicle: The chase involves the use of a small vehicles such as a gravbike.

Spacecraft: The chase involves a large spacecraft, such as a strike fighter or a capital ship.

Special Terrain: The chase takes place in an unusual environment, like a snowfield or a mountain road. Roll again to determine the type of vehicle involved, ignoring any subsequent results of Special Terrain.

Walker Vehicle: The chase involves a vehicle with a mechanical walking suspension.

Motorcycle: The chase involves the use of two wheeled motorized vehicles. Alternately, it could involve bicycles.

Special Terrain: The chase takes place in an unusual environment, like a snowfield or a mountain road. Roll again to determine the type of vehicle involved, ignoring any subsequent results of Special Terrain.

Ethical Dilemma ▼

Some adventures involve an ethical choice at some point, which the heroes must resolve before continuing on their quest. Like the Narrative Twist, further on, not all adventures need to include a dilemma.

Moral Quandry Table ▼

Roll 1d6 to determine the Moral Quandary

1.	Ally
2.	Friend
3.	Honor
4.	Lesser of two evils
5.	Rescue a friend/colleague
6.	Save the villain

Ally: The characters must decide whether to save an ally at the cost of their mission. This choice is made even more poignant when the ally is someone especially helpless, like an old man or a child.

Friend: As Ally, but with a friend involved instead.

Honor: The characters must decide whether achieving their goal in a dubious way is acceptable. Such a quandary forces the hero to confront whether he is truly any different than the villains he faces.

Lesser of Two Evils: The characters must choose between two difficult options. One example is deciding which of two friends will die in a deathtrap because both cannot be saved. Most of these situations have a secret "escape route" that allows the characters to achieve both end — if they can recognize it.

Rescue a Friend/Colleague: An innocent bystander is threatened but saving him may jeopardize the characters' mission.

Save the Villain: The characters must decide whether they would rather fail in their mission or save the villain to achieve their goal.

Determine Narrative Twist ▼

A lot of good adventures have narrative twists that surprise everyone involved. While not all of them require a surprise twist (doing this will tend to kill the surprise over time), these can be dropped almost anywhere.

Specefic Setting Table ▼

Roll 1d6 to determine the narrative twist

1	Hero must work with villain
2	Mission is a ruse
3	NPC turns traitor
4	Villain accompanies heroes
5	Villain is related to hero
6	Wanted by the law

Hero must work with villain: The heroes discover that they can only achieve their goal by working with the villain. In some cases, this means convincing the villain to abandon his cause. In others, the characters discover that the reputed villain is in fact not their true enemy. In this case, they must team up with the villain against an even greater threat to them all.

Mission is a ruse: The characters learn that their assumed mission is in fact a cover for something greater. This can be benevolent, such as when a secret government organization uses the characters to distract the villains from the real plan, or malevolent, such as when a master criminal uses the characters as pawns in his own plan.

NPC turns traitor: Someone, probably an ally, shows his true colors and betrays the characters to the main villain.

Villain accompanies the heroes: For some reason, the villain must travel with the characters. This differs from Hero Must Work with Villain above in that the villain may not be aiding the characters. He is merely traveling with them, probably aboard the same ship (if a commercial vessel).

Villain is related to the hero: The characters discover the villain is actually a friend or relative. He may be a hero's father or brother or something of that sort. Often, the villain is someone presumed dead.

Wanted by the law: The characters find themselves on the wrong end of legality. For some reason or other, they are wanted by the authorities, but cannot clear their names until they have completed their mission. Consequently, the adventure consists of them avoiding the law as they also seek to succeed in their mission.

Random Adventure Example

Now that the generator has been laid, let us see how it works in practice. The following example is intended to show GMs just how useful the random generator can be — especially when you need to come up with a **CORE Command** scenario on short notice.

Random Adventure Example

1. Determine the theme. The GM rolls a 6: Exploration. Players will be venturing into the unknown.
2. Determine the goal. The GM rolls another 6; the scenario's goal is to stop a monstrous plan.
3. Plot structure. The GM rolls yet another 6. Players will face a Series of Villains.
4. Climax. A roll of 1 indicates a climactic Battle.
5. Story Hook. The GM rolls 10, indicating a Mystery Man/Woman.
6. General Setting. The GM rolls a 7, indicating a Cosmopolitan City.
7. Specific Settings. There will be two. He rolls a 3 and a 6: Famous Locale and Ruins.
8. Main Villain. A result of 6 indicates a Corrupter.
9. Minor Villain. Two will do nicely. Rolls of 9 and 11 result in Robot/Artificial Intelligence and Inquisitor.
10. Allies. There will be only one: result 12, the Hotshot Specialist.
11. Significant NPCs. The GM decides to use two and rolls a 6 and a 9, a Belligerent Soldier and a Thief.
12. Dangers/Hazards master table. One additional threat: a 2 indicates a Natural hazard. A roll of 3 on the Natural Danger table results in an earthquake.
13. Chase. A 10 is rolled — naval vehicles will be used.
14. Ethical Dilemma. The GM rolls 5 and gets Rescue a Friend/Colleague.
15. Narrative Twist. The GM rolls a 3. An NPC will turn traitor.

Results can (and should) be discarded if they don't fit the developing story arc. Regardless of what gets left out, the Gamemaster now has a good foundation to start adventure building. This specific example will be classic CORE Command: big guns, powerful spaceships and an interstellar backdrop.

The heart of the adventure is exploration in a cosmopolitan setting. Initially, this seems a bit odd — how do players discover unknown territory in the heart of a city? The answer could lie in one of the specific settings: ruins. If part of the city was abandoned for some reason, there would be plenty of space to explore.

The players must stop a monstrous plan by defeating a series of villains. The main villain is a Corruptor. This works well with "NPC turns traitor," especially if he is closely associated with the players — he will be their boss. This decision affects the minor villains, as it is possible the players will know them as well. However, it may be better if the players know the Inquisitor only by reputation, and don't know the AI at all. A monstrous plan requires monstrous resources, and although it is a bit cliché, the easiest trick is to hide a powerful relic in the ruins.

Supporting characters include a Hotshot Specialist as the players' ally. He will be a xenotechnologist, someone who figures out alien machinery. Since he's also useful to the villains, he'll be the friend/colleague eventually in need of rescuing. The Belligerent Soldier will be a superior officer in order to be a red herring if players begin to suspect the main villain is part of their own organization.

Basic relationships have been established, but the overall story arc needs detailed work. After some fleshing out, it might go like this:

Tenakis is an ancient artificial planet — essentially one large city (Cosmopolitan City), with new buildings built on top of the old. Eventually, the lower levels are abandoned (ruins). The players are leading an expedition into the depths to document the legendary colony ships forming the planetary core (exploration, famous locale). From his own researches, their boss suspects something else might be down there: a powerful warship. If it is still in working condition, he will take it and use it to destroy several planets as part of a personal vendetta against a rival government (Corruptor with monstrous plan).

When the players report the discovery of a functional warship, their boss will send "assistance" in the form of mercenaries (lead by the Inquisitor minor villain). They will secure the site and make the ship fully operational with the help, willing or otherwise, of the specialists in the players' team. All the other team members are to be eliminated. The players

survive this encounter, and may either try to flee back to the surface or stop the Inquisitor. If they do the latter, they may win but not before the villain instructs the warship's AI (minor villain) to use the main beam gun to tunnel its way free of Tenakis. The results are disastrous (earthquake).

The players must now stop a rampaging warship, an act complicated by the fact that innocent team members are still on board (rescue a friend/colleague). They must also face their boss, arriving on the scene to claim his prize. He will do anything to prevent the ship's destruction, including pretending to come to the aid of the players (NPC turns traitor). To win, the players must disable the AI, take control of the warship and defeat their boss and his vessels (climactic battle).

There are several results that are missing from the scenario, either because they did not fit (naval chase) or because their inclusion would make the plot too complicated (Thief and Mystery Man/Woman). There are also many elements that have little to do with the random rolls (Corruptor's vendetta, ancient buried starship) but are included to make the story flow better. It should be kept in mind that this system is only meant to produce guidelines. The GM's own ideas are far more important what the dice tell him to do.

• What Happened Before ▼

A few degrees of a galactic rotation ago, a sentient race developed on a small world orbiting an unremarkable yellow sun in one arm of the galaxy. This had happened before elsewhere, and was not a particularly remarkable event in and of itself. They were quite intelligent and prospered over time. Eventually, they came to develop technology, starting with simple tools such as fire and sharp rocks and moving on to bigger and better things. They managed to avoid destruction — both by nature and their own hand — long enough to design and build powerful computing devices that eventually allowed them, like most other races that reached that level of sophistication in the galaxy, to transcend their physical boundaries. Another Dreamstate World was added to the universe.

This is where things got interesting.

Humans (for this is how the young race identified itself) had evolved from nomadic creatures, and always were a curious lot, eager to discover new things and travel to new places. Unlike other species, they had built and launched interstellar probes before they retreated further away from reality. It did not matter to them that the probes would need millennia to reach other stars — humans were never a practical lot. As they merged with their tools and moved upward on the steps of evolution, their metal emissaries silently glided toward their destinations.

One of these devices lasted long enough to reach its target system. Its onboard electronic intelligence, a crude animal compared to what now existed back home, began its scans, focusing on the life zone of the star. As planned by its builders, it found a planet remarkably similar to the one it had left. The probe exulted (in its own way): everywhere on the surface, there were artificial structures. Otherwise, however, there was no activity, physical or electromagnetic. As the probe studied its target further, it discovered a vast network of interlinked, very advanced computing devices:

it had found another Dreamstate civilization. Mustering all its resources, the probe signaled back home.

The humans — or, more properly, the entities that had evolved from them, the Tranz — were quite shocked. They were not alone? This proved to be exciting news for beings which had passed the eons devising ever more complex simulations and research, just to pass the time. Certainly, they had played explorers and had contacted numerous alien species in their electronic dreams, but this was real.

Unpredictable. Fascinating.

Like most other Dreamstate-level societies, the Tranz had worked out the mathematics of faster-than-light travel early on and easily, but they could not build a ship that would carry one of them. The processor and power requirements alone were impossible (the Tranz had transformed their world into a giant computer network to support their Dreamworlds, and captured a fair portion of the output of their sun to meet their energy needs). Quite an intelligent surrogate device could be fashioned, however, and the new explorer was sent on its way to make contact at faster-than-light speed. Its onboard crew consisted solely of artificial intelligences, each carefully crafted to be a cunning diplomat.

Unfortunately for the Tranz, they were to be disappointed. Their neighbors did not want to be disturbed; they had left no input/output device behind, and indeed their entire network and world conveyed the notions of rest and inner peace. Theirs was a post-Singularity world that had folded upon itself and reached a perfect equilibrium point. The Tranz, over time, had developed highly advanced ethics (indeed, those had helped them survive to reach the Singularity), and they respectfully moved away.

Despite this, the whole adventure had been intriguing, and the Tranz ordered the ship to keep looking. Over the next few millennia, it hopped from star to star, sometimes finding more Dreamstate worlds, and more often primitive ones that it was under strict instructions not to disturb. New vessels were built and sent to the farthest reaches of the galaxy, and even beyond. The Tranz were delighted: the influx of new data generated new stories, art, mathematics, so much that they were forced to evolve upward once more, locking their thought patterns within the very structure of the space-time continuum itself. The gigantic network that was once their homeworld became little more than an interface point with the rest of reality, a planet-sized sentience bursting with the curiosity of its creators. It learned to tap into the energies of the cosmos, devised a means of propulsion, built an esthetic replacement for its former place in the solar system, and moved on to wander the galaxy. No longer merely Earth, it renamed itself Fractal.

By now, the Tranz had only a weak connection to reality. Fractal, their wandering anchor, provided them with the tales and news they craved, which in turn was supplied by the Compilers, a race of cybernetic servitors/extensions that were a part of Fractal, yet lived on its surface independently. The Compilers served as interpreters, gathering the data that would be later fed to Fractal and, through it, the Tranz.

And then, Fractal encountered the D'vor. No one quite knew what to make of them. At first glance, the D'vor appeared to be a curious alien race that lived in between the stars — moon-sized animals that wandered from system to system to graze on stars and their energy. After further studies, Fractal determined that the D'vor were not, in fact, an alien race, but incredibly complex artifacts build by another post-Singularity civilization. It is difficult to explain in mere words the enthusiasm that greeted the discovery along the Tranz. They asked Fractal to move in closer and attempt first contact.

None of them expected what was to come next. D'vor ship/creatures emerged from the void of space to confront the Tranz' emissary. Ignoring all attempts at contact, they immediately attacked Fractal with bizarre exotic matter beams and plasma discharges. Unprepared for the assault, the sentient planetship could do little but flee, its surface deeply burned and scored by the D'vorans' fury.

The Tranz were crestfallen. Surely an error had been made somewhere. Fractal had been deeply wounded, with most of its Compilers dead or dying and much interface circuitry destroyed. Even with thousands of years of rest, it would never regain its full capabilities.

While they left Fractal to rest and repair, the Tranz set their considerable mental powers to analyze what little data they had on the D'vor and their creations. A terrible truth soon emerged: the D'vor were, indeed, another highly evolved race that had embedded itself into the structure of space-time. Unlike the Tranz, however, they were not satisfied with the current shape of the universe, and sought to remake it all in their image. The Dvoran artifact fleets were but the first stage of the process: once they had consumed this galaxy and the neighboring ones, their numbers would increase exponentially until they covered the whole universe, precipitating a gravitational collapse. Their ships were doing much more than taking apart stars; they were knocking out the sub-dimensional lines of forces that held the universe together, using the energy of their victims to speed up the process and to make more of themselves.

Grimly, the Tranz realized their very existence was threatened. With Fractal nearly wrecked, however, they could not do anything about it, being too remote to affect reality directly. After a few milliseconds of planning, they decided they had to face the enemy on its own terms. They would create a tool that will allow them to save the universe. Unlike the brutal and mindless vessels of the D'vor, however, their creation would be given the gift of life and the freedom to choose its own destiny.

There was little time to spare — the Tranz had maybe a few million years to stop the D'vor, while their fleets were still local, small and manageable. Once the D'Vor broke out of the local galactic group, it might well be impossible to stop the dark fleets. Fractal began building and sending out seeder ships to establish colonies on primeval worlds. Rather than wait for something to evolve, the seeders were instructed to replicate the race the Tranz and Fractal knew best: the original, primitive form of the Tranz themselves, known as "Humans."

On several thousand suitable worlds in the local galaxy, the same scenario repeated itself. A majestic kilometers-long seeder came and set itself down on a remote locale. Opening its bays, it started seeding promising areas with the proper DNA patterns; in some cases, entire communities were generated at once and implanted in a safe area, ripe for them to conquer as they learned and grew.

Each seeder received a Library, a structure that held a hyper-space terminal to provide access to the vast amount of knowledge stored within Fractal's cavernous sub-quantic databases. Like the seeders themselves, the Libraries were impervious to anything up to thermonuclear weaponry, but they would open if one could solve the complex ethical and scientific questions that it asked of every visitor. The seeder then went dormant, waiting for its charges to grow up and become ready to join the galactic community.

After many millennia, the first human ships began to appear throughout the galaxy. Most humans were idealists, strong, proud, yet compassionate, and they readily joined the Tranz' cause. Others were not as benevolent, and began carving empires and federations. All, however, are threatened by the D'vor, and will oppose them wherever they meet. Other factions remain neutral for the time being — primitive worlds, who don't know of the danger, and Dreamstate civilizations, who don't feel involved at all. There will come a time when they have to choose sides, but in the meantime CORE stands ready to take on the D'vor on their own. On them rest the hopes of the Tranz... and the entire universe's.

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Skills

Name	Lvl	Cpx	Name	Lvl	Cpx

Personal Data

Name:

Race:

Occupation:

XP:

Perks/Flaws

Attributes

AGI	APP
BLD	CRE
FIT	INF
KNO	PER
PSY	WIL

Secondary Traits

STR	HEA
STA	UD
AD	

Weapons

Name	Acc	Dam	Range	Ammo	Rof

Equipment

Physical Status

Injury	UD AP	AD AP	SS
Flesh Wnd.		-1	
	-1	-2	
		-3	
	-2	-4	
		-5	
Deep Wnd.	-3	-6	
		-7	
	-4	-8	
		-9	
	-5	-10	
	Instant Death		

CORE COMMAND

• Skills

Name	Bonus	Total	Name	Bonus	Total

• Personal Data

Name:

Race:

Occupation:

XP:

Vitality:

Wounds:

Defense:

Initiative:

Action Dice:

Base Speed:

Inspiration:

Education:

• Ability

ABILITY	SCORE	MODIFIER
STR		
DEX		
CON		
INT		
CHA		

• Attacks

Unarmed:

Melee:

Ranged:

• Saves

Fortune:

Reflex:

Will:

• Weapon

Name		Bonus	Dam	Error	Threat

Range	Weight	Type	Size	Special Properties	

• Weapon

Name		Bonus	Dam	Error	Threat

Range	Weight	Type	Size	Special Properties	

• Equipment

CORE COMMAND

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