2025/10/25 16:29 1/6 Overview

An explorer record for Sioux Falls Chronicles, a playtest of Centaurus Gate.

Overview

• Name: Noak

• Player: MikeHolmes

• Roles: Guu Emm Shee / Cynical Engine Expert

Description: ?Total Starting RP: 50

• Issues: Bewildering, Scheming

Ability Packages: ?Gear Packages: ?

• Aspects: ?

Die Codes

• Strength: 3d +1d Alien Role +3 purchased = 5d

Dexterity: 3dPerception: 4dKnowledge: 2d

Technical: 2d+2 purchased = 2d+2
Mechanical: 4d +3 Purchased = 5d

Mental: (>Per/Kno) 4d
 Physical: (>Str/Dex) 5d
 Savvy: (>Tec/Mec) 5d
 Dash: (<Dex/Mec) 3d

• Tinker: (<*Kno/Tec*) 2d +3

• Judge: (<Per/Kno) 2d +3 Purchased = 2d

Aspects

1. ?

Issues

1. ?

Special

1. Take one harm, +3d heal

Edge

1. ?

Abilities

1. ?

Point Tracks

ISO Lights:

- Sx: ?
- Cx: ?

Meta Currency:

- **DP**: ?
- XP: ?
 - ∘ Spent XP: ?

Harm, Persuasion, and Alteration

- Harm: [] [] [] [] [] [] [] [X] [X] [X] [X]
- Persuasion: [] [] [] [] [] [] [] [X] [X] [X] [X]
- Alteration: [] [] [] [] [] [] [] [X] [X] [X] [X]

Gear

• ?

ISOTech

- ISOTech Power: ?
- ISOTech Encoding Limit: ?

Function Encoding Pattern:

- 1. [-0]?
- 2. [-1]?
- 3. [-2]?
- 4. [-3]?

https://wiki.wishray.com/ Printed on 2025/10/25 16:29

2025/10/25 16:29 3/6 Overview

- 5. [-4]?
- 6. [-5]?
- 7. [-6]?
- 8. [-7]?
- 9. [-8]?
- 10. [-9]?
- 11. [-10]?
- 12. [-11]?
- 13. [-12]?
- 14. [-13]?
- 15. [-14]?

Function Images Available

Common: (All ETF explorers get all common at chargen)

- CopyCat (5d)
 - Prepay 1 Sx to creates a backup copy of the user outside space-time.
- Energize (7d)
 - Decode to earn +1 die code until end of scene.
- ForceLoad (3d)
 - Pay 1 Cx to encode a function bypassing normal encoding rules (but not limit).
- FunctionPort (7d)
 - You may user an image function (not encoded) of a willing user within 2m that has SyncData encoded. Pay 1 Cx to encode that function.
- Insight (3d)
 - Bind your perception to your I3 and allow it to give you advice on your situation.
- Reflector (9d)
 - Copies all functions below it (lines below on the encode pattern) to act as a backup in case of a crash. Pay 1/2 encode difficulty to create the backup in Cx, earn 3 back when its called into being.
- PocketX (7d)
 - Store ISOtech power dice objects outside space-time. Each can't be living (will kill), more than 5m in any dimension, or more than 10 kg of mass.
- Simulate (7d)
 - Decode after an action fails to cancel that action and take another in its place.
- SpaceSuit (5d)
 - Prepay 1 hour per Cx, as described in title.
- SyncData (3d)
 - User can move data between their link and other devices.
- **Unharm** (5d+)
 - Heals the user when encoded, 5d + 1/2 Harm boxes is the encode difficulty.
- WireMe (3d)
 - Faster, enhanced access to the White/Blacknet. Combine 3d with ISOTech power for Hacking die code.

Uncommon: (Pick Tec + Med dice worth at chargen)

- [] **AnalysisL1** (3d)
 - Pay 1 Cx to analyze a large data set quickly, combining your ISOtech die code with proper

die code for research rolls.

• [] **Commune** (7d)

 Commune with I3, join them in their state of existence. Complex, see description in Uncommon Functions.

• [] CounterCommand (7d)

 Decode to cancel out any public ISOtech user within 10m. ISOtech power vs. power for success.

• [] **Enlighten** (5d)

• Decode and pay 1 Cx to combine 5d with Perception to notice immediate details.

• [] **EyeBeam** (3d)

• Pay 1 Cx to combine 5d with Perception to scan the array with an advanced sensor suite.

• [] FastForward (7d)

 Pay 1 to 4 Cx and decode this function to take 2 to 5 actions as if they were a single one during a Tension round.

• [] HackBrain (9d)

 Pay 5 Cx to hack and command your I3, count your ISOtech Power as combined with 7d against the I3's 11d for success.

• [] **LogicLine** (5d)

• Pay 1 Cx to count your ISOtech power as 1d higher for the current action.

• [] ReIntegrate (5d)

 Pay 1 Cx (or more) to remove 1 box from your HPTA track. Pay 1 XP to remove a condition itself if all of its boxes are removed.

• [] **ShieldsUp** (5d)

 Creates a personal shield, cancels 6d or less material forces and makes 7d or higher count as 3d less. Whenever the shield takes 6d of force total, pay 1 Cx or it will collapse.

• [] TotalRecall (3d)

Decode and pay Cx to start a perfect recall recording for Cx minutes stored on your link.

• [] **WeaponUp** (5d)

 Enhance or create a weapon for the user. If enhancing, combine the weapon die code with the ISOtech power of the user. If creating, it makes a 5d melee weapon or a 3d ranged. It can do one or the other at a time, per WeaponUp encoded.

Rare: (Pick Tec dice worth at chargen, must have one of the listed requisite abilities)

• [] AnaylsisL2 (5d, Science(Any))

 Pay 1 Cx to combine ISOtech Power and 5d with proper die code for given Science research rolls.

• [] **Alexandria** (7d, Knowledge(Any), Science(Any))

Pay 5 Cx to combine 7d with a Knowledge/Science ability you have for a diligence roll.

• [] **AlphaCannon** (7d, Weapon(Blaster))

 Decode to create an energy gatling gun of die code 9d and user's ISOtech power, chance of failure after every shot past user's Savvy dice.

• [] **Automation** (9d, Science(ISOTech), Hacking, Systems)

Complex, see Rare Functions.

• [] **DCommand** (7d, Science(ISOTech), Hacking, Systems)

 Decode and pay 1 Sx to give a direct command to your I3 it must follow, beware commands in conflict with its directives.

• [] **DreamMode** (9d, Engineering(any))

 Decode and pay 1 or more Cx to create a repair/enhancement part that will last one hour per Cx, afterwards it has a chance of failure each hour. Combine 7d with your Engineering

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2025/10/25 16:29 5/6 Overview

die code for repair/enhancement.

- [] Replicate (5d, Infiltration, Streetwise, Charm)
 - Decode to create an illusion (field of force) about yourself of something larger, difficulty to see through this is 9d.
- [] **ReWrite** (7d, Science(ISOTech), Hacking, Systems)
 - Decode and pay 1 Sx to edit one parameter of your I3, given you can locate it in your ship's field.
- [] **SilkScreen** (3d, Shadowing, Technology)
 - Pay 1 Cx per minute to become invisible and concealed from most sensors (expect maybe an EyeBeam!) difficulty to detect is 9d when moving and 11d when still.
- [] **SledgeHammer** (5d, Systems, Security Systems)
 - Pay 1 Sx to crash every ISO link/system within 10m as you choose (pick those excluded).
 Chance of not crashing is ISOtech power vs. 9d.
- [] **StatisField** (5d, Medicine(any))
 - Decode this function to play one living being within 2m into stasis. Resist with a contest of ISOtech power.
- [] **ZenGarden** (5d, Discipline(any), Belief(any))
 - Pay 1 to 3 Cx to count twice that many boxes as empty on any one HPTA track, each round/minute one reduction is lost.

Die Code Workups

- Material Defense (Strength & Armor & Misc): ?
- Intellectual Defense (Knowledge & Perception & Misc): ?
- ISOTech Defense (Technical & Functions & Misc): ?
- Material Attack (Strength & Weapon & Misc): ?
- Intellectual Attack (Knowledge & Information & Misc): ?
- ISOTech Attack (ISOTech Power & Functions & Misc): ?
- ? (?): ?

Venture Die Wrench Uses

- **That was close!**: Earn +10 to the risk roll, pay 2 XP, describe how luck went your way in the action.
- **Gotta make it!**: Remove 1 Failure, pay 2 XP, describe how you avoid failure using your experience.
- I'm that good!: Remove 1 Failure, pay 1 DP, describe how you avoid failure using your natural talent.
- Alright, time to get serious.: Pay 2 XP and 1 DP, earn +1d to a die code until end of action. Describe your attitude change.
- Its not as bad as I thought.: Pay 1 DP, remove one Condition until end of scene. Describe how you shrug off the condition.

Die Pip Matrix

Die Code	Pips	Die Co	de	Pips	Die (Code	Pips
1d	3		5d	15		9d	27
1d+1	4	5d	+1	16		9d+1	28

Die Code	Pips	Die Code	Pips	Die Code	Pips
1d+2	5	5d+2	17	9d+2	29
2d	6	6d	18	10d	30
2d+1	7	6d+1	19	10d+1	31
2d+2	8	6d+2	20	10d+2	32
3d	9	7d	21	11d	33
3d+1	10	7d+1	22	11d+1	34
3d+2	11	7d+2	23	11d+2	35
4d	12	8d	24	12d	36
4d+1	13	8d+1	25	12d+1	37
4d+2	14	8d+2	26	12d+2	38

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Last update: 2015/01/21 21:28



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