

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:** Mechanically savant engineering officer
- Total Starting RP: 50
- Issues: Bewildering, Scheming
- Ability Packages: Jungle Raised, Engine Expertise, Rookie Officer, Ship's Engineer
- Gear Packages: ISO Field Package, Engine Repair Kit
- Aspects: Nothing is Ever Right (Cynical Outlook). Unpredictable Ritual Behavior (Can't be understood)

Die Codes

- **Strength:** 3d +1d Alien Role +3 purchased = 5d
- **Dexterity:** 3d
- **Perception:** 4d
- **Knowledge:** 2d
- **Technical:** 2d+4 purchased = 3d+1
- **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] [X]
- Persuasion: [] [] [] [] - [] [] [] [] - [] [] [] [X] - [X] [X] [X] [X]
- Alteration: [] [] [] [] - [] [] [] [] - [] [] [] [X] - [X] [X] [X] [X]

Gear

- ?

ISOTech

- ISOTech Power: ?
- ISOTech Encoding Limit: ?

Function Encoding Pattern:

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

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 use 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

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 Code	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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