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

Overview

Name: EhsanPlayer: Kzar

• Roles: Taak Rhay / Honorable Doctor & Confidante

• Description: ?

• Total Starting RP: (10 + 20 per Role) 50

• Issues: None

Ability Packages: ?Gear Packages: ?

• Aspects: Temporal Mental Capacity, Honorable To a Fault

Die Codes

Strength: 2d
Dexterity: 4d
Perception: 3d+2
Knowledge: 4d
Technical: 3d+2
Mechanical: 3d

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

Aspects

1. ?

Issues

1. ?

Special

1. ?

Edge

1. ?

Abilities

1. ?

Point Tracks

ISO Lights:

Sx: 7Cx: 70

Meta Currency:

Crisis Clock: 9Crisis Count: 0

Harm, Persuasion, and Alteration

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

• Alteration: [] [] [] - [] [] - [] [] [X] - [X] [X] [X]

Gear

• ?

ISOTech

• ISOTech Power: 3d

• ISOTech Encoding Limit: 8d

Function Encoding Pattern:

- 1. [8d]?
- 2. [7d]?
- 3. [6d]?
- 4. [5d]?
- 5. [4d]?

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6. [3d]?

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+)

 \circ 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)

• [X] **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.

• [X] Enlighten (5d)

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

• [X] **EyeBeam** (3d)

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

• [X] 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.

• [X] 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)

- [X] **AnaylsisL2** (5d, Science(Any))
 - Pay 1 Cx to combine ISOtech Power and 5d with proper die code for given Science research rolls.
- [X] **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

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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.
- [X] **StasisField** (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
10	3	5d	15	9d	27
1d+:	L 4	5d+1	16	9d+1	28
1d+2	2 5	5d+2	17	9d+2	29
20	6 1	6d	18	10d	30
2d+:	L 7	6d+1	19	10d+1	31
2d+2	2 8	6d+2	20	10d+2	32
30	9	7d	21	11d	33
3d+:	L 10	7d+1	22	11d+1	34
3d+2	2 11	7d+2	23	11d+2	35
40	12	8d	24	12d	36
4d+:	L 13	8d+1	25	12d+1	37

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Die Code	Pips	Die	Code	Pips	Die Code	Pips
4d+2	14		8d+2	26	12d+2	38

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