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

Overview

- **Name**: Ileela Anna
- **Player**: Char
- **Roles**: Cynical Engine Expert / Animated Peculiar Scientist
- **Description**: ?
- Total Starting RP: (*10 + 20 per Role + 10 per Issue*) 60, 60 - 23 - 10 - 5 - 20 = 3 additional abilities.
- Issues: Scheme
- Ability Packages: Engine Expertise (5), Rookie Officer(5), Ship's Engineer(3), Peculiar Study(5), Expanse Study(3), @Chan User(2). (23 RP total)
- Gear Packages: ISOtech Package (5). (5 RP total)
- Aspects: Cynical Outlook (5), Animated Outburst (5). (10 RP total)
- Attribute Boosts: +6 Technical (15), +3 Mechanical (5). (20 RP total)

Die Codes

- **Strength**: 1d
- **Dexterity**: 5d
- **Perception**: 2d
- **Knowledge**: 3d
- **Technical**: 6d
- **Mechanical**: 4d

- **Mental**: (>*Per/Kno*) 3d
- **Physical**: (>*Str/Dex*) 5d
- **Savvy**: (>*Tec/Mec*) 6d
- **Dash**: (<*Dex/Mec*) 4d
- **Tinker**: (<*Kno/Tec*) 3d
- **Judge**: (<*Per/Kno*) 2d

Aspects

1. **Cynical Outlook**: ?
2. **Animated Outburst**: ?

Issues

1. **Scheme**: ?

Special

1. When things look truly bad (Tension is very high, see the Exec to confirm) you may spend 2 XP

to make all the die codes of this crew member count one higher for both success and risk.
2. When the crew member explains or delves into their peculiar study, expressively explaining it to another, they give another crew member present +1d Technical, Mechanical, and Knowledge until the current situation ends, pay 2 XP.

Edge

1. The Science crew member does not ever gain Edge, unless their own plan is being acted upon, or a Leader surrenders it to them in exchange for 1 XP.
2. The Engineer gains Edge whenever the ship or its systems are threatened or non-functional.

Abilities

1. Knowledge(<pick unusual>) x2; Knowledge(Astral); Knowledge(Exotic); Knowledge(BlackNet); Knowledge(Galactic); Knowledge(Human); Knowledge(ISOtech);
2. Engineer(ISO Engine); Engineer(Corvette);
3. Mechanic(ISO Engine); Mechanic(Corvette);
4. Science(ISO Engine); Science(ISOtech); Science(Logic); Science(Astral);
5. Language(Astral); Language(BlackNet);
6. Etiquette(Academic); Etiquette(WhiteNet);
7. Command
8. Convince
9. Systems
10. Unarmed Combat(Optimum)
11. Acrobatics
12. Weapon(Blaster)

Point Tracks

ISO Lights:

- **Sx**: 5
- **Cx**: 80

Meta Currency:

- **DP**: 0
- **XP**: 0
    - **Spent XP**: 0

Gear

- ISOtech Package (Integrated field with link, Gen III)

ISOTech

- ISOTech Power: 4d
- ISOTech Encoding Limit: 11d

Function Encoding Pattern:

1. [11] DreamMode
2. [10] Alexandria
3. [9] AlphaCannon
4. [8] ?
5. [7] ?
6. [6] ?
7. [5] ?
8. [4] ?
9. [3] ?
10. [-] ?
11. [-] ?
12. [-] ?
13. [-] ?
14. [-] ?
15. [-] ?

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*)

- [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.
- [X] **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.
- [X] **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.
- [X] **LogicLine** (5d)
  - Pay 1 Cx to count your ISOtech power as 1d higher for the current action.
- [X] **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.
- [X] **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.
- [X] **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.
- [X] **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.
- [X] **Automation** (9d, Science(ISOTech), Hacking, Systems)
    - Complex, see Rare Functions.
- [X] **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.
- [X] **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
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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