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

# Overview

- **Name**: Reichman
- **Player**: Dan
- **Roles**: Bold Augmented Soldier/Resolute Combat Veteran
- **Description**: ?
- Total Starting RP: (*10 + 20 per Role*) 50
- Issues: None
- Ability Packages: ?
- Gear Packages: ?
- Aspects: You ain't seen shit; Yep, Total Badass

# Die Codes

- **Strength**: 5d
- **Dexterity**: 5d+2
- **Perception**: 3d+2
- **Knowledge**: 2d
- **Technical**: 2d
- **Mechanical**: 3d

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

# Aspects

1. ?

# Issues

1. ?

# Special

1. ?

# Edge

1. ?

# Abilities

1. ?

# Point Tracks

**ISO Lights**:

- **Sx**: 4
- **Cx**: 70

**Meta Currency**:

- **Crisis Clock**: 9
- **Crisis 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: 2d
- ISOTech Encoding Limit: 8d

**Function Encoding Pattern**:

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

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+)
  - 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.
- [X] **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.
- [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.
- [ ] **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.
- [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*)

- [ ] **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.
- [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.
- [ ] **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.
- [ ] **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 |

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

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