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

Overview

- **Name**: Tiburon
- **Player**: GenoFoxx
- **Roles**: ?
- **Description**: ?
- Total Starting RP: (*10 + 20 per Role*) ?
- Issues: ?
- Ability Packages: ?
- Gear Packages: ?
- Aspects: ?

Die Codes

- **Strength**: ?
- **Dexterity**: ?
- **Perception**: ?
- **Knowledge**: ?
- **Technical**: ?
- **Mechanical**: ?

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

Aspects

1. ?

Issues

1. ?

Special

1. ?

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: 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*)

- [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.
- [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.
- [ ] **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
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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