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

## **Overview**

Name: TiburonPlayer: GenoFoxx

• Roles: ?

• Description: ?

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

• Issues: ?

Ability Packages: ?Gear Packages: ?

• Aspects: ?

## **Die Codes**

Strength: 5d+2
Dexterity: 4d
Perception: 2d
Knowledge: 3d
Technical: 3d
Mechanical: 3d

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

## **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]?

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- 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+)
  - $\circ$  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.

#### • [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.
- [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.
- [X] **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.

- [X] **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
- 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	1 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	d 6		6d	18	10d	30
2d+:	L 7		6d+1	19	10d+1	31
2d+2	8		6d+2	20	10d+2	32
30	9		7d	21	11d	33
3d+:	10		7d+1	22	11d+1	34
3d+2	2 11		7d+2	23	11d+2	35
40	12		8d	24	12d	36
4d+1	13		8d+1	25	12d+1	37

update:
2014/11/04 centaurus\_gate:playtest\_games:toledo:tiburon https://wiki.wishray.com/doku.php?id=centaurus\_gate:playtest\_games:toledo:tiburon&rev=1415150428
17:20

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

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