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To use this page, just copy the text below onto your explorer's page and fill in the ?.

An explorer record for Playtest Name, a playtest of Centaurus Gate.

Overview

Name: ?Player: ?Roles: ?

• Description: ?

Die Codes

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

Aspects

1. ?

Issues

1. ?

Special

1. ?

Edge

1. ?

Abilities

1. ?

Point Tracks

ISO Lights:

• Sx: ?

• Cx: ?

Crisis Clock:

Crisis Count: ?Clock Hours: ?

∘ Maximum Hours: 9/12?

Harm, Persuasion, and Alteration

• Harm: [] [] [] - [] [] [] - [] [X] - [X] [X] [X]

• Persuasion: [] [] [] - [] [] - [] [] [X] - [X] [X] [X]

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

Gear

• ?

ISOTech

• ISOTech Power: ?

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 use an image function (not encoded) of a willing user within 2m that has SyncData encoded. Pay 1 Cx to use that function.
- Insight (3d)
 - Bind your perception to your I3 and allow it to give you advice on your situation.
- Reflector (9d)
 - o Copies all functions below it (lines below on the encode pattern) to act as a backup in

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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)

• [] **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.

• [] **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.

• [] 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.

• [] 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)

- [] **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.

Venture Die Wrench Uses

- **That was close!**: Earn +10 to the risk roll, pay one, describe how luck went your way in the action.
- **Gotta make it!**: Remove 1 Failure, pay one, describe how you avoid failure using your experience.
- I'm that good!: Remove 1 Failure, pay one, describe how you avoid failure using your natural talent.
- Alright, time to get serious.: Pay two, earn +1d to a die code until end of action. Describe your attitude change.

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• Its not as bad as I thought.: Pay two, remove one Condition until end of scene. Describe how you shrug off the condition.

Die Pip Matrix

Die Co	de	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

Explorer Creation Tracking

• Total Starting RP: (25 (gifted), 50 (versatile), or 45 (recruited))?

• Issues: ?

Ability Packages: ?Gear Packages: ?

• Aspects: ?

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