



To print your Cypher Deck 2, set your double-sided printer to short-edge binding and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

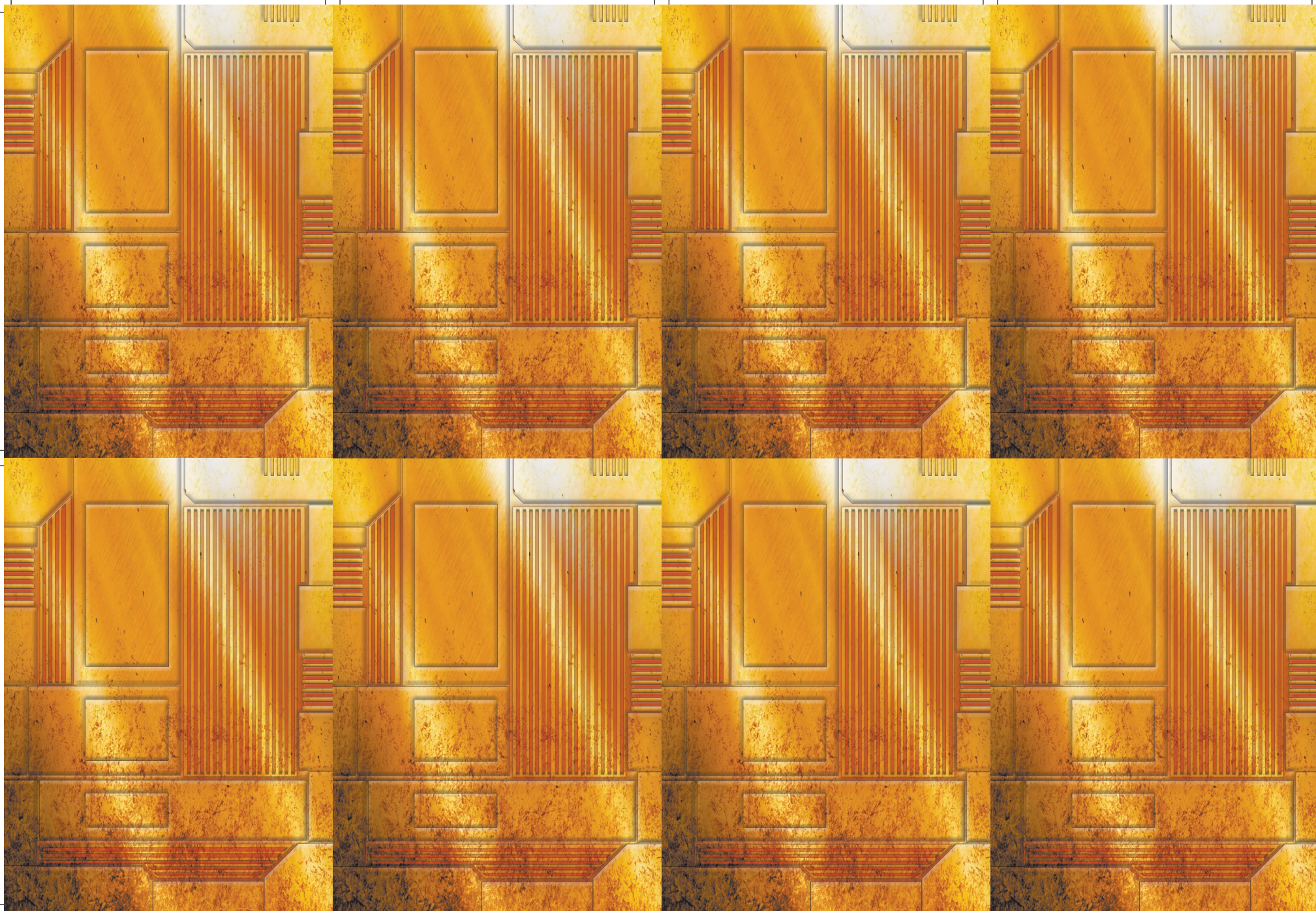
If you don't have a double-sided printer, print the pages individually and then glue them back-to-back with a thin, even coat of adhesive. Before glueing, hold the back-to-back sheets up to a light source to ensure they are lining up correctly.

The gutters between the cards give you a little bit of leeway if the two sides do not line up exactly.

Numenera™ GMs and players alike will find it easy to randomize and manage cyphers using the cards in this deck. When a PC finds a random cypher, rather than rolling on the charts in the book, the GM draws one image card and one power card. Looking at the image card, the GM knows the type of the item, and can expound on the details. For example, a worn item might be a helmet, a belt, gloves, or whatever else seems appropriate. The GM then picks one of the powers on the power card to assign to the cypher. The player can hang on to the cards as a reminder of the cypher and its ability, turning it back in when she uses it.

Design: Monte Cook
Graphic Design: Kali Fitzgerald

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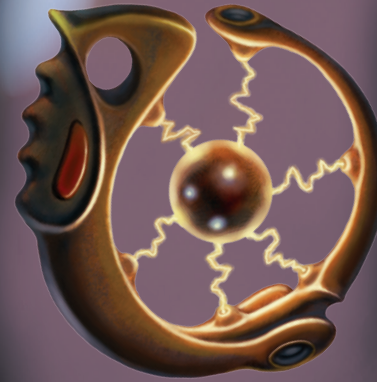
BioTech



BioTech



Handheld Device



Handheld Device



Handheld Device



Handheld Device



Injector



Injector





Large Device



Large Device



Large Device



Weapon



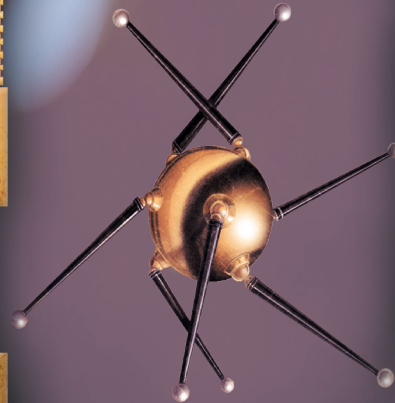
Weapon



Weapon

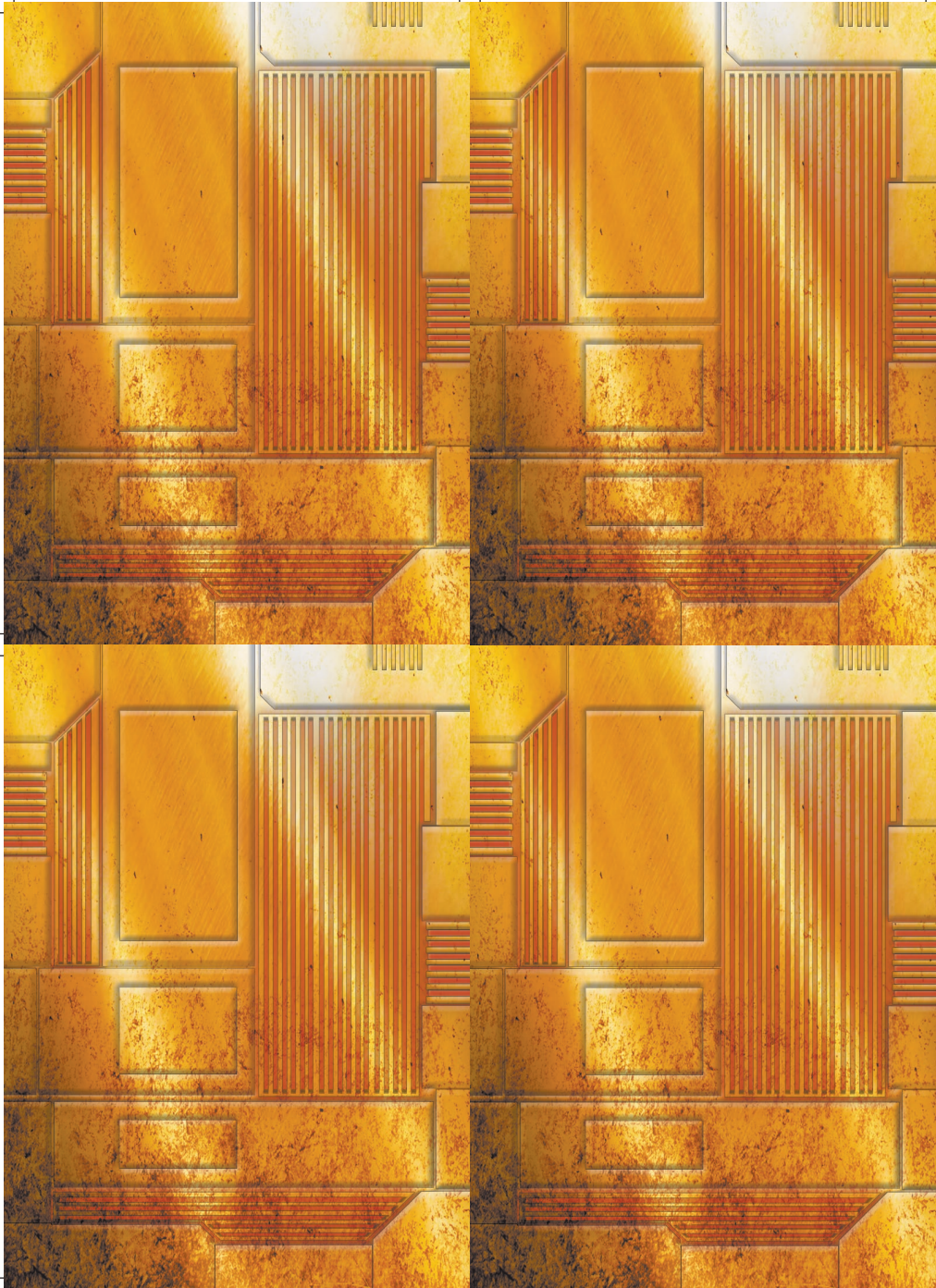


Weird

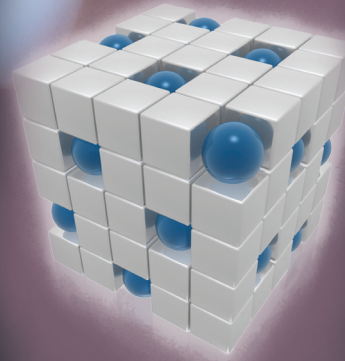


Weird

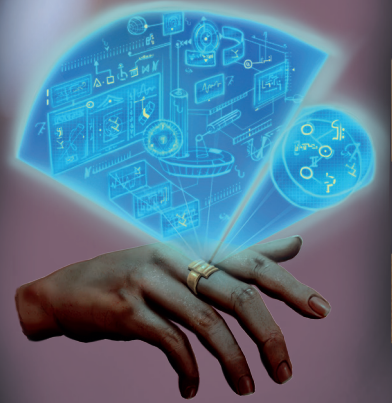




Weird



Worn Device

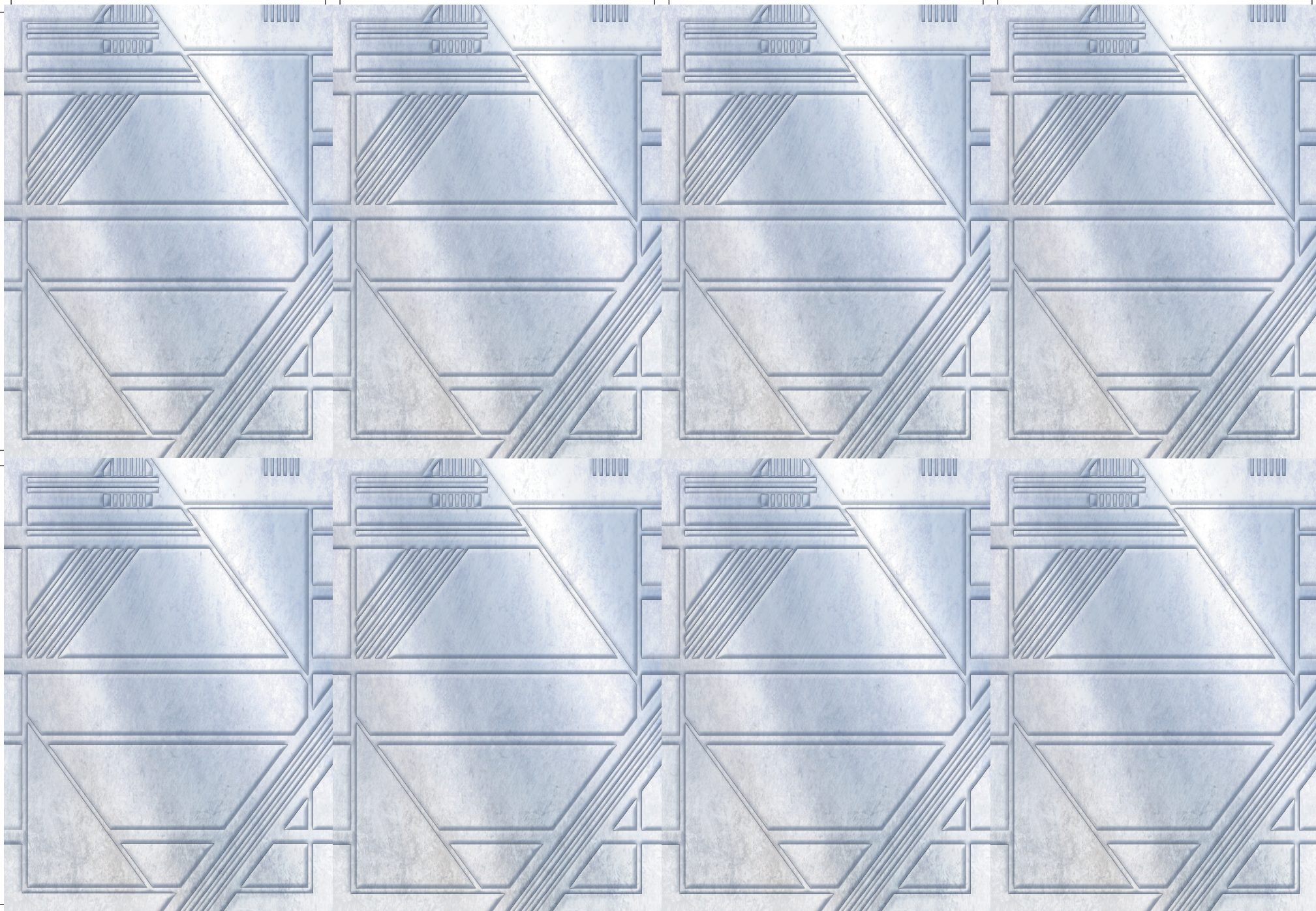


Worn Device



Worn Device





Level 1D6



1. Access Token

Automatically unlocks one locked door or container within short range.



2. Contingent Subroutine

The device automatically activates if the user becomes debilitated or dies. The device downloads special instructions from the datasphere that cause the body to take steps to protect and repair itself. During the next minute, on each of the user's turns (even if he is dead), he takes an action to move away from danger by the safest available route. At the end of this time, he makes a recovery roll—even if he's dead. The recovery roll does not count against the limit on recovery rolls that he can make in a day.

Level 1D6



1. Cable Projector

Projects a cable or rope (if the PC has one) attached to a powerful spike up to long range. The projected rope embeds itself solidly into most surfaces, and the cypher can retract the rope later or pull it extremely taut. If desired, the device can easily be spiked into a surface so that the rope attaches to something solid at both ends.



2. Anchor Stone

Submerging the device in water causes it to swell into a boulder about 5 feet (2 m) in diameter that weighs 500 pounds (227 kg).

Level 1D6



1. Brain Lightning

Provides a short, low-level burst of electrical stimulation directly to the brain, increasing awareness and cognitive function. As a result, the user moves one step up the damage track for ten minutes. This is a temporary effect that doesn't change the status of her Pools. If she is hale (or becomes hale), the device has no effect.



2. Bezoar Discharge

The device explodes in an immediate radius, giving everything and everyone within it a sticky, powdery coating that provides +1 to Armor against poison, chemical, and fire damage for 28 hours.

Level 1D6



1. Weaver Drone

Upon activation, the device expands into a spiderlike automaton equipped with a 50-foot (15 m) spool of strong synth cable. Responding to simple voice commands, the weaver drone can climb almost any surface, releasing the cable out as it travels. Once the cable runs out, the drone anchors itself (and the end of the cable) to a designated place and shuts down permanently. While the cable is anchored by the drone, it can sustain the weight of up to two average-sized people at a time.



2. Buoyancy

For one hour after activating the device, the user cannot become submerged in any liquid.

Level 1D6



1. Way Back

When activated and hung from the user's belt, bag, or similar gear, the device releases contained droplets of radioluminescent light every 50 feet (15 m). The droplets stay dark for one day, then crack with light and become visible for five days.



2. Atmospheric Hyperskin

When used on any part of the body, nanowires penetrate the surface of the skin, allowing the user to sense a wider-than-normal range of atmospheric, geologic, and aqueous pressures, sensations, and vibrations. The user becomes trained in geology, biology, climatology, and perception for 28 hours.

Level 1D6



1. Vocal Changer

Changes the pitch, timbre, pronunciation, and other audio characteristics of one creature to match those of another (or as desired). The change lasts for 28 hours.



2. Talio's Compass

Pinpoints a source of metal within living tissue and can draw it out. If used to remove a dangerous object (such as a projectile) from a living creature, the device restores a number of points equal to the cypher level to the creature's Might Pool. If used to discover and remove a beneficial or benign object (such as an implant) from a living creature, the device does 2 points of damage.

Level 1D6



1. Swarm Herder

The device launches a tiny, pointed capsule that moves at great speed. If it hits a living creature, it punctures the skin or exoskeleton and explodes, releasing pheromones and impulse-controlling nanites. In response, the creature attempts to round up other members of its group and move them away from combat to an area of perceived safety. If the creature is solitary, it may cause it to attempt to round up whatever other creatures are nearby, including the PCs. The effect lasts for ten minutes.



2. Stronghold

Allows the user to lift and carry twice as much weight as normal with minimal exertion for one hour.

Level 1D6+2



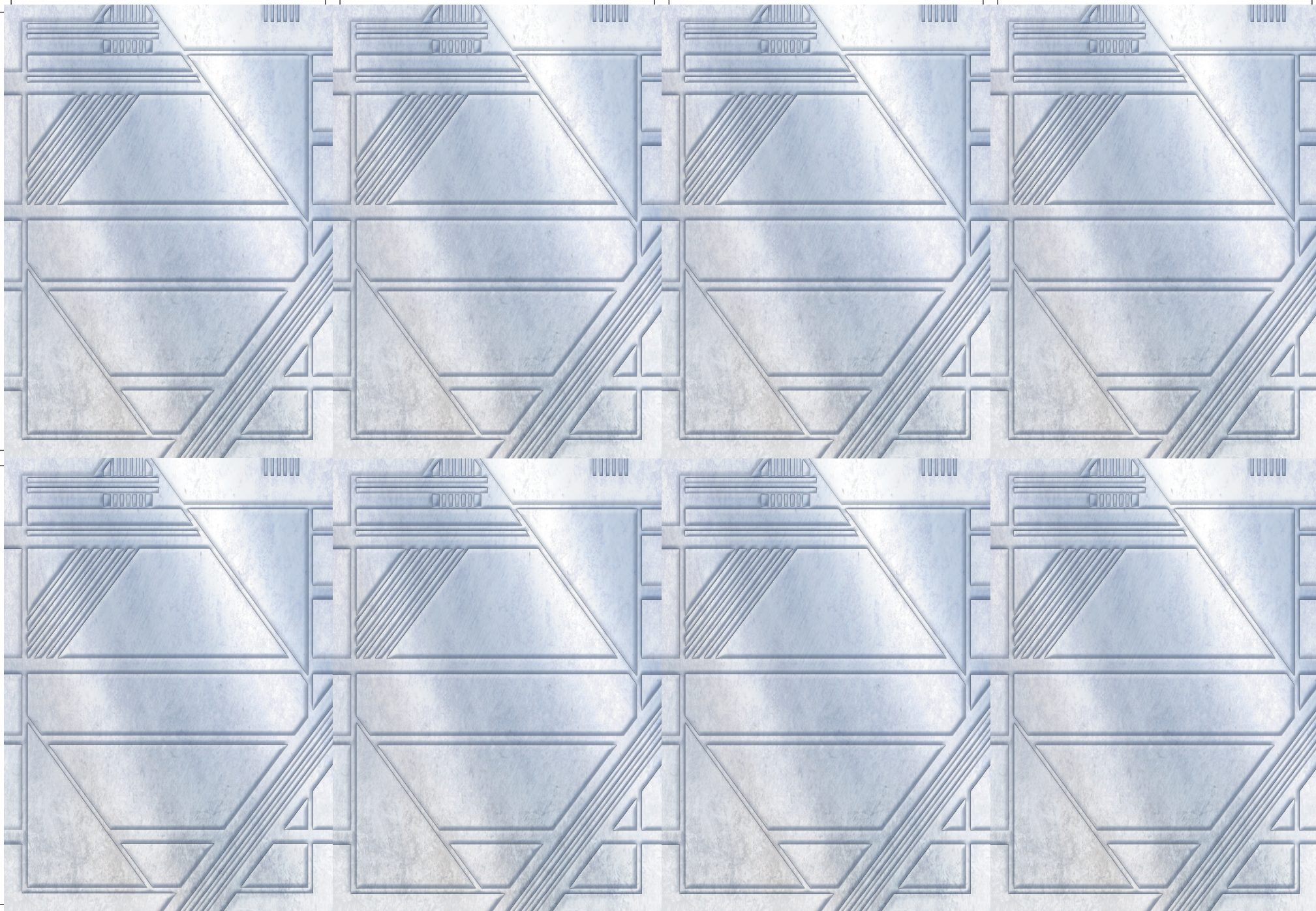
1. Transposer

The user swaps positions with a creature of roughly similar size that it can see within long range.



2. Wing Symbiote

Upon activation, the device morphs into a large winged insect. It inflicts 2 points of damage to the user as it digs its claws into her spine and uses a tendril to burrow into her brain stem. For the next 28 hours, the user can fly by making a Speed roll (level 1) each round. In combat, she moves a short distance each round, but on extended trips, she can move up to 40 miles (64 km) per hour.



Level 1D6



1. Warming Device

When you put an object into the device and activate it, the object heats to human body temperature within one minute. If the object isn't removed, the device keeps it at body temperature for 28 hours.



2. Revealer Dart

The device fires a metal dart at a single target within range. Upon striking the target, the device flashes bright red and issues a soft ringing that lasts for one hour. If the target tries to remove the dart, it delivers a current of electricity that inflicts 3 points of damage that ignores Armor. Until the effect ends, the user has an asset on all attack rolls against the target.

Level 1D6



1. Standstill

This device projects an electric shock that causes a living target's muscles to seize up, rendering him immobile for one round.



2. Cypher Replicator

The user can replicate the shape of a weapon, bit of armor, or piece of equipment that is in her line of sight. Even if the duplicate does not look identical, the finished object gives a viewer the sense that it does. In fact, for most people, it would be hard to tell the two objects apart. Creating the duplicate takes two actions. The replicated item works exactly as the original does, except that it disintegrates in one hour.

Level 1D6



1. Cypher Seed

If affixed to another cypher that is a handheld device, it infuses that cypher with additional circuitry like roots from a plant. In 28 hours, it transforms the cypher into an artifact. The GM determines whether the new artifact retains the same ability (but now with potentially multiple uses) or whether it becomes a different artifact of the handheld-device variety.



2. Permanent Handle

When activated, this device permanently bonds (on a molecular level) to whatever it touches, giving that object a handle. It inflicts damage equal to the cypher level to any living creature it bonds to.

Level 1D6



1. Pain Inverter

For one hour after activation, whenever the user takes damage, she has an asset for her next roll made before the next round ends.



2. Three-Part Alarm

When activated, three sensor pieces detach from the main device. Each piece can be placed anywhere within a half mile (1 km) of the main device. For 28 hours, if anything larger than a small dog moves within an immediate distance of one of the sensors, the main device indicates this fact and tells the user which sensor was activated.

Level 1D6



1. Data Mine

Allows the user to tap into the mind of anyone in visual range and steal the target's knowledge of a skill that it is trained in. The user becomes trained in that skill for one hour. During that time, the target loses its own training in that skill.



2. Atmospheric Deployer

Once initiated, the device collects the most widely available atmospheric aerosols within long range (such as dirt dust, water droplets, pollen, bacteria, or smoke). It brings those aerosols together in a whirling tornado that centers around the device itself. Anything in close range of the tornado takes damage equal to the cypher level.

Level 1D6



1. Optical Deployer

Once initiated, the device manipulates the path of electromagnetic radiation through specific parts of the light spectrum. In doing so, it shields the user from view, essentially rendering her invisible, for one hour.



2. Remote Sensorium

Allows the user to create a replica of one of her sensory organs and place it in a remote location up to 1 mile (1.6 km) away, thus enhancing that particular sense. She can see, hear, touch, taste, or smell things that are within short range of the replicated organ as if she were also within short range.

Level 1D6



1. Awareness Enhancer

For the next 28 hours, the user is more aware of his surroundings through telepathic and telekinetic means. He can feel objects move within short range and can mentally hear thinking beings within long range. This is an asset for all perception and initiative tasks.



2. Time Auger

Allows the user to "drill" through time the way that one might drill through wood. The user doesn't move through time, nor is he able to affect the past or the future. Instead, he creates a timehole that allows him to see thirty seconds into the future for the next ten minutes.

Level 1D6



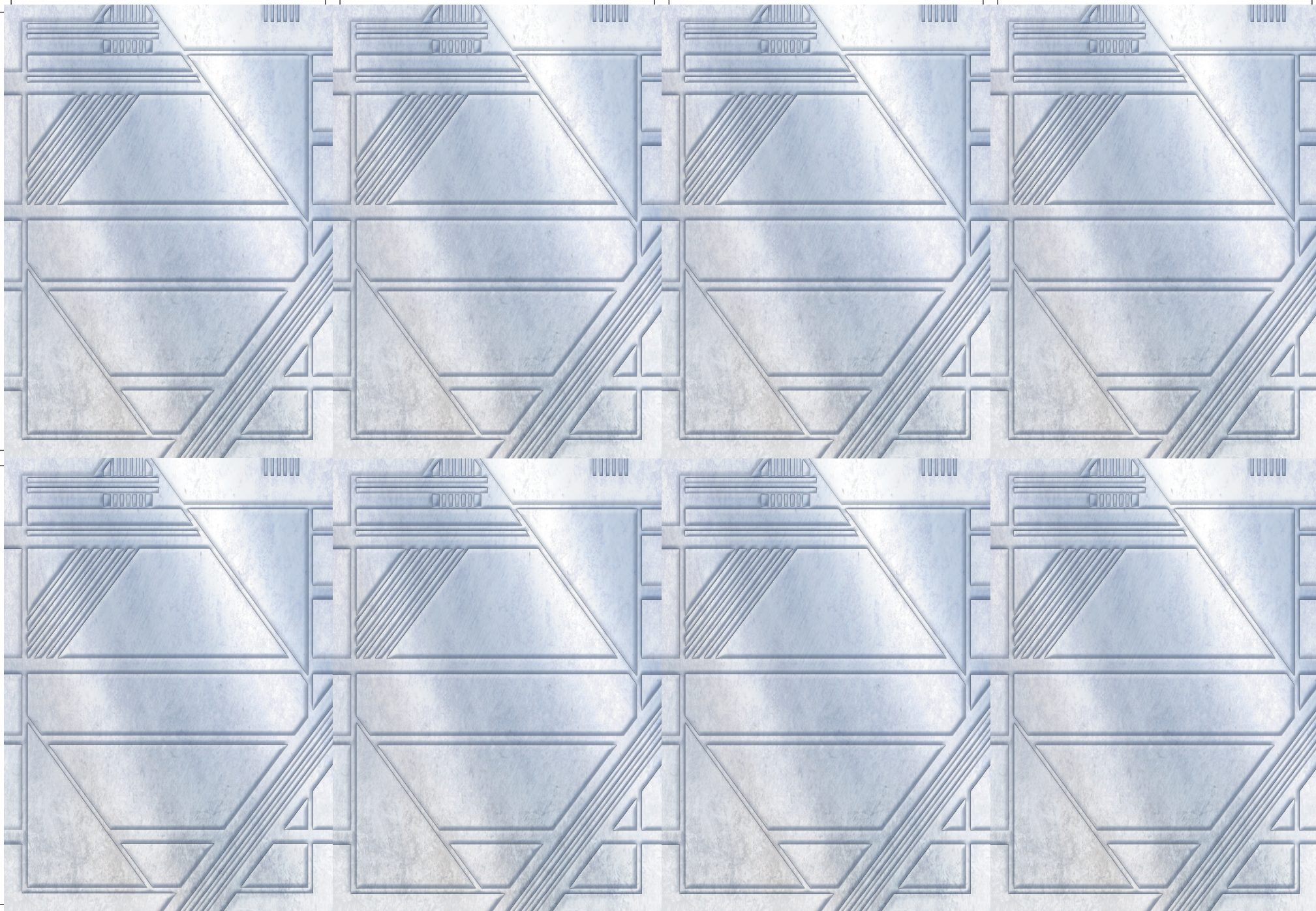
1. Filament Detonation

Bursts into a swirling mass of hundreds of extremely thin metal filaments that slice through flesh and objects in an immediate radius, inflicting damage equal to the cypher level. Further, the razor-sharp filaments remain in the area, difficult to see but dangerous. Anyone entering the area suffers damage as if they were caught in the initial explosion. The area of filaments collapses after ten minutes.



2. Seed Boat

Dropping the cypher into a pool of water at least 10 feet (3 m) in diameter causes the device to absorb the water and instantly grow into a flat-bottomed boat. The boat is large enough to hold ten human-sized creatures.



Level 1D6



1. Detonation Delay

The device can be attached to almost any type of detonation cypher to delay its activation. The user can set the timer for one minute, ten minutes, or 28 hours. Provided that the delay or detonation is not found and dismantled ahead of time, the detonation explodes at the preset time.



2. Smart Fast-twitch Bugs

Upon activation, the device causes microbes to enter the body. The user's muscles begin to quickly tighten and release, creating the sensation that her muscles are jumping beneath her skin. Grants +2 to her Speed Edge for one hour.

Level 1D6



1. Root Spike

Shoots a single thorn at a target within range. The thorn inflicts 2 points of damage and wraps the target in a mesh of roots and vines that anchor it in place for one minute or until it or another creature uses an action to free it.



2. Drastic Propulsion

When activated, the device propels the user quickly in the direction he desires, allowing him to cover twice the usual amount of ground each round. If the user is holding tightly to another person or creature, that person or creature moves with him at the same speed. The effect lasts for one minute.

Level 1D6



1. Smart Meat Bugs

Activating the device causes microbes to enter the body. A few seconds later, any lingering sense of exhaustion or pain slips away from the user's muscles. Grants +2 to her Might Edge for one hour.



2. Dreamachine

The device creates pulsing light, sound, or some other combination of stimuli designed to alter the brain's electrical oscillations. When the user sits within close range of the device for at least ten minutes with his eyes closed, he enters a hypnagogic state. This allows his mind to open to the wonders of the datasphere, granting him the answer to a single question.

Level 1D6



1. Solar Reviver

When applied to a device such as a cypher or an artifact during daylight hours, the patch increases the effect of the next use of the device (such as providing additional damage or healing equal to the patch's level, increasing the distance from close range to long range, and so on). When applied to an expired device, the patch repowers it once, allowing it a single additional use.



2. Distress Detonation

Explodes in an immediate radius with blue vapors. Anyone in the area becomes nauseated and spends one round per cypher level vomiting and incapacitated in pain, unable to take actions.

Level 1D6



1. Psychic Focus

Increases the intensity of the user's next mental ability, such as a mental Onslaught esotery or the use of psychokinesis. Damaging attacks inflict 2 additional points of damage, and other abilities have double the normal range or duration (user's choice).



2. Dynamic Hourglass

When the user activates the device, she disappears. She is removed from existence until the next round ends, at which point she returns to the same spot she left (or the nearest open space to that spot). At any time within the next 28 hours, she can take an extra action on her turn.

Level 1D6



1. Muscular Deployer

Once the material enters a living body, it begins to rearrange the skeletal muscle tissue of the creature in an orderly fashion to allow muscles to be used at their maximum capacity. For the next ten minutes, the difficulty of all Speed-based tasks (including Speed defense) is decreased by one step.



2. Sound Amplifier

Amplifies sounds within immediate range so they can be heard up to 1 mile (2 km) away. The amplified noise lasts for a few minutes. Until the effect ends, everyone within immediate range of the device becomes deafened while it emits sounds.

Level 1D6



1. Artificial Leech

When used at the site of an infected or poisoned wound, the device draws out as much of the infection or poison as it can without injuring the surrounding tissue. The device restores a number of points equal to the cypher level to the user's Might Pool.



2. Third Man

When activated, the device creates the perception of an unseen presence among the party. This presence provides a sense of comfort and support to all members of the group (except the one who activated the device), giving them each an asset to a task of their choosing for one hour.

Level 1



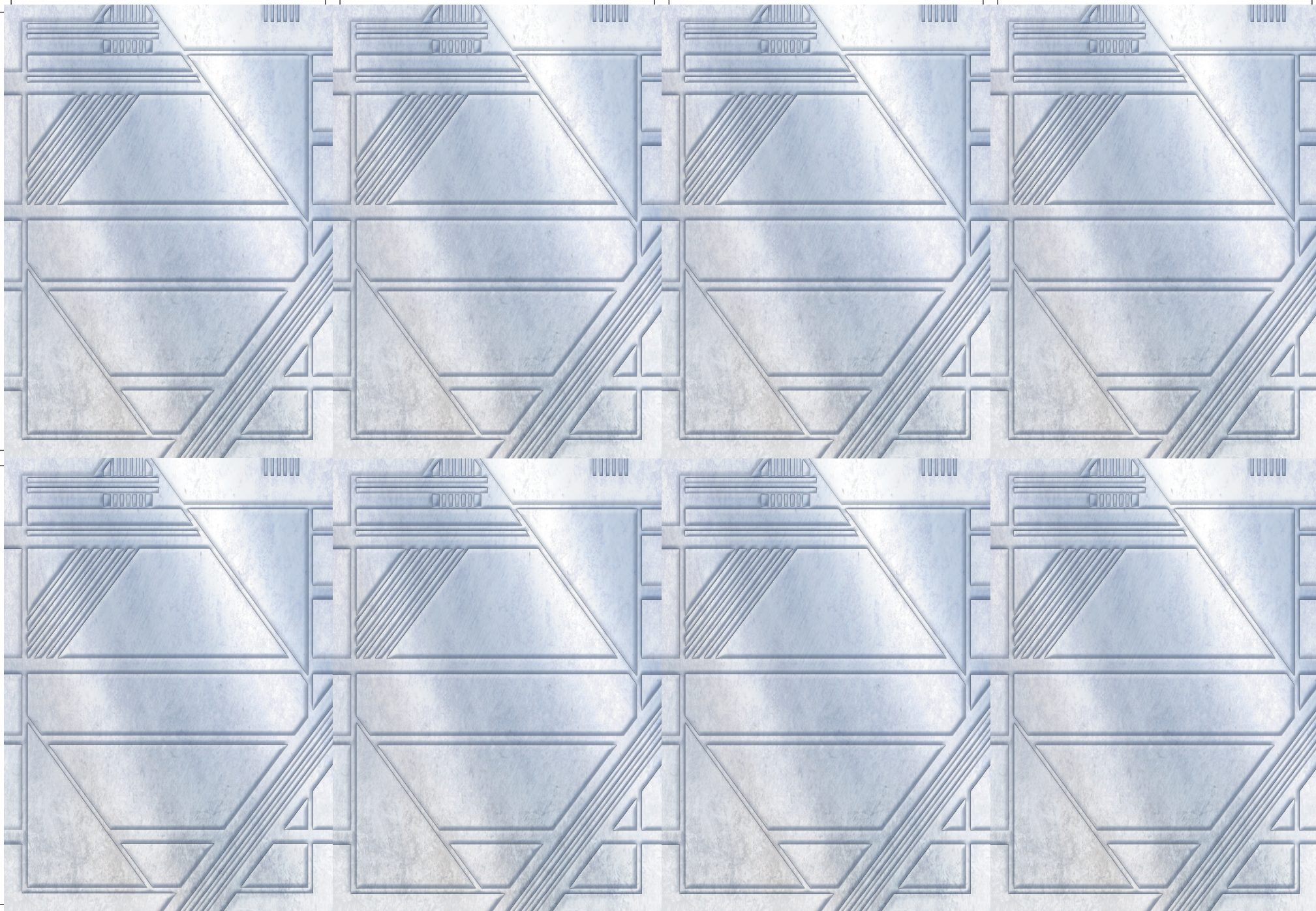
1. Biometric Reference

Activating the device allows the user to connect with the datasphere to identify one creature he can see. The user learns the creature's level, motivations, health, damage inflicted, armor, and movement, plus a detail about how it fights in combat.



2. Analysis Daemon

After activating this device, the user examines a cypher or an artifact and then taps into the datasphere. The user automatically identifies the device.



Level 1D6



1. Energy Siphon

When activated, this device hovers around the user, and any energy attack (such as a nano's force blast or a beam from a ray emitter) strikes the cypher instead. The device is not harmed by the attack. Once activated, the energy siphon functions for one hour.



2. Image Caster

Projects an ephemeral image within long range that looks real. The image looks like the user, speaks like the user, and moves as the user desires within long range for up to one hour. Physical interaction with the image shows it to be without substance.

Level 1D6



1. Faraway Ear

When this device is activated, the user can pinpoint any spot she can see, up to 1,000 feet (305 m) distant, and hear whatever could normally be heard (as soft as a whisper) at that location for ten minutes.



2. Exalted Vapor

Allows the user to inhale a potent chemical that restores a number of points equal to the cypher level to one random Pool.

Roll d100:

- 01–50 Might Pool
- 51–75 Speed Pool
- 76–00 Intellect Pool

Level 1D6



1. Verdant Nectar

Causes the user's skin to turn green for ten days. Until the effect wears off, the user does not need to eat during a day provided that he spends at least four hours in sunlight during that day. The hours need not be consecutive.



2. Fact Finder

After attaching the device to a creature, that creature can be asked three simple questions. These questions allow the device's mechanics to calibrate to the wearer's response. After that, the device will shock the wearer (doing damage equal to the cypher level) every time he says something that is not true. The effect lasts for five additional questions.

Level 1D6



1. Ghostly Veil

When applied to armor or a weapon, it creates a metamaterial that refracts light, rendering the object nearly invisible for one hour. For anyone wearing veiled armor or using a veiled weapon, the difficulty of all tasks involving sneaking, being stealthy, and hiding is decreased by one step.



2. Eye in the Sky

When activated, part of this device shoots 800 feet (244 m) into the air, projecting everything it sees onto a screen on the other portion of the device. The eye in the sky floats for an hour, all the while projecting what it sees.

Level 1D6



1. Habiliment Mirage

The user activates the device and scans the resulting small beam of light over a piece of clothing, armor, or other accoutrement within long range. The device then creates a hologram of that outfit over and around the user, making it seem as if he is wearing it, right down to the details. The illusion lasts for one hour or until the device is removed from the user's person.



2. Reviver

The device causes an unconscious, sleeping, or comatose character to wake up immediately, completely alert. This treatment does not repair damage or cure illness.

Level 1D6



1. Heat Sensor

For one hour, the user can perceive objects and creatures based on the heat they emit. This may allow him to see otherwise invisible or hidden targets, or even certain objects inside other objects if their temperatures are vastly different.



2. Instant Shield

When activated by a simple voice command, the device instantly sends out a spray of molecules that harden into a protective wall in the air. The wall is 4 feet by 4 feet (1 m by 1 m). It provides Armor equal to the cypher level for two rounds. Activation is an action.

Level 1D6



1. Battle Vapor

The device releases a faint red vapor that fills an area within long distance within two rounds. The vapor persists for ten minutes unless natural conditions (such as wind) suggest otherwise. All energy weapons used in the area inflict 2 additional points of damage as the vapor intensifies them.



2. Floating Bubble

Upon activation, the user is encapsulated in a bubble of force for ten minutes. This bubble floats at least 1 foot (0.3 m) in the air but moves as the user wishes (requiring an action to do so, just like normal movement) vertically or horizontally, up to a short distance each round. The user cannot penetrate the bubble, and neither can forces from the outside (including ambient damage). Dealing at least 50 points of damage to the bubble (which has no Armor) destroys it.

Level 1D6



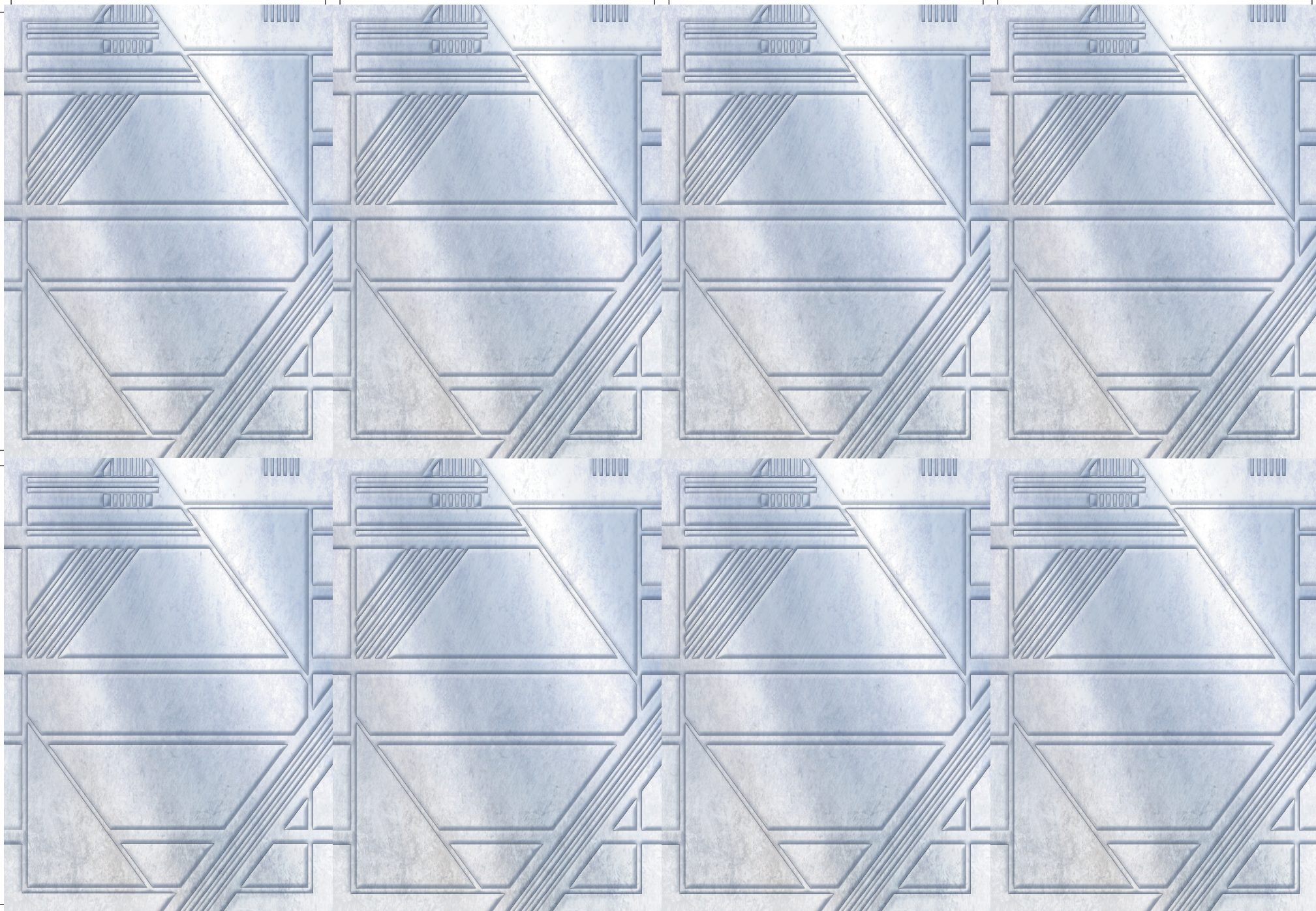
1. Desiccation Device

Completely dries out any object that touches it within ten minutes. Living creatures touching the device take damage equal to the cypher level.



2. Data Spike

The device is activated by being inserted into the base of the neck, angled upward so that it enters the brain stem. Installing the device and removing it inflicts 1 point of damage that ignores Armor. The user immediately connects to the datasphere and downloads information about a randomly determined skill. He becomes trained (or specialized, if he is already trained) in that skill for a number of hours equal to the cypher level.



Level 1D6



1. Hypersound Deployer

Once initiated, the device causes all audible sound waves within long range to gather in a single wave of inaudible hypersound. This wave then carries the sound directly to the ears of the user, allowing him to hear everything while at the same time creating absolute silence for everyone else in long range.



2. Detonation Trigger

One part of this two-piece device can be attached to almost any type of detonation cypher. The user can then remotely trigger the device using the second piece. The detonation must be within long range, but it doesn't need to be in the user's vision.

Level 1D6



1. Bone Dress

The device releases (or turns into) a soft material that can be squeezed into a pattern of protection around anything, living or nonliving. Within seconds, the bone hardens in the established pattern, creating a cage of armor. The cage is malleable, allowing movement, and offers +1 to Armor for one hour. Application takes ten seconds or one round.



2. Chitin Colony

Tiny shavings sprout sharp legs and rush out of the device to completely encase the user's body. Each piece locks with another piece to form a flexible mesh. The user gains +1 to Armor for one hour.

Level 1D6



1. Effulgent Body

Injects a fluorescent protein gene into the user, causing her to glow with a bioluminescent light that illuminates the area around her (within close range) as though it were daylight. The effect lasts for one hour.



2. Concrete Casing

When mixed with water, this device turns into malleable paste. If molded around a piece of armor, a body part, or another object and allowed to harden for ten minutes, the paste gives it an additional layer of protection, granting +3 to Armor. The paste lasts for one hour before it begins to disintegrate.

Level 1D6



1. Butterfly Drone

Upon activation, the device releases a voice-controlled cyberbug that travels in a designated direction and distance. There, it holds its position, flying around in the area for ten minutes, recording sound and images. After that time, it returns to the user. To decipher the information, the user must ingest the bug, which then relays the recording via mechanical impulses to her brain. She sees and hears the recording only once.



2. Pain Inverter

For one hour after activation, whenever the user takes damage, she has an asset for her next roll made before the next round ends.

Level 1D6



1. Ecstasy Glass

The device floods the user's senses with profound pleasure. The user cannot see, hear, smell, taste, or feel anything in her surroundings during this time. Instead, she believes that she's engaged in an activity that produces great and lasting pleasure, such as eating a sumptuous meal, engaging in a sexual act with one or more people she desires, or simply sitting comfortably in a beautiful landscape. When the effect ends, she may immediately make a recovery roll (does not count against her usual recover rolls).



2. Sleeper Spray

The device releases an aerosol compound that causes any living creatures that breathe it in to fall asleep instantly. The effect lasts for ten minutes.

Level 1D6



1. Tether

Fires a metal spike at a target within range that inflicts 2 points of damage. Then, as part of the same action, the spike shoots a second metal spike at a different target within immediate range of it that inflicts the same damage. The spikes are connected by a tether. Until either target uses an action to remove the spike, neither target can move away from the other.



2. Gravity Dampener

The device automatically activates whenever its user falls 10 feet (3 m) or more. The user floats down until he lands safely, taking no damage from the fall.

Level 1D6



1. Spine Spheres

When activated, the device releases bioengineered, poisonous devices about the size of a thumbnail. They scatter across the floor, covering an area of immediate radius, and then become invisible. Anything passing through the area steps on at least one sphere, and those who are affected by the poison suffer Speed damage equal to the cypher level, fall prone, and cannot stand for one round.



2. Solid Light Gloves

The user's hands are sheathed in solid light for one hour. The user can touch or handle dangerous substances as though he had 12 Armor. This protection does not apply to combat situations.

Level 1D6



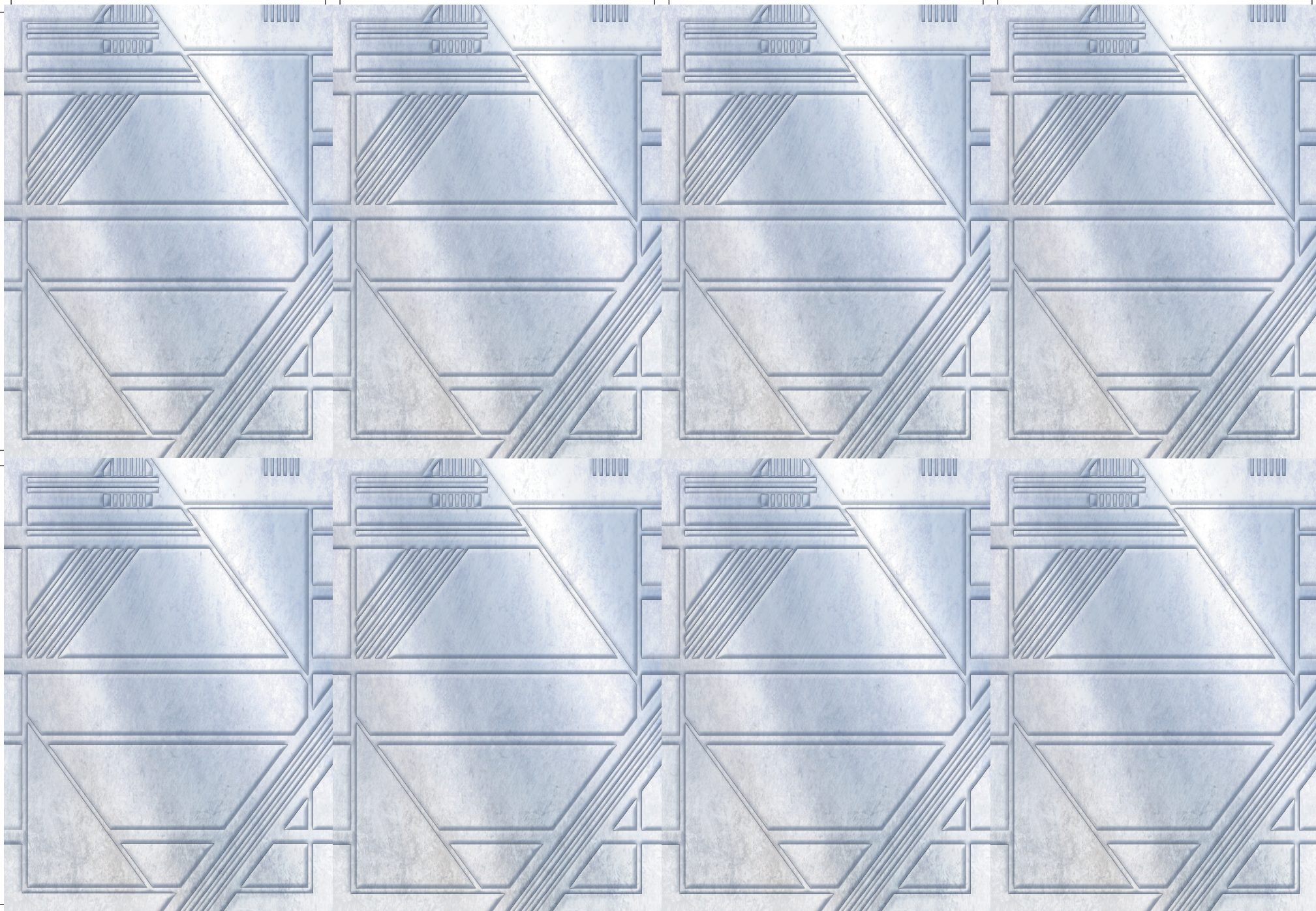
1. Secret Pocket

Creates a special pocket inside a piece of clothing that connects to an extradimensional space the size of a 3-foot (1 m) cube. It appears to be a normal pocket, but can stretch to permit entry by an object capable of fitting into the extradimensional space. Placing an object in the space causes the pocket to shut until the user takes an action to open it. While the pocket holds an object, it cannot be opened by anyone except the person who placed the object inside it. Anyone inspecting the clothing finds no sign that the pocket or object exists. When the user removes the object from the pocket, the pocket closes behind it and the space collapses.



2. Numenera Analyzer

Automatically identifies all cyphers and artifacts within immediate range.



Level 1D6



1. Store All

A user can stretch the device, increasing its dimensions to a maximum size of a 50-foot (15 m) box that is watertight when the lid is closed. The container's size can only be increased, not decreased, and once stretched out, it can never be restored to its original size.



2. Portable Biolab (Red Mushroom)

Inside the device is a complex, self-sustaining ecosystem that creates a useful compound, plant, or creature. When the device is activated, it releases a red speckled mushroom that, when licked, causes the user's mind to open, decreasing the difficulty of all skills related to perception, telepathy, and telekinetics by one step for 28 hours.

Level 1D6



1. Portable Biolab (Inhalable Gas)

Inside the device is a complex, self-sustaining ecosystem that creates a useful compound, plant, or creature. When the device is activated, it releases an inhalable gas that allows the user to see in complete darkness as if it were daylight for one hour.



2. Hanging Cocoon

After being given a firm shake, this device expands into a tapered, hanging, semiencllosed tent large enough for one person. It can easily be hung from anything that will support the weight of a human. Opening and hanging the cocoon is a single action. Climbing into it is also an action. It lasts for one day before it begins to dissolve.

Level 1D6



1. Glowing Tracker

The device explodes in a shower of gel filled with neon gas, covering everything within immediate range in brilliant green and orange. The color can be seen in the dark up to 1 mile (2 km) away and lasts for one hour.



2. Quadraturin

When applied to a surface, this device expands the space around that surface—for example, making an interior room larger. Can expand an area of about 10 feet by 10 feet by 10 feet (3 m by 3 m by 3 m) into an area of about 50 feet by 50 feet by 50 feet (15 m by 15 m by 15 m).

Level 1D6



1. Portable Biolab (Orange Flower)

Inside the device is a complex, self-sustaining ecosystem that creates a useful compound, plant, or creature. When the device is activated, it releases an orange-petaled flower that increases stamina when eaten, adding 1 to the user's Might Edge for one hour.



2. Device Enhancer (Forcefield)

If affixed to another cypher or artifact, that device, when activated, also projects a force field around the user that lasts for an hour. This field provides +2 to Armor. If the device already creates protective Armor, that Armor gains +1 instead. This functions once, regardless of whether the enhanced device is a cypher or an artifact.

Level 1D6



1. Smart Brain Bugs

The device causes microbes to enter the body. The user experiences a heightened mental acuity that makes it feel like her brain is tingling. Grants +2 to her Intellect Edge for one hour.



2. Deficiency Detector

When the device hits its target and attaches, it relays information about the target's weakness to the user. This information decreases the difficulty of the user's next interaction with the target by one step. If the user relays the weakness to others, the difficulty of their next interaction with the target is also decreased by one step.

Level 1D6



1. Flesh Eater

Bursts in an immediate radius, eating away any organic matter that it comes into contact with. Living creatures take damage equal to the cypher level.



2. Parous Cypher Device

The device can hold one cypher no larger than a typical handheld device. Once the cypher is sealed inside, it must remain there for 28 hours. At that point, the cypher is released. For a number of hours equal to the cypher level, the device releases exact duplicates of the cypher, one per hour. While the original cypher is in the device, it doesn't count against the cypher limit. The duplicates do not count against the character's limit until they are all expelled.

Level 1D6



1. Signal Detector

Grants the user an asset on his Intellect roll to find cyphers and, on a success, allows him to roll a d6 and add the number to the total number of cyphers found.



2. Parous Oddity Device

The device can hold one oddity no larger than a typical handheld device. Once the oddity is sealed inside, it must remain there for 28 hours. At that point, the oddity is released. For a number of hours equal to the cypher level, the device releases a random oddity, one per hour. Each new oddity is different from the one that was originally put in the device.

Level 1D6



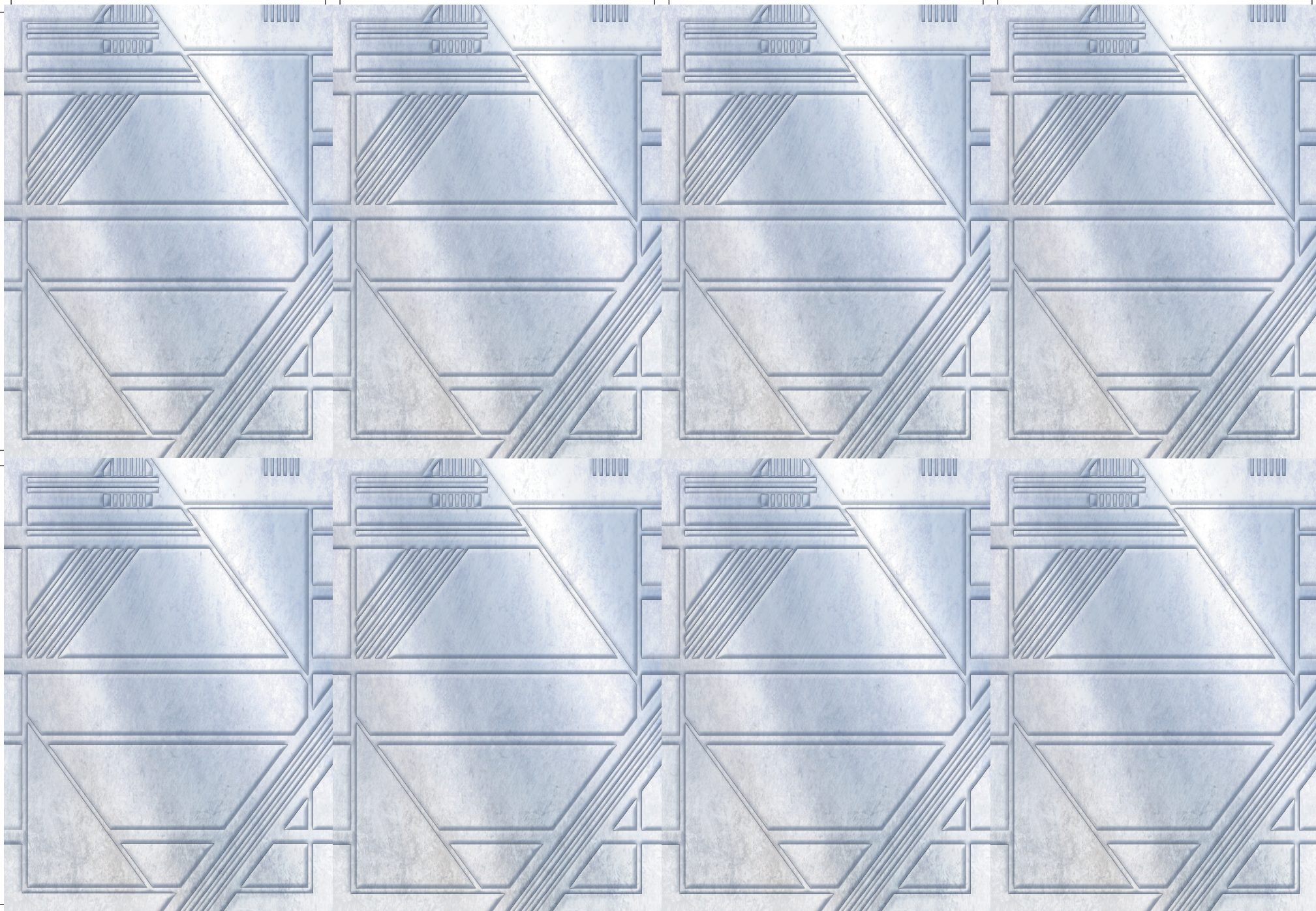
1. Growth Device

One character touched by this device permanently grows a foot taller. This process is painful and takes 28 hours, during which time the affected character is impaired.



2. Organ Patch

The device is used to take a sample of the user's skin. The user sets the control panel to choose an organ he would like to regrow (such as an ear, finger, or eyeball). The device produces a 4-inch by 2-inch (10 cm by 5 cm) strip of a sticky, fleshlike substance that the user places on his body. In 28 hours, he has a newly grown organ. Once the organ is fully grown and properly placed, it self-sticks and begins to grow connections to the user's body. If allowed to attach for 28 hours without taking damage, the new organ becomes permanent.



Level 1D6



1. Wrist Launcher

Attaches to the wrist and launches a small object (such as a dart, a stone, or a detonation cypher) up to long range. If the object is hard (preferably pointed), it inflicts 4 points of damage. A detonation inflicts its own additional damage.



2. Momentum Dampener

Projects an immobile field out to a short distance from the device that lasts for one minute. Any creature or object that comes into the edge of the field immediately stops moving without harm. Projectiles simply fall to the ground. Creatures stop moving. Until the effect ends, it is not possible to physically move through the field.

Level 1D6



1. Mind Oculus

Allows the user to create a mental connection to any living, sentient creature whose eyes they can look into for at least thirty seconds. Removing all language barriers, the device allows the wearer to ask questions that the creature should know the answer to, and get a truthful answer. If the creature is disagreeable, the device allows only one question and answer. If the creature is agreeable, the device allows up to five questions within a ten-minute period.



2. Health Symbiote

Activation inflicts 1 point of ambient damage as the symbiote becomes established in the user's system. For the next 28 hours, the user is immune to diseases, poisons, and other toxins.

Level 1D6



1. Device Enhancer (Edge)

If affixed to another cypher or artifact, that device, when activated, also adds 1 to the user's Might Edge, Speed Edge, and Intellect Edge for one hour. This functions once, regardless of whether the enhanced device is a cypher or an artifact.



2. Message Capsule

Upon activation, a message of up to one minute in length can be recited to the device. When the message is complete and the user provides a detailed description of the intended recipient (signifying title and/or name), the device fades from view. Within the next 100 hours, the device appears to the recipient, broadcasts the message, and crumbles into dust.

Level 1D6



1. Stone Guts

Any time within 1d6 hours after activating the device, the user can vomit the contents of his stomach anywhere within immediate range. The liquid hardens to the consistency of concrete within a few seconds of being exposed to air. The amount of vomit is enough to cover a human-sized creature. A covered target cannot move until it breaks free or someone else frees it by shattering the rocklike shell. The difficulty of this task is equal to the cypher level.



2. Variable Tool

The device becomes a mundane weapon, adventuring item, or common or rare special item for one hour.

Level 1D6+1



1. Grub Armor

Once activated with a bit of water, the cypher releases grubs that grow to enormous size in 1d6 rounds and swarm over the user's body, providing +2 to Armor for one hour. Further, if the user is targeted by an effect that specifically affects a single creature, such as something that controls or reads her mind, one of the grubs is affected instead, effectively rendering the user immune to such things for the duration. This does not apply to straightforward physical attacks of any kind.



2. Pleasure Center

When applied to a creature's head, the device immediately unleashes microfilaments that enter the brain. Within five minutes, the microfilaments release a chemical compound that provides an increased sensation of pleasure and a decreased sensation of pain or displeasure. Adds 1 to the creature's Might Pool for one hour.

Level 1D6+1



1. Camouflage Spray

Creates a spray so that an inanimate object (or group of objects) small enough to fit into a 10 feet by 10 feet by 10 feet (3 m by 3 m by 3 m) cube can be quickly coated so that its color and texture blend into its surroundings perfectly.



2. Power Siphon

Transfers power from one device to another. This device can drain power from one cypher to fuel another that has been used but is still intact, or from one artifact to recharge another that has been depleted.

Level 1D6+1



1. Duplicator

When one end of the device is touched against a creature, a mass of gelatin sprays out the other end. Within three rounds, the gelatin creates what appears to be an exact living copy of the touched creature, including clothing and equipment, but it's a spongy facade. The copy is a level 1 creature with minimal intelligence that follows simple commands, but complex thought and emotions are beyond its capabilities. The copy lasts up to 28 hours, at which time it melts and evaporates.



2. Blood Boiler

Causes an increase in blood flow to any stimulated body parts. Adds 1 to Might Edge for one hour.

Level 1D6+1



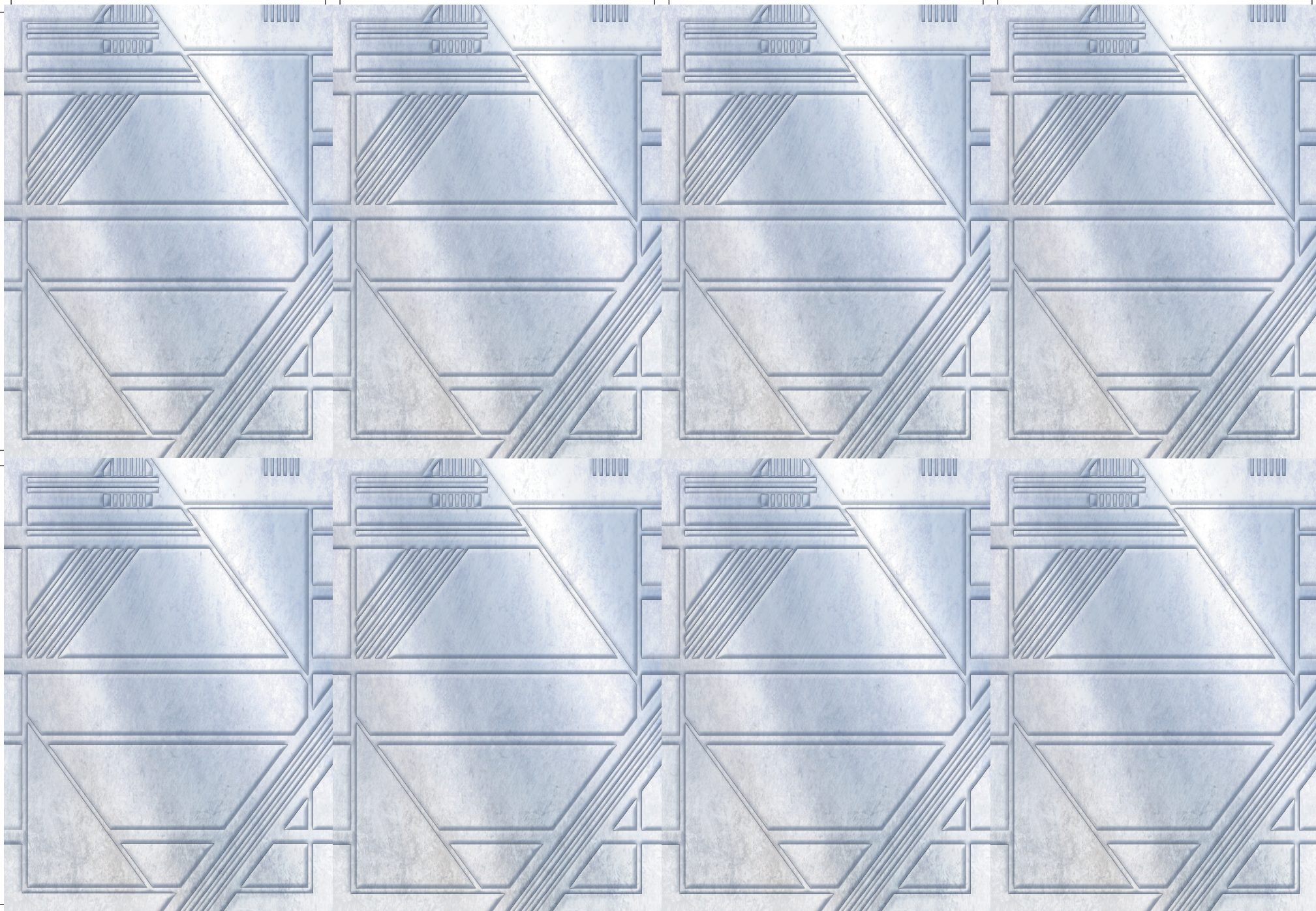
1. Solid Light Retribution

When activated, metal spheres fly into the air and project a large shield of solid light that protects the user as a normal shield (reducing the difficulty of Speed defense rolls by one step). Anyone who attacks the shield instead, creating a backlash of energy that inflicts 4 points of Intellect damage (ignores Armor). It lasts for one hour.



2. Distance Activator

The device breaks into two parts. When one part of the device is connected to any other cypher, the user of the distance activator can activate that cypher with the other part from a range of up to 1 mile (2 km).



Level 1D6+1



1. War Mites

A stream of tiny mites sprays out of the device when activated. They strike a single target in immediate range. The target is covered by these bioengineered mites, which immediately begin biting and stinging the target. The target takes 1 point of damage each round for a number of rounds equal to the cypher level. Further, during each of these rounds, the target is distracted, and the difficulty of all tasks it undertakes is increased by one step.



2. Glass Flame

If thrown, the device bursts into flame, filling the immediate area with fierce flames that burn for 28 hours, inflicting 6 points of damage to anyone in or passing through the area.

Level 1D6+1



1. Clamp Trap

When activated, this device becomes a pressure-plate trap that clamps around anything that triggers it. The device is similar to a bear trap, except that when it is fully activated, it becomes invisible. Once triggered, it inflicts damage equal to the cypher level, plus 1 additional point of damage per minute until it is removed.



2. Communication Disks

These cyphers usually come in pairs (although each is its own cypher). They allow verbal communication between their users at any distance. Both cyphers must be activated at the same time, and they function for 28 hours.

Level 1D6+1



1. Flow

Enables the user to move more rapidly by harnessing momentum gained from movement. Once per round, when the user takes an action to move, she gains another action that she must use at once. She can use this action only to move. The effect wears off after one hour.



2. Fangs of the Reaper

Upon activation, the device opens to reveal nasty metal teeth. It flies at a single target within short range that the user chooses, and it attacks as a creature of a level equal to the cypher level. It continues to attack that target for a number of rounds equal to the cypher level or until the target is dead, whichever comes first.

Level 1D6+2



1. Harassing Companion

When activated, this device becomes a small flying automaton that harasses a target for one minute. It flies at the target, getting in the way of his eyes, his movements, and so on. The difficulty of the target's actions is increased by one step. At any time, the user can take an action to command the automaton to bother a different target within short range.



2. Stasis Field Emitter

Emits a wave of energy at a target within short range. The energy inflicts 4 points of radiation damage and, if the target's level is equal to or lower than the cypher level, the target cannot take actions for one round.

Level 1D6+2



1. Cloaking Pin

When activated, this creates a cloaking field that effectively makes the user invisible and completely silent for one minute. While invisible, the user is specialized in stealth and Speed defense tasks. This effect ends if he does something to reveal his presence or position—attacking, performing an esotery, using an ability, moving a large object, and so on. If this occurs, he can regain the remaining invisibility effect by taking an action to focus on hiding his position.



2. Portable Steed

The device unfolds into a mechanical steed. The steed is a level 3 creature that is large enough to carry two human-sized riders. The steed serves for seven hours and then shatters into 1d6 oddities.

Level 1D6+2



1. Growth Harness

This device draws mass to the user from another dimension, allowing her to grow 50 percent larger for one hour. During this time, she gains 12 points to her Might Pool and deals 2 additional points of damage with all melee attacks.



2. Emoacoustic Weapon

This device allows the user to change the emotion of a single target in short range with a sonic burst that only the target will hear. The user can choose one of these emotions or states: anger, despair, fear, joy, calm, great hunger, and sexual arousal. This artificial state lasts for ten minutes.

Level 1D6+2



1. Data Flood

Activating the cypher enables the user to connect her mind to the datasphere for one hour. Until the connection is broken, the difficulty is reduced by one step for her Intellect defense rolls and Intellect tasks to identify objects, creatures, and places.



2. Tendril Detonation

Bursts into a swirling mass of dozens of animate tendrils that emerge from the point of explosion. The tendrils attack every creature and unattended object within immediate range. If successful, they hold their victim fast for up to six rounds unless the victim can break free (small or fragile objects are simply crushed and destroyed).

Level 1D6+2



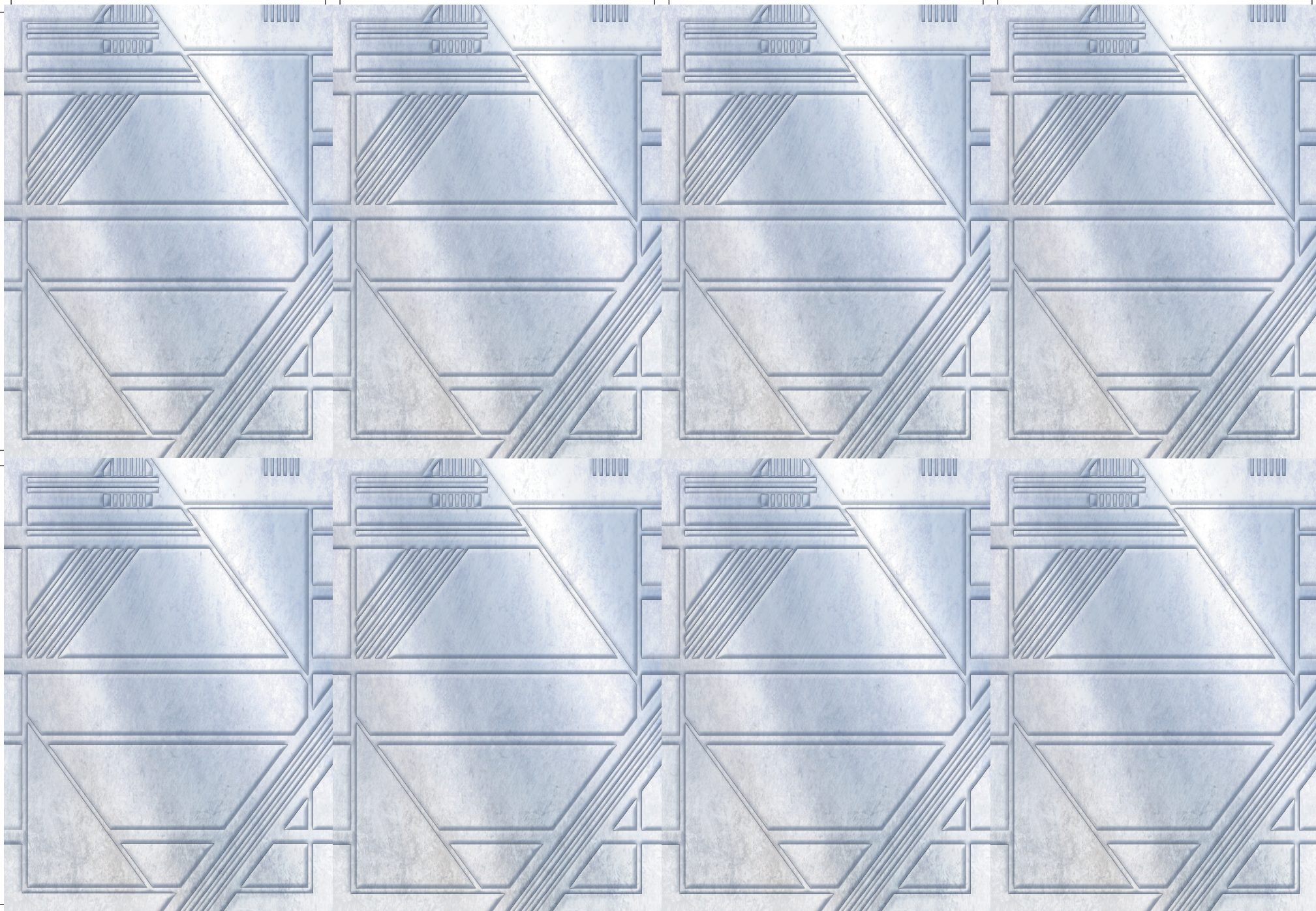
1. Essence Transfer

Allows one willing character to transfer points from his Pools to another character's Pools. The transferring character can't reduce a Pool below 1, and the receiving character can't raise a Pool above its normal maximum.



2. Piezoelectric Engine

Creates an invisible energy barrier in a short radius from the device that lasts for one hour. The barrier moves with the device. The barrier converts any sound that reaches it into light. Soft noises cause the barrier to emit very dim light out to a short distance, normal conversation produces dim light out to a short distance, and loud noises produce light out to a long distance.



Level 1D6+2



1. Repulsion Field

Emits a field around the user that lasts for one minute. Whenever he would take damage from a physical object such as a weapon or an arrow, the field emits a pulse of energy that inflicts 2 points of ambient damage to everything within immediate range, and then the user moves an immediate distance away from the source of the damage.



2. Pyrolytic Pulser

Sends out a series of rapid-fire encapsulated heat pellets up to 200 feet (61 m). The pellets burst into flame upon contact, causing disintegration damage equal to the cypher level to all creatures within immediate range of the explosion.

Level 1D6+2



1. Data Vault

The device scans one object (chosen by the user) that can fit inside a 10-foot (3 m) cube and is within a short distance. The object then dissolves, its substance drawn into the device. Activating the device again causes it to create an identical copy of the object using solidified light at an open spot within a short distance.



2. Still Field

For 28 hours, the user does not register on any device that senses or tracks movement or uses sonar or similar means. A creature that relies on sonar or similar methods of sensing cannot perceive the user.

Level 1D6+2



1. Deadly Mist

This cypher sprays a mist of exotic fluid at one or more targets within immediate range (potentially all targets in range, if the user desires). The mist condenses on the targets and gathers into a thick liquid that begins to form hard, razor-sharp edges, needles, spikes, and barbs that inflict damage equal to the cypher level. Affected targets suffer half the damage on the next round as well before the fluid turns back into mist and evaporates.



2. Shadow Net

Causes the area within short range to become darkness for one hour. The darkness negates any light that is brought into the area or that would otherwise shine into the area.

Level 1D6+2



1. Speed Heal

At the end of each minute for the next hour, the user adds 1 point to his Might Pool, up to the Pool's maximum. This is especially useful for someone who is taking frequent or long-term damage.



2. Photonic Fabricator

Creates one item of solidified light (user's choice) anywhere within immediate range. The item cannot have moving pieces and must normally be made from a rigid material. For example, a user could create a broadsword, ladder, or shield, but not a backpack, buzzer, or bow. The item emits dim light in a short radius and lasts for 28 days before fading away.

Level 1D6+2



1. Might Rejuvenation Field

This device projects a nimbus of energy that fills the immediate area. All characters within the area regain a number of points equal to the cypher level to their Might Pool. Creatures and NPCs in the area regain the points to their health.



2. Rejuvenating Shield

When activated, the device surrounds the user with a field of white energy that remains for ten minutes. During this time, the user gains +2 to Armor. Further, during each of the first ten rounds, she regains 1 point to one of her stat Pools (her choice each round; cannot exceed normal Pool maximums).

Level 1D6+2



1. Purgspitter

This device spits out a tentacled creature called a purg up to long range. The purg is a level 2 creature that adheres to whatever it strikes, producing a keening screech and a strong odor for 28 hours. Grasping with powerful tentacles and an even more powerful natural adhesive, the purg is difficult to remove. To do so, the purg must be slain and scraped away, a task with a difficulty equal to the level of the device. If the purg is slain but not removed, the screech ends, but the stench remains.



2. Remake

The user can permanently move up to 4 points from one stat Pool to another.

Level 1D6+2



1. Anxiety Engine

Fills a 5-foot (2 m) cube with a cloud of shadowy mist that lingers for one hour. The mist cannot be dispersed and remains despite the environmental conditions. Whenever a creature moves to within a short distance of the mist and can see it, the creature sees the cloud transform into something terrifying and horrific, its worst nightmares come to life. While the creature remains within a short distance of the cloud, the difficulty for all its tasks is modified by one step to its detriment.



2. True Speak

When the device is used on a creature, that creature cannot knowingly speak a lie for one hour.

Level 1D6+2



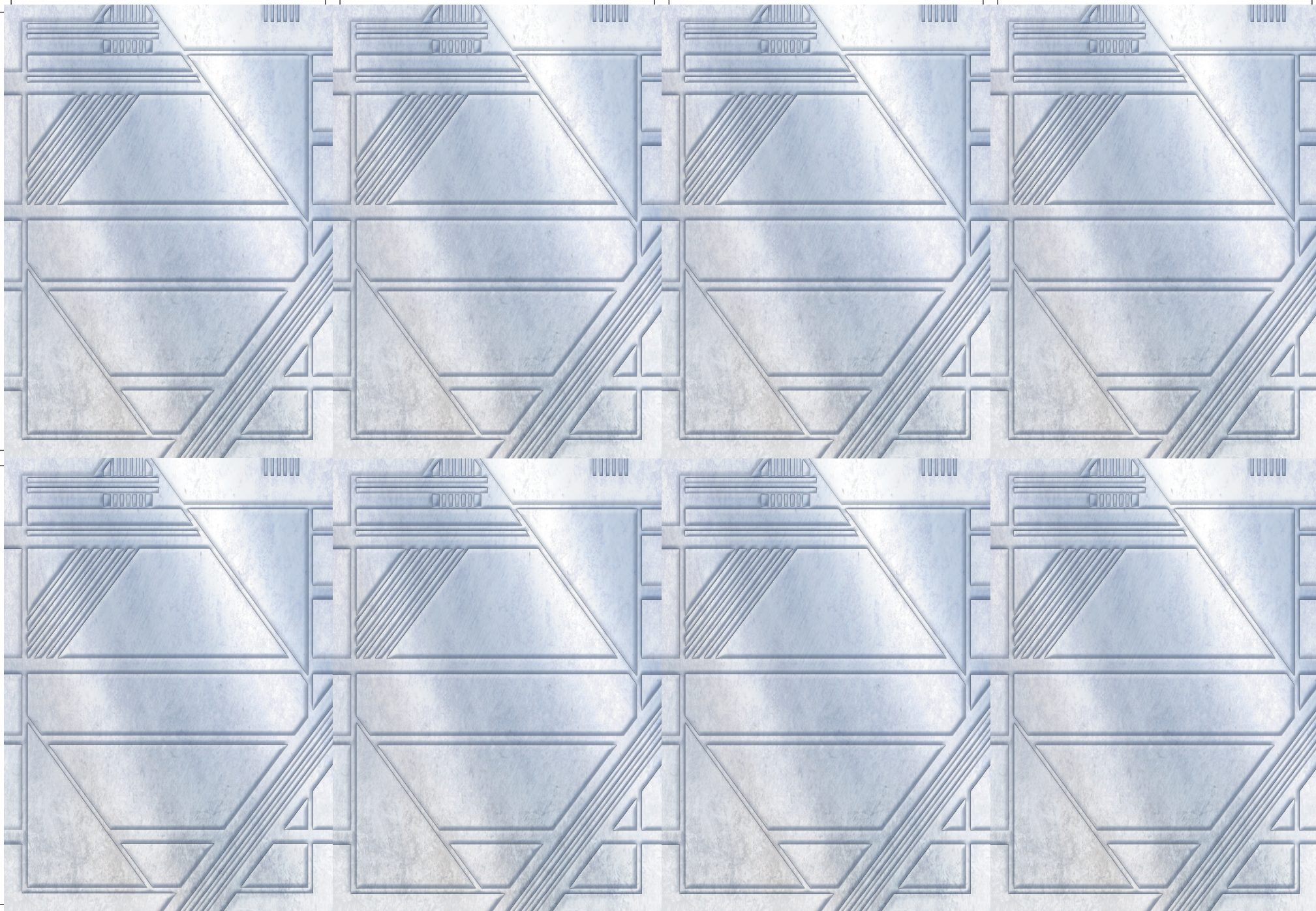
1. Speed Rejuvenation Field

This device projects a nimbus of energy that fills the immediate area. All characters within the area regain a number of points equal to the cypher level to their Speed Pool. Creatures and NPCs in the area regain the points to their health.



2. Sense Record

The device emits a bright flash and then records ten seconds of images, sounds, and smells of everything within short range. At any time thereafter, the user can activate the device again to replay the recording. The device overlays its surroundings with a hologram of what it recorded. The device can replay the recording only once.



Level 1D6+2



1. Intellect Rejuvenation Field

This device projects a nimbus of energy that fills the immediate area. All characters within the area regain a number of points equal to the cypher level to their Intellect Pool. Creatures and NPCs in the area regain the points to their health.



2. Teleport Trap

When the device is activated, the next person to touch it is teleported to a spot designated by the user, up to a long distance away. The destination must be a place known to be open (the target cannot teleport into solid matter), but it could be 100 feet (30 m) in the air, at the bottom of a deep pool, or a similarly inhospitable place.

Level 1D6+2



1. Water Weapon

Fires a bolt of energy through water at a target within long range, inflicting damage equal to the cypher level. The energy must have water to conduct it or the device will not function, so both weapon and target must be at least partially submerged.



2. Biomorph

Causes the user to gain a mutation. Roll 1d100 to determine the type of mutation:

- 01–20 Harmful mutation
- 21–40 Cosmetic mutation
- 41–60 Beneficial mutation
- 61–80 Distinctive mutation
- 81–00 Powerful mutation

Level 1D6+2



1. Stone Form

Causes the user's body to become a stone statue for 28 hours. While in this form, he is immune to damage inflicted by energy and has 4 Armor. He is in a catatonic state until the effect wears off.



2. Complex Fluid Wall Projector

Creates a wall of complex fluid up to 30 feet by 30 feet by 1 foot (9 m by 9 m by 0.3 m). It inflicts damage equal to the cypher level on any out-of-phase creature that passes through it. Breaking through or puncturing the wall is a task equal to the cypher level. The wall conforms to the space available. It lasts for one hour.

Level 1D6



1. Antipathy Field Emitter

When activated, the device emits an invisible energy field for one hour. The field extends out to immediate range. Any living creature in the field other than the user experiences nausea and physical discomfort. The difficulty of all tasks performed by an affected creature is modified by one step to its detriment.



2. Spatial Distorter

Emits a field around the user that lasts for one minute. The field makes her appear to be far away to creatures that are more than an immediate distance from her. This distortion decreases the difficulty of her Speed defense rolls by one step when she is attacked by creatures at that distance.

Level 1D6+1



1. Instant Companion

If submerged in water for one minute, the cypher morphs into a houndlike beast of a level equal to the cypher level, with appropriate health, damage inflicted, and so on, plus 1 point of Armor. The hound obeys the user's commands (as best as it can, with only animal-level intelligence) for 28 hours or until it is slain, whichever comes first, at which point it dissolves into thick liquid.



2. Heat Sheath

The cypher releases a spray that can coat up to one melee weapon per cypher level, but all of the canister's contents must be sprayed at once. Coated weapons inflict 1 additional point of damage from the heat they now generate. The coating wears off after 28 hours.

Level 1D6+2



1. Membrane Countermeasure

This device creates an invisible field around up to three living creatures that lasts for one minute. The field scrambles all effects of incoming technological devices, ricocheting the effect back toward the initiator. It has no effects on technological devices used inside the field.



2. Conflict Advisor

The device allows the user to access the datasphere to analyze opponents and anticipate their actions. For one hour, the user has an asset on all attack rolls and Speed defense rolls.

Level 1D6+2



1. Light Steed

Projects a holographic image of a powerful mammalian quadruped made of glowing light. For eight hours, the image takes on a solid form—still made of light—that moves as directed by the user. The steed is a level 3 creature that cannot make attacks but moves a long distance each round. It disintegrates if “slain.”



2. Magnetic Countermeasure

This device creates an invisible field that fills an area within short range and lasts for one minute. The field scrambles magnetic fields, making any device or power involving magnetism unusable. The effect lasts as long as the device or power remains within the field.

Level 1D6+3



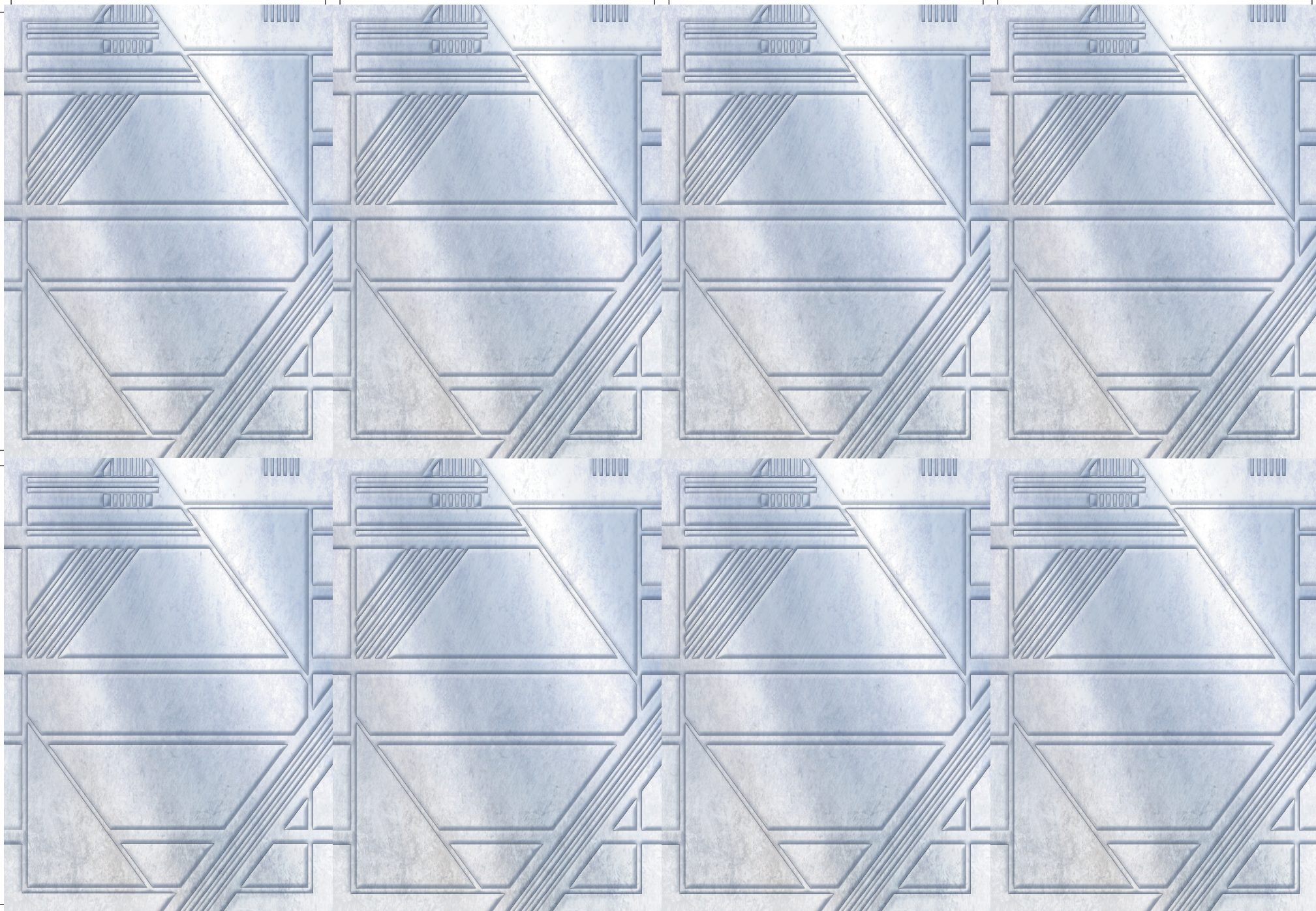
1. Extra Time

After using his action to activate this device, time slows down for the user, and he can take up to three additional actions while the rest of the world seemingly stands still. He can attack, move, make a recovery roll, or take any other allowed action. Actions are resolved normally. However, this process takes a toll. For every extra action he takes, the user suffers 3 points of damage.



2. Flashfire Detonation

Explodes with radiation in an immediate area. The radiation burns so quickly that things affected by it char (taking damage equal to the cypher level) but never catch fire.



Level 1D6+3



1. Flesh Warping Detonation

Explodes in an immediate radius with strange energies. Those within the area suffer damage equal to the cypher level and are afflicted by a harmful mutation that fades after $1d6 + 1$ weeks.



2. Synth Corroder

This device can be used in two ways. Either it can destroy a touched object made of synth that is small enough to be held in a human's hands, or it can destroy a 4-foot-by-4-foot-by-4-foot (1 m by 1 m by 1 m) area of a larger object made of synth. The object must have a level lower than the cypher level.

Level 1D6+3



1. Spatial Warping Detonation

Explodes in an immediate radius with strange energies. All creatures within the area are teleported (safely) to a different spot within short range of the detonation.



2. Transference Beam

This device turns the user and up to six other individuals within immediate range into energy, which is then projected (at the speed of light) as a beam to a target destination that is in line of sight. When the beam reaches its destination, the travelers are turned back into matter along with their equipment, and their Might and Speed Pools are at maximum.

Level 1D6+3



1. Prismatic Field Projector

To be activated, this device must be placed on level ground. It creates a field of scintillating force around the user that provides Armor equal to the cypher level. However, the device can't be moved once activated, which means the user can't move from where she stands. The force field lasts for ten minutes.



2. Instant Boat

With the addition of water and air, this device expands into a simple boat. The boat is 10 feet long by 4 feet wide (3 m by 1 m) and is made from a type of lightweight molded foam that begins to disintegrate after a day.

Level 1D6+3



1. Freeze Inducer

This item is cold to the touch and may freeze to solid surfaces when not in use. The item is activated by being pressed against an object or creature weighing no more than 200 pounds (91 kg). Any liquid contained in the object freezes; a living creature takes a number of points of damage equal to the cypher level.



2. Mental Coupling

Allows one thinking creature to speak telepathically with another creature that it touches. Although the connection lasts for only one minute, vast amounts of data can be exchanged if both creatures are willing.

Level 1D6+3



1. Molecular Rearrangement Ray Emitter

Emits a ray that causes random molecular rearrangement on a small scale. The ray inflicts damage equal to the cypher level at a range of 200 feet (61 m). Wounds inflicted on living creatures are twisted and bizarre, with tissue literally turned into another substance, another state (liquid or gas), or even energy. Damage to inorganic objects is similarly strange.



2. Lie Eater

This biomechanical device feeds on brain waves associated with deception. When a creature that it is pointed at lies, the tips of the tendrils light up and wave about. Once activated, the device functions for ten minutes.

Level 1D6+3



1. Mist Animator

Allows the user to control the movement and shape of a gaseous substance. The amount of gas cannot be increased or decreased, but it can be moved a short distance in a single round, be reshaped so that the mist envelops selected targets, or be dispersed harmlessly. The animator functions for one minute.



2. Pushpull Beam

This device emits a beam up to long range. The user chooses whether the beam will push or pull. Either way, an unsecured object or creature will be moved a long distance toward or away from the device with the strength of ten humans. The beam lasts for one round.

Level 1D6+3



1. Overwatch Slayer

Once activated, this device functions for 28 hours. If a creature with hostile intent comes within long range, the device immediately fires a blast of energy that inflicts damage equal to the cypher level. It continues to fire, once per round, for a number of rounds equal to the cypher level. Once the device is done firing, it is no longer active.



2. Teleport Seal

When activated, this device prevents all teleportation within 1 mile (2 km). No extradimensional gates function, and no phasing is possible in this area. The seal lasts for 28 hours.

Level 1D6+3



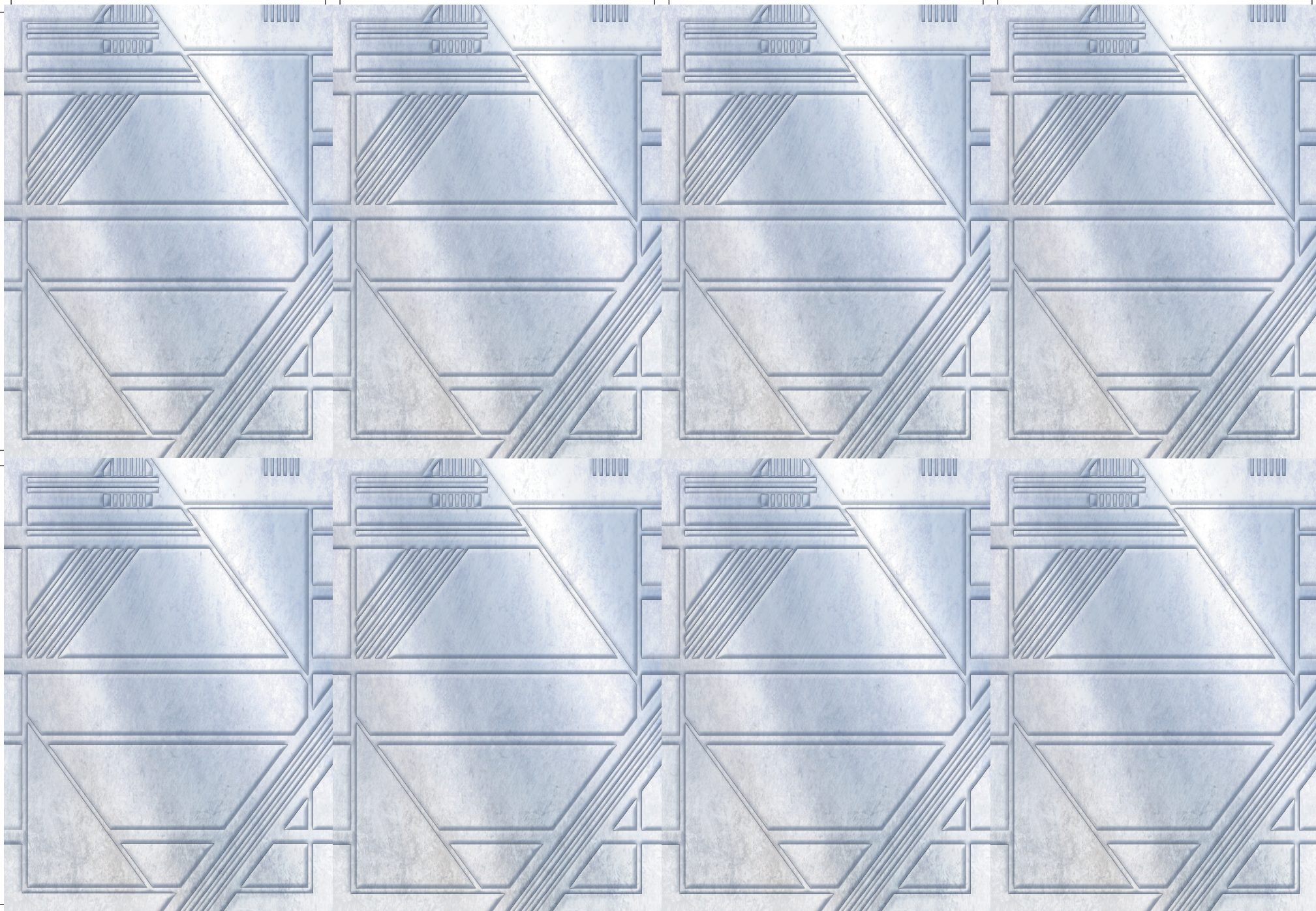
1. Crystal Detonation

The device explodes with wild energy and crystal shrapnel. The shrapnel strikes in a short radius, inflicting damage equal to the cypher level. The energy extends to a long radius and inflicts 4 points of damage that ignores Armor.



2. Summoning Device

On one action, the device locates a random ultraterrestrial being (whose level is equal to or less than the cypher level) dwelling somewhere other than the Ninth World. The being becomes visible in the lens. On the second action, the user can open a portal and pull the ultraterrestrial into this world. The ultraterrestrial cannot resist, but once it arrives, it is not automatically compelled to do anything. Unless it can return under its own power or through some other means, it is in this world to stay.



Level 1D6+4



1. Demonsphere

When activated, it creates a horrific sound, a combination of shrill shrieks and low rumbling (which also might account for its name). At the same time, red streaks of energy lance out at a number of intelligent targets within short range equal to the cypher level. If there are more targets than streaks of energy, the targets are determined randomly, meaning that the user could be a target.



2. Heartburst

This device is keyed to the heartbeat of the user. If he dies, the device explodes, inflicting damage equal to the cypher level to all within immediate range.

Level 1D6+4



1. Flame Catcher

Causes all fire within a short distance to safely flow into the device. At any time within the next seven hours, anyone holding the device can release the stored flames in a stream about 1 foot (0.3 m) wide that extends out to short range. The flames inflict damage equal to the cypher level to one target within range.



2. Temporal Sheath

The user is enveloped by invisible energy for six hours. During this time, she has +1 to Armor against any type of energy attack (including those that normally ignore Armor) and is immune to any effect that would alter time, hold her in stasis, or do anything similar.

Level 1D6+4



1. Camouflage Screen

Projects an opaque, two-dimensional screen of light that is 12 feet (4 m) high and 20 feet (6 m) across. It lasts up to 28 hours. The screen bears an animate image appropriate to the surrounding area, such as trees and brush in a forest, sandy dunes in a desert, and so on. Thus, anything behind the screen is easily hidden from visual observation unless the viewer is within immediate distance (and even then it may be obscured, depending on the circumstances).



2. Eraser

Causes an object that can fit inside a 5-foot (2 m) cube or one creature it touches to instantly disappear from existence.

Level 1D6+4



1. Mass Teleporter

The user teleports herself and a number of other creatures equal to the cypher level. They can travel up to 100 x the cypher level in miles to a location she has previously visited. The group arrives safely with anything that they can carry, either individually or as a group.



2. Dimensional Sheath

User is enveloped in invisible energy for six hours. During this time, she has +1 to Armor against any type of energy attack (including those that normally ignore Armor) and is immune to any effect that would change her phase state, send her to another universe, teleport her, or do anything similar.

Level 1D6+4



1. Photon Igniter

Emits a beam at one target within long range. If the beam strikes the target, it changes how the target interacts with light energy for one minute. Until the effect wears off, it inflicts damage based on the level of light to which the target is exposed at the start of each round. Light inflicts 3 points of damage, dim light inflicts 2 points of damage, and very dim light inflicts 1 point of damage.



2. Coma Detonation

Explodes in a patterned flash of pale yellow gas in an immediate radius. Living creatures in the area fall unconscious for a number of rounds equal to the cypher level, or until violently slapped awake or damaged.

Level 1D6+4



1. Secret Finder

Tapping into the datasphere, the user names one place, creature, or object and immediately learns his distance from the thing named and the direction he must travel to reach it.



2. Transdimensional Gate

This device creates a portal that leads to a different dimension, level of existence, or reality. It is automatically keyed to a specific destination determined by the GM, but a character can attempt to reorient it to another extradimensional destination that she is aware of (task difficulty equal to the cypher level). The portal is about 5 feet (2 m) in diameter and remains open for one minute, unless the user wishes it to close earlier (closing the portal is an action).

Level 1D6+4



1. Steel Sentinel

The device activates and becomes a level 5 creature for one hour or until destroyed. The device accompanies you and follows your instructions until the effect ends. As a level 5 creature, it has a target number of 15 and a health of 15, and it inflicts 5 points of damage. If the device is reduced to 0 health, it is destroyed and the effect ends.



2. Dimensional Trap

One creature or object within immediate range disappears and is drawn into the device, where it remains for 28 hours. When the effect ends, the target reappears in an open space (chosen by the user of the device) within immediate range.

Level 1D6+4



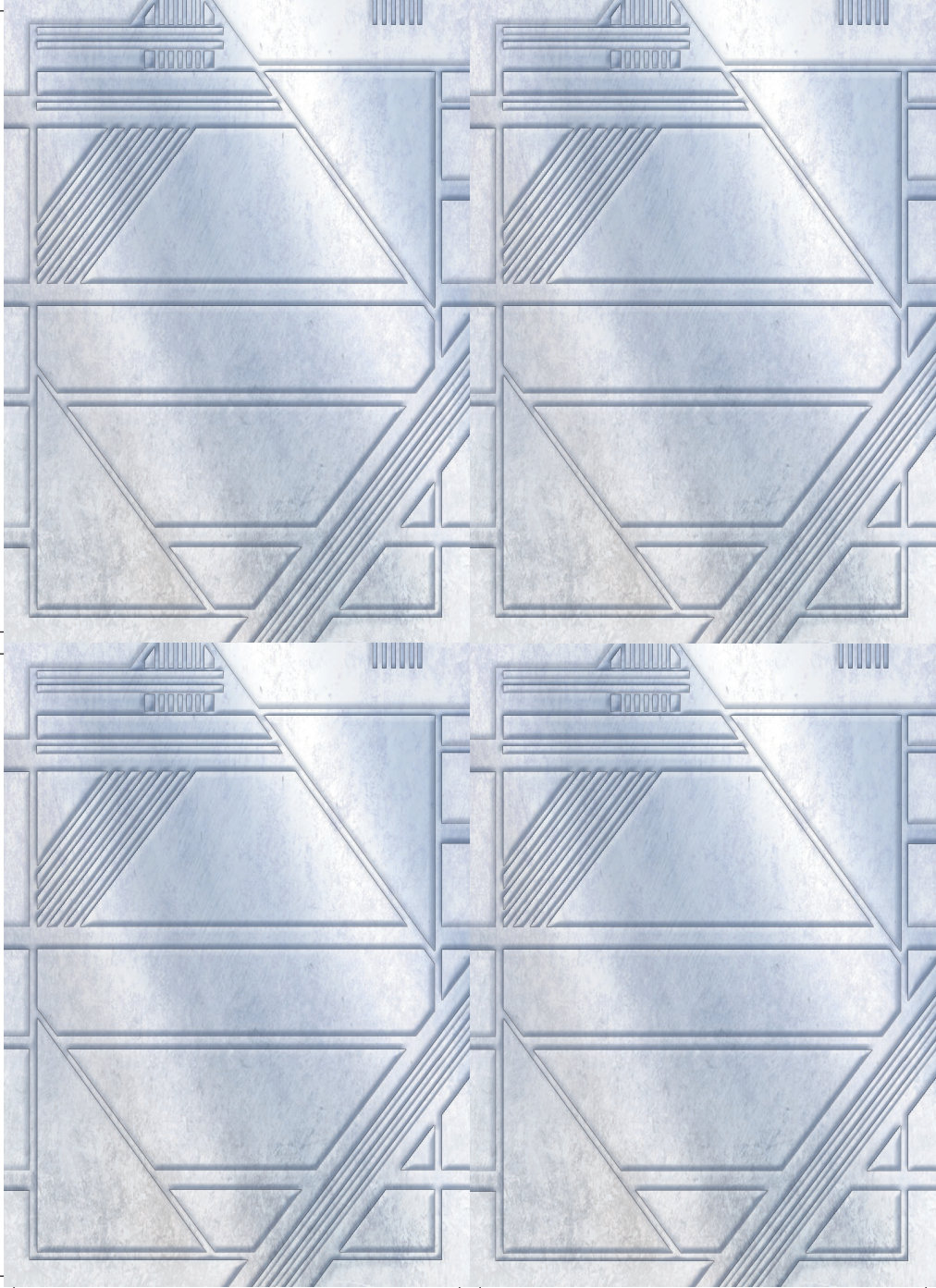
1. Echo Crystal

When the device is activated by touching it to a weapon, it forms a second weapon in the air from solidified light. The clone mimics the original's movements, so whenever the user attacks with the original, he makes an additional attack with the copy as part of the same action. The second weapon inflicts the same damage as the original. After 28 hours, the copy dissipates into a cloud of sparkling motes.



2. Orbital Launcher

One unanchored item within immediate range that weighs no more than 50 pounds (23 kg) is launched upward at a chosen angle with a steady, sustained velocity that sends the object into the void over the course of several hours.



Level 1D6+4



1. Portal Ring

The cypher automatically affixes itself to any flat surface on which it is placed. It instantly widens until it reaches 5 feet (2 m) in diameter. The surface inside the device vanishes, opening a hole through the material or to a depth of 5 feet (2 m).



2. Perma-Damp

Coats something that can fit within a 5-foot (2 m) cube with gel. The gel remains damp for 1d6 hours. Anything covered by the gel has Armor equal to the cypher level against corrosive, electrical, and fire damage. When the effect ends, the gel grows and becomes spongy, like cake. It provides bland nourishment for up three human-sized characters for one day.

Level 1D6+4



1. Neuron Disruptor

When activated, the device releases a pulse that travels out to a 1-mile (2 km) radius. All living things in the area whose level is lower than the cypher level become catatonic for 28 hours.



2. Needleburst

This device is activated when the user plays a certain high-pitched note within long range of it. (This may require the user to have a pitch-pipe, flute, or other such instrument, but it's possible to sing the note as well if one is talented.) When activated, the device explodes in a short radius with needlelike crystal shards, inflicting damage equal to the cypher level.

Level 1D10



1. Analysis Scanner

This device scans and records everything within short range for one round and then conveys the level and nature of all creatures, objects, and energy sources it scanned. This information can be accessed for 28 hours after the scan.



2. Photonic Smasher

Creates a glowing bludgeon about 5 feet (2 m) tall that floats in the air in an open space within range. When the bludgeon appears, it immediately attacks a target within short range of it and, if it hits, inflicts 4 points of damage. The bludgeon remains for one minute, and whenever the user takes an action, he can move the bludgeon a short distance and attack with it.

Level 10



1. Reset

Utterly erases the last five minutes of time. Everything goes back to the way it was and no one except the user remembers what happened during the lost five minutes.



2. Doomsday Device

When activated, the user sets a timer for up to one year. When the time runs out, the device explodes out to a range of 1 mile (2 km). The explosion inflicts 20 points of damage to everything in the area and saturates the air and ground with radiation that lasts for 5d20 years. Until the radiation dissipates, it inflicts 1 point of ambient damage for each minute a creature remains in the area.