



To print your Cypher Deck Expansion, 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.

This deck of 30 power cards expands upon the previous cypher decks, giving you more cypher powers to choose from. When a PC finds a random cypher, rather than rolling on the charts in the book, the GM draws one image card (from one of the previous decks) 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 they use it.

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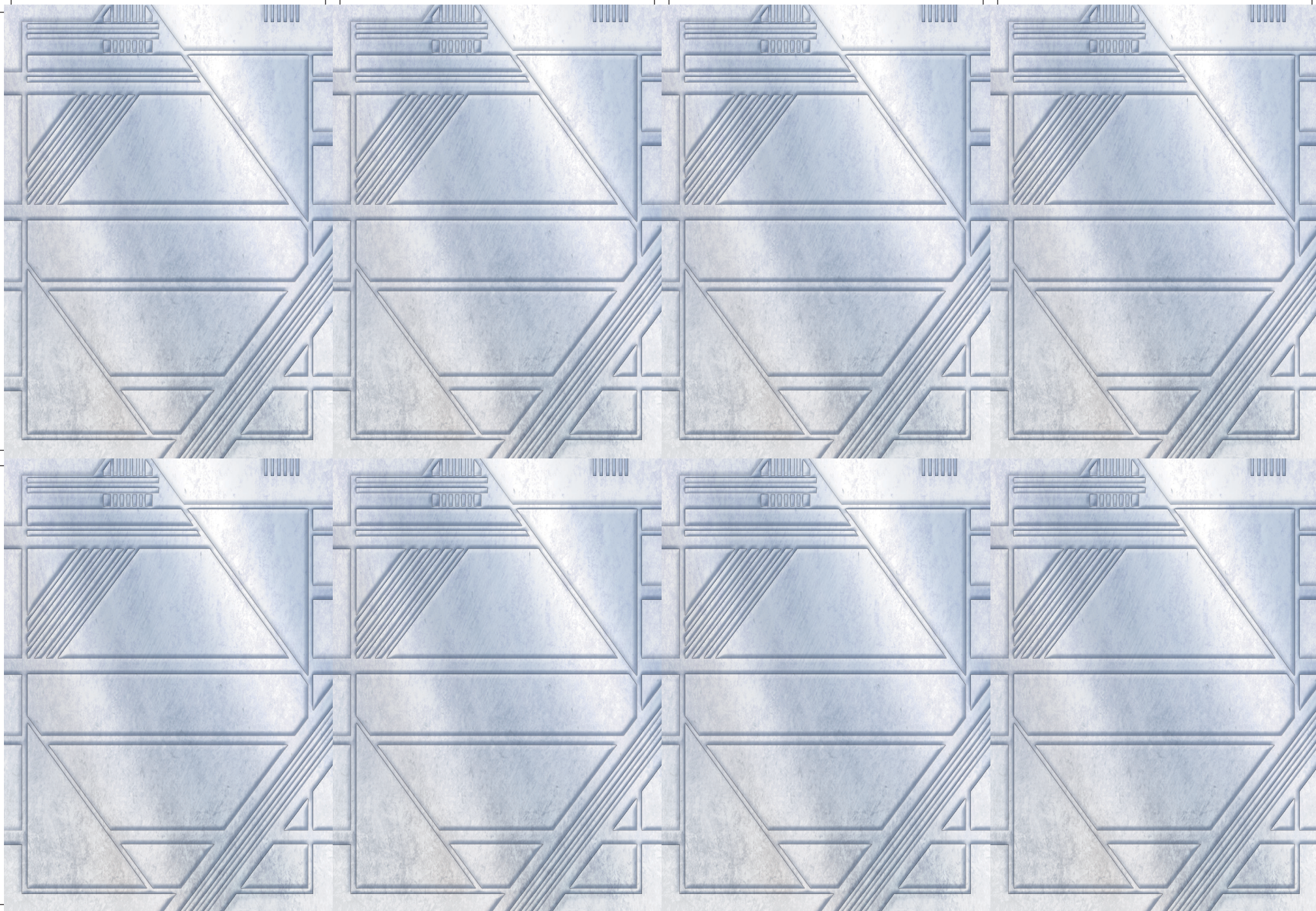
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Level 4



1. Spined Sphere

The cypher is hurled at a foe within short range like a medium weapon. The foe must make a Might defense roll or be injected with one of a variety of poisons; the most common kind inflicts 4 points of Speed damage (ignores Armor). Moreover, all within immediate range of the target are attacked at random as needles fly from the exploding sphere. These needles inflict only 1 point of damage, but they are poisoned just like the needle that injects the first target.

Level 1D6+1



1. Calramite Analyzer

Serves as an asset for the use of one task related to using or understanding the numenera (including the use of the Scan esotery).



2. Nalranin

Connection Graft

When applied to a creature, it immediately unleashes microfilaments of ice that penetrate every organ, including the brain. Within five minutes, the victim suffers 5 points of damage, and then it gains a connection to Nalranin in the icedrift of Niress*. If the creature is within Niress, it gains absolute immunity to heat drain (cold) from any source.

*Niress (*Into the Deep*, page 64)

Level 1D6+2



1. Mind Rejuvenator (Tainted Cypher)*

Substance adds +1 to the user's Intellect Edge for one hour. The user's maximum Intellect Pool increases by 4 for three days.



2. Corpse Reviver (Tainted Cypher)*

Restores life to one corpse (dead no longer than one minute and essentially in one piece) or restores a number of points equal to the cypher level to a character's Pools.

*Risk of cleoid transformation (*Into the Deep*, page 26)

Level 1D6



1. Calramite War Plating

Nanomachines completely cover the user's body in bronze-colored armor, granting a number of points of Armor equal to the artifact level for ten minutes.



2. Crux Nodule

For one hour, the difficulty of attempts to manipulate the Crux* (or understand and manipulate any unfamiliar items of the numenera) is decreased by three steps.



3. Vacuum Protector

Keeps the user alive in vacuum for 28 hours. Eliminating the need to breathe for the duration.

*The Crux is a massive device which maintains the environment of Branu's Kiss (*Into the Night*, page 23)

Level 1D6



1. Water Lens

Allows the user to view any area of Branu's Kiss* (up to a long range in diameter) that they have previously visited and see what occurs in that location for up to an hour.



2. Amazing Experience

User gains the memory of an experience so epic that each time he reviews it as an action, he has an asset on all tasks in the following round. The memory fades after 28 hours, but general content remains.

*Branu's Kiss is a 30-mile (48 km) wide bubble of water floating between the Earth and the sun (*Into the Night*, page 16)

Level 1D6+3



1. Calramite Blade

Produces a 3-foot (1 m) blade of hard blue light that lasts for ten minutes. If used in combat, it is a light weapon that ignores Armor.



2. Calramite

Photonic Emitter

Long-range energy attack inflicts damage equal to the cypher level to the target and all creatures within immediate range of the target.



3. Death Vision

Touched target sees a vision of its final moments of life, stunning the target so that it loses its next turn. The target's final moments of life could be minutes, months, or years away.

Level 1D6



1. Regeneration Engine (Tainted Cypher)*

Each time the user uses a cypher, an artifact, or a special ability from their type or focus during the next 28 hours, they also restore a number of points to their Pools equal to the regeneration engine's level.



2. Gravity Detonation

Can be thrown in a short range. Bursts in a radius of 6 feet (2 m), causing gravity in the area to become unstable. PCs caught in the area must use a Might-based action to get out, with the difficulty determined by the cypher level.

*Risk of cleoid transformation (*Into the Deep*, page 26)

Level 1D6+2



1. Safe Distance

The space between the user and an adjacent target increases to a long distance. The device literally "stretches" space to accomplish this.



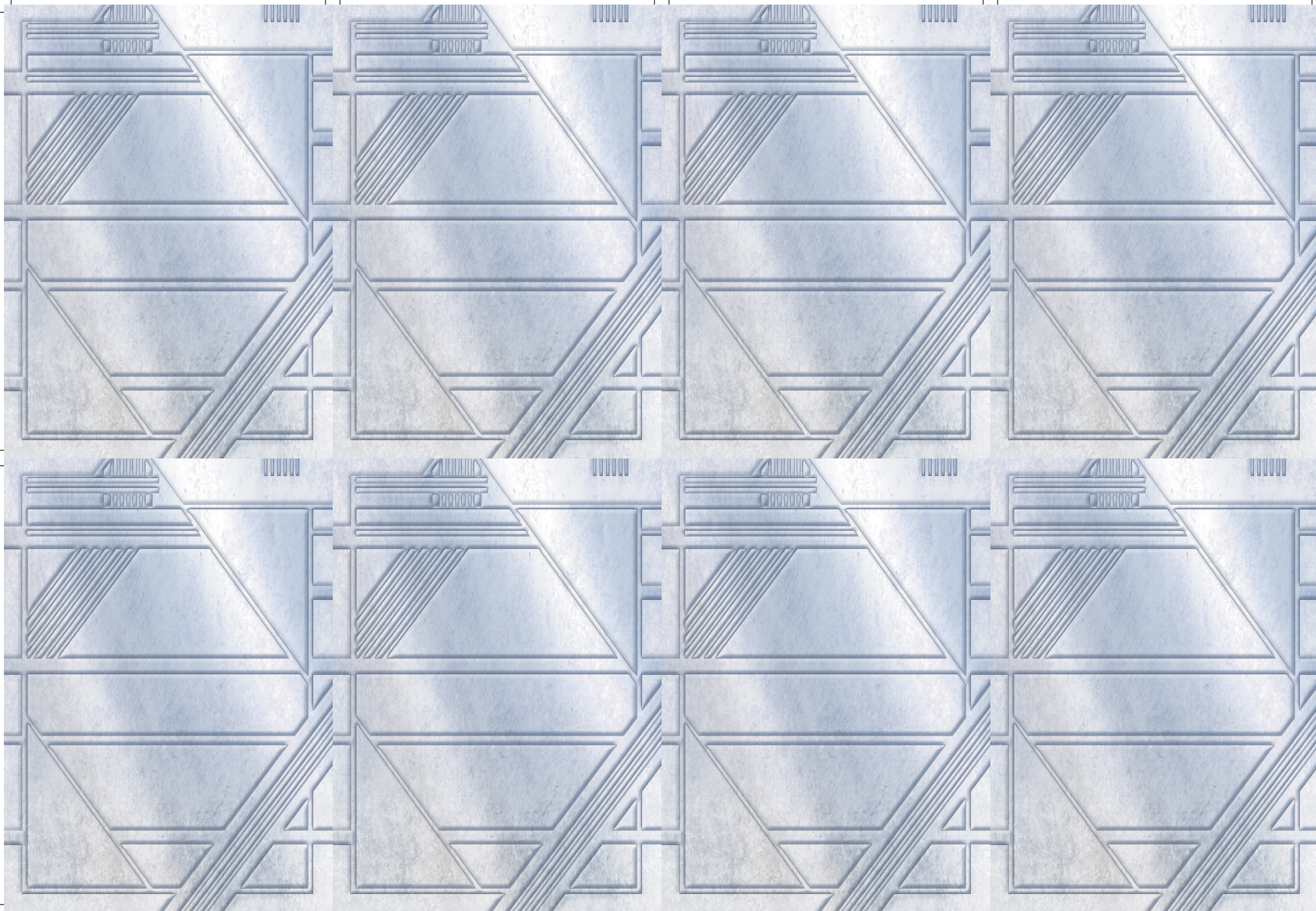
2. Ice Prison

A creature in immediate range is placed in stasis in a 3-foot (1 m) thick solid layer of metallic ice. The cypher or dealing 50 points of damage (through Armor 3) can remove the ice.



3. Time Slip

User and all allies within long range are instantly transferred 1d20 + 5 hours into the future. For all other creatures, it's as if the targets ceased to exist during the intervening period.



Level 1d6+1



1. Ice Dermis Graft

When applied to a creature, the cypher immediately unleashes micro filaments of ice that crystallize through the skin. In five minutes, the creature suffers 5 points of damage and gains +1 to Armor for 28 hours. It also gains +2 to Armor against damage inflicted by heat drain (cold).



2. Path Viewer

Connects briefly to Nalranin* and reveals a direct path to the stated objective, if the user succeeds on an Intellect-based task based on the level of the target. In Niress, the path is a glowing line visible for seven days.

*Nalranin (*Into the Deep*, page 74)

Level 1D6+2



1. Detonation (Crystallization)

Explodes in an immediate radius, crystallizing the victim in metallic ice. The victim is in a state of suspended animation, immune to damage and effects. They can be uncrystallized if removed from Niress*.



2. Deep Adaptation

Physically adapts user to survive like a native creature of the Deep Dark*, including immunity to high pressure and cold, the ability to breathe underwater, and the ability to see in dark water for up to 111 hours. This adaptation is lethal at surface pressures.

*Niress (*Into the Deep*, page 64)

*Deep Dark (*Into the Deep*, page 9)

Level 1D6+2



1. Access

For an hour, the user can pass through most naiadan* structures whose level is less than or equal to the cypher level.



2. Electrical Jolt

For the next 28 hours, the user can generate an electrical burst at a target within short range that inflicts damage equal to the cypher level. Alternatively, their melee attacks deal 1 additional point of damage.



3. Oversight

For the next hour, the user can release a stream of fluid at a target within immediate range that inflicts 1 point of damage (ignores Armor). At the end of the next round, the target obeys the instructions of the user.

*Naiadan (*Into the Deep*, page 100)

Level 1D6+2



1. Ray Emitter (Curusa Controlling)

Allows the user to project a ray of energy up to 200 feet (60 m) that opens a telepathic communication channel to the target for one minute. If the target is a curusa*, the user can mentally direct it each round for one minute as their action.



2. Sustenance

User gains +5 to Armor against sonic attacks, including conditions that drain sound-based life (such as complete silence, as typified in the Quietude*).

*Curusa (*Into the Deep*, page 138)

*Quietude (*Into the Outside*, page 95)

Level 1D6+4



1. Detonation (Kills Time)

Bursts in an immediate radius, decaying time in the area. Living creatures take damage equal to the cypher level that ignores Armor, and they are aged the same number of years as the cypher level.



2. Datasphere Foreknowledge

Tapping into the datasphere's knowledge, the user can learn the answer to three questions about one location.

Level 10



1. Existence Knife

The cypher is a normal light melee weapon. When a creature whose level does not exceed the cypher level and who is no larger than the user is attacked, the attack reaches back in time and attacks an ancestor instead. If successful, the target's ancestor is killed before having children. The target creature is wiped from existence.



2. Time Duplicate

A future version of the user appears and aids the user for up to one minute. This allows the user to take two turns per round at two locations. However, at some point in the next month, the user disappears, and must pay the time debt (by going back in time to the battle).

Level 1D6+3



1. Foreknowledge

User knows exactly what will happen next round, and thus can treat any task attempted in the subsequent round as routine if the difficulty of the task does not exceed the cypher level. If the task difficulty does exceed the cypher level, the foreknowledge gained is less certain, but the difficulty of any attempted task is reduced by two steps.



2. Unconsciousness Bomb

Can be thrown in a short range. Bursts in a cloud within an immediate distance. The cloud lingers for 2d6 rounds unless conditions dictate otherwise. Living creatures that breathe fall unconscious for a number of minutes equal to the cypher level.

Level 1D6



1. Mind Rejuvenator

The user's Intellect Pool is restored a number of points equal to the cypher level.



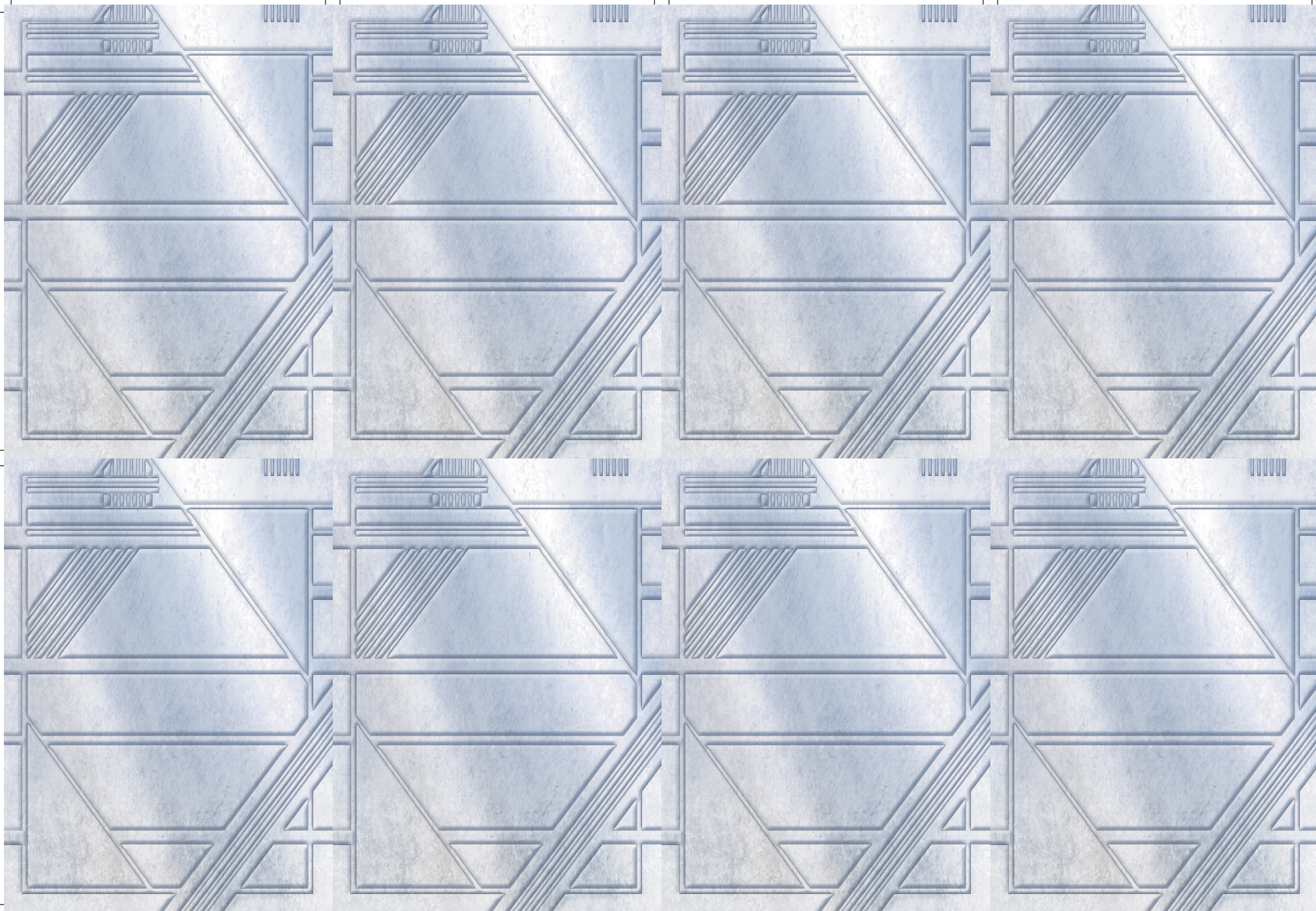
2. Warning Beacon

This cypher projects an image of the user playing a repeating, pre-recorded message when any living creature comes within immediate range. Once activated, it will run for a month.



3. Fast Film

Once applied, this clear liquid adds 1 to the user's Speed Edge for two hours.



Level 1D6



1. Instructional Time Node

When activated, the device shows the next five minutes of the user's life in a hologram visible only to them. This allows the user to decrease the difficulty of next task they attempt within that 5 minute window by two steps.



2. Magnetic Skin

Causes the user to stick to metal as if their body was magnetic. This effect lasts for an hour.



3. Phase Countermeasures

This device activates a field in long range that lasts for one minute. Any immaterial creature or machine within this radius immediately becomes material, and may be attacked normally.

Level 1D6+2



1. Fire Control

Once activated, all fire and flame within long range is immediately extinguished for one hour. If a creature or machine relies on fire to operate or live, it suffers a number of points of damage equal to the cypher level.



2. Temporal Mine

Once set, any pressure activates this device. It paralyzes the activator by freezing them in time for a number of hours equal to the cypher level. In this stasis, the subject is immune to damage and does not age.

Level 1D6



1. No Paint

Applying this paint to a non-living object smaller than a person makes it transparent to light, rendering it invisible for one hour, whereupon the paint flakes and falls away.



2. Aural Implant

Grants the ability to hear far more acutely for one hour, which decreases the difficulty of all hearing-related tasks by two steps.



3. Sonic Drain

Can be thrown a short range. It destroys all sound within 60 feet (18 m). No sound can be made or persist in this radius for two hours.

Level 1D6+2



1. Ballistic Gel

This small canister sprays a green gas that rapidly solidifies into ballistic gel that lasts for one hour. Any creatures standing behind the gel shield are granted +2 to Armor.



2. Phase Door

An adhesive sticker that, applied to a surface, causes a temporary doorway to form in the surface that tunnels through up to 3 feet (1 m) of material. If there is a cavity within that distance, a door is created which can be operated normally. It remains operative for three hours.

Level 1D6+1



1. Cureall

A single dose injector that cures all disease and illness (even fatal ones) by placing the user in a three-day stasis. During this time, they enter a torpor while their body repairs itself.



2. Crystal Wall

Creates a 10-foot by 10-foot (3 m by 3 m) blue, crystalline wall that lasts for four hours and grants all behind it +1 to Armor.



3. Poison (Laughter)

The victim is shaken by uncontrollable laughter for one minute and can take no other action.

Level 1D6



1. Motion Multiplier

A single, short, tool-based action performed near this device (hammering a nail, pick-axing a door, smashing a rock with sledgehammer) can be set to repeat indefinitely without the user being present.



2. Dazzler

Once triggered this device emits light and sound in a dazzling pulse that affects anyone within short range, increasing the difficulty of any attempted task by two steps for three minutes.

Level 1D6



1. Dream Shunt

Once activated, the user's subconscious imagination is projected in a 30-foot (9 m) radius around them as distracting holograms. This gives the user an asset to Speed defense actions for ten minutes.



2. Nanite Bloodfuse

Once injected, this substance restores all the user's Pools by a number of points equal to the cypher level.

Level 1D6



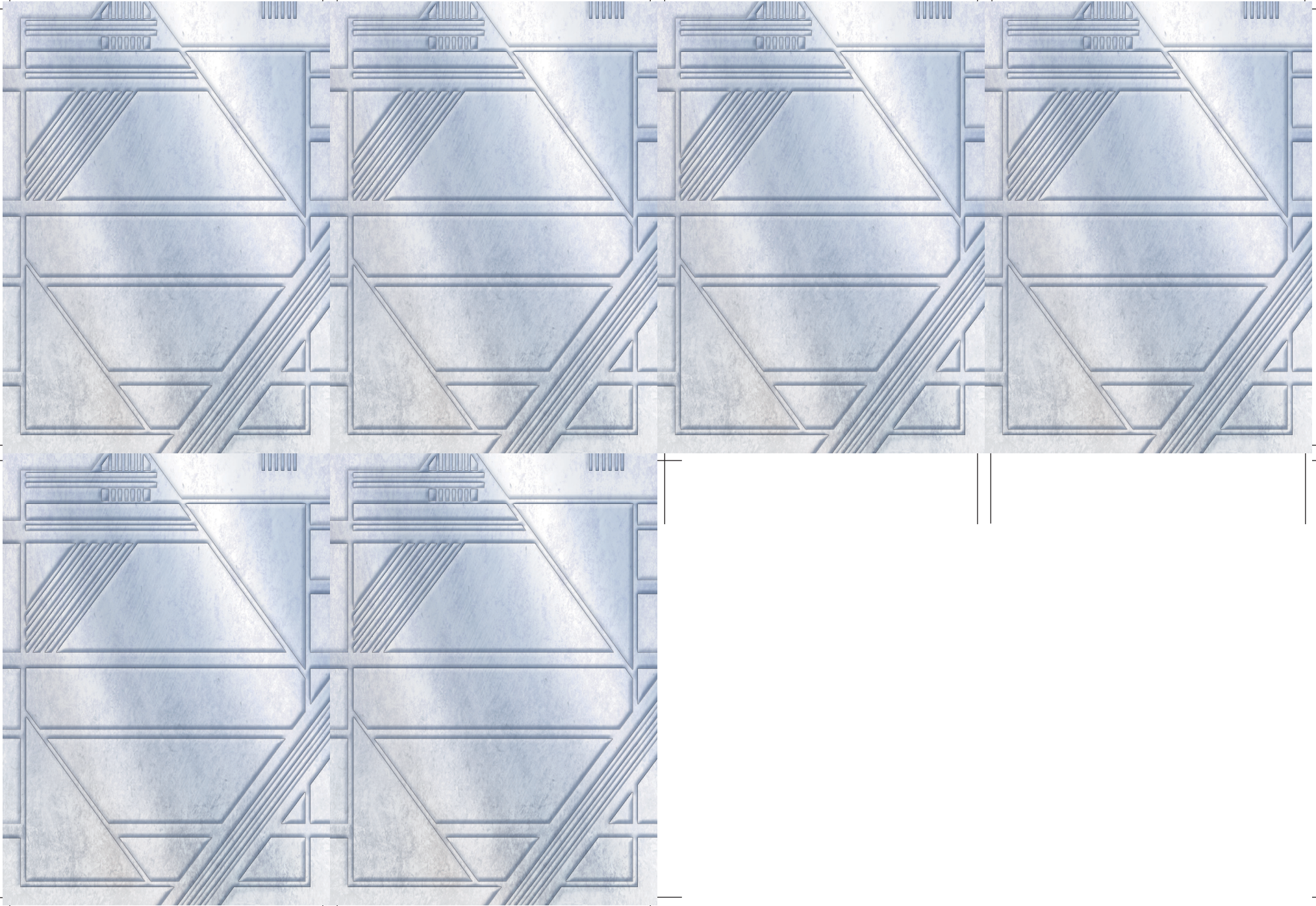
1. Electric Core Detonator

This handheld device absorbs all electricity in long range in a single, terrifying flash. This renders all tech in range inert for one minute. Once it absorbs electricity, it may be thrown short range. Bursts in an immediate radius, inflicting its cypher level in electrical damage.



2. Fetch

A small, sentient automaton which emerges from a copper sphere, that can carry up to 50 pounds (23 kg), following behind the user at all times. It lasts for 28 hours.



Level 1D6



1. Growth Gun

For the next 28 hours, each time the weapon (or the weapon to which the device is attached) strikes a living creature, it causes a wild overgrowth of cells. The affected target takes 2 additional points of damage and loses their next action.



2. Water Wall

Creates an immobile plane of water up to 20 feet by 20 feet (6 m by 6 m) for up to ten minutes. The plane conforms to the space available, but is otherwise normal water. When the time is up, the water dissipates.

Level 1D6



1. Corrosive Swarm

This cloud of tiny machines can be dispatched at any target within long range. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. The selected target in the cloud suffers damage equal to the cypher level (the cloud will only damage the designated target).



2. Datasphere Uplink

The user opens a two-way connection to the datasphere's knowledge for one minute. During this time, all Intellect-based tasks are reduced in difficulty by two steps.

Level 1D6+2



1. Soother

Creatures whose level is equal to or less than the cyphers become calm if enraged, and remain so for up to x time, unless attacked or otherwise provoked.



2. Air Fins

Gloves with extradimensional membranes that allow the user to swim through the air as if they were in water for one hour. This allows the user to move in any direction, even vertically, at the speed of normal swimming.

Level 1D6+4



1. Matter Eater

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Bursts in a cloud within an immediate distance. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. At the end of that time all non-living material in the cloud instantly and permanently vanishes.



2. Neural Override

For one hour, the device enables long-range mental control with anyone who has a matching implant. These devices are always found in groups of two or more. It can only control creatures equal or less than the cypher level.

Level 1D6+2



1. Temporal Reset

A button that once hit undoes the last 28 hours of time, returning the user to wherever they were 28 hours earlier. They immediately suffer 2 points of Intellect damage.



2. Memory Edit

Allows the wearer to find, sort, and delete up to 28 hours' worth of their own memories. Once deleted, they can never be recovered.



3. Imager

Allows the wearer to render three-dimensional images of what they are currently imagining, that can be seen by all present. The device works for one hour, and then becomes inert.

Level 1D6



1. Copier

A small stylus that, once activated, writes all the user speaks aloud on any substance provided for 28 hours.



2. Hyperkinetic Actuator

Substance restores the user's Might Pool to full and adds 1 to Might Edge for one hour.



3. Half Door

Two sections of a small trapdoor that remain connected to each other no matter the distance between. Anyone stepping into one emerges through the other instantly. The door may be used three times before it becomes inert.