

NUMENERA™



CYPHER COLLECTION I

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INTRODUCTION

THE CYPHER COLLECTION

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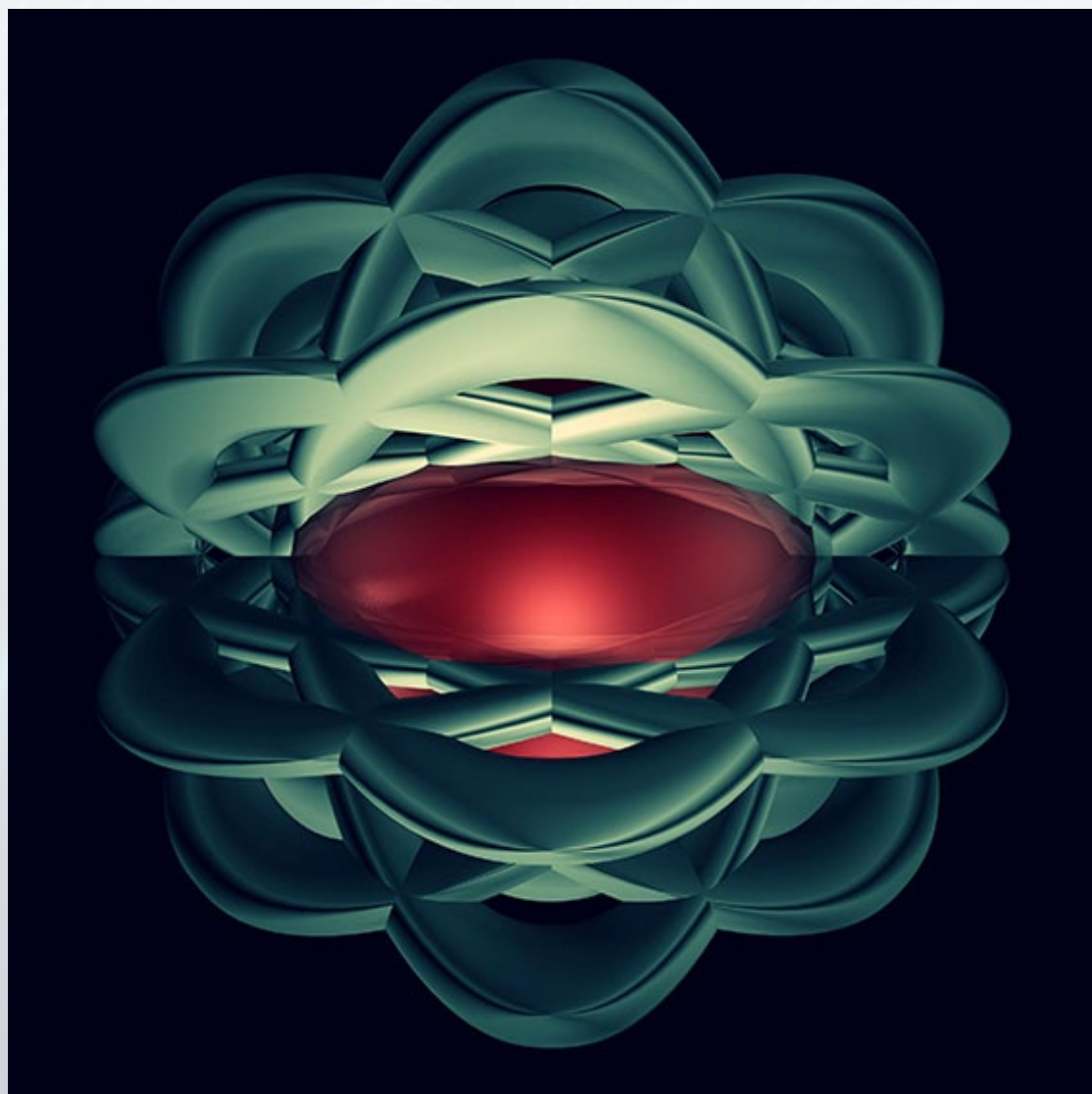
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The *Cypher Collection I* is, not surprisingly, a collection of new cyphers to use in your Numenera games. Cyphers are one-use, cobbled-together bits of technology that characters frequently discover and use. Many groups will burn through cyphers quite quickly, so the addition of fifty new cyphers is a welcome way to spice up a Numenera campaign with new abilities for players and new ideas to make stories fun and interesting.

In this collection, you'll find fifty brand new cyphers that can be added into any campaign when a new cypher is needed. Unless otherwise noted, all of these cyphers are anoetic.

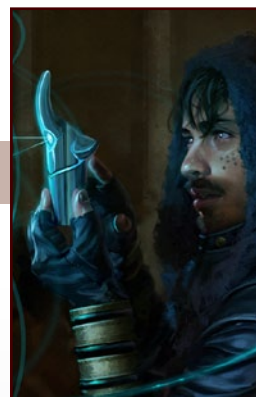


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CYPHER LIST



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There are two kinds of cyphers: Anoetic and Occultic.

ANOETIC CYPHERS are simple to use: a pill to swallow, a small handheld device with a switch to flip, or a bomb to throw.

OCCULTIC CYPHERS are more complex and more dangerous, but they often have better and more interesting effects.

For PCs, cyphers are the most important aspect of the numenera.



CYPHERS

Camouflage Screen

Level: 1d6 + 4

Usable: Handheld device

Effect: This device projects an opaque, two-dimensional screen of light that is 12 feet (3.6 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 (trees and brush in a forest, sandy dunes in a desert, etc.). 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).

Clamp Trap

Level: 1d6 + 1

Usable: Metal, mouth-like clamp

Effect: 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. It inflicts damage equal to the cypher level, and then 1 additional point per minute until it is removed.



Deactivator

Level: 1d6 + 4

Wearable: Ring or bracelet

Usable: Handheld device

Effect: The user can deactivate one device within short range.

Detonation (Coma)

Level: 1d6 + 4

Usable: Explosive device or ceramic sphere (thrown, short range) or handheld projector (long range)

Effect: 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, until violently slapped awake or damaged.

Detonation (Suggestion)

Level: 1d6 + 2

Usable: Explosive device or ceramic sphere (thrown, short range) or handheld projector (long range)

Effect: Explodes in a patterned flash of multicolored lights and gas in an immediate radius. For all sentient creatures in the area of effect, the difficulty of Intellect defense rolls to resist reasonably worded suggestions is increased by a number of steps equal to half the cypher level (round down). The effect lasts for a number of rounds equal to the cypher level.

Disintegration Gel

Level: 1d6 + 3

Usable: Synth tube containing gel

Effect: When applied to a specific substance, this tube produces a fist-sized amount of gel that vaporizes the material at a rate of about 1 inch (2.5 cm) of material per round. The gel works for two rounds per cypher level. It has no effect on other materials. Roll for the material affected:

- 01–35 Metal
- 36–39 A specific metal (GM's choice)
- 40–71 Stone
- 72–81 Metal or stone
- 82–98 Synth
- 99–00 Organic matter (inflicts cypher level in damage to a living creature)

Cypher levels often help determine the potency of the device in regard to damage or other factors. Even when that is not the case, every cypher has a level to determine its relative power (compared to other cyphers) or the difficulty it might present to someone attempting to tinker with it.



Distance Activator

Level: 1d6 + 1

Usable: Handheld device with a small, detachable nodule

Effect: When the nodule of this device is detached and connected to any other cypher, the user of the distance activator can activate that cypher from a range of up to 1 mile (1.6 km).

Duplicator (Occultic)

Level: 1d6 + 1

Form: A synth cylinder with fine, glowing lines etched across it

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

Ejection Nodule

Level: 1d6 + 1

Usable: Crystal nodule affixed to a melee weapon

Effect: For the next hour, each time the weapon the nodule is attached to strikes a solid creature or object hard enough to inflict damage (but no more than once per round), the target of the strike teleports to a random location within a radius of 100 × the cypher level in feet.

Extra Time

Level: 1d6 + 3

Wearable: Belt or ring

Usable: Handheld device

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

Eye in the Sky

Level: 1d6

Usable: Handheld device

Effect: When activated, part of this device shoots 800 feet (240 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.

Faraway Ear

Level: 1d6

Wearable: Earring or helmet

Usable: Handheld device

Effect: When this device is activated, the user can pinpoint any spot she can see, up to 1000 feet (300 m) distant, and hear whatever could normally be heard (as soft as a whisper) at that location for ten minutes.

Freeze Inducer

Level: 1d6 + 3

Usable: Complex device, handheld device

Effect: 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 (90 kg). Any liquid contained in the object freezes; a living creature is frozen for a number of points of damage equal to the cypher level.

Heat Sensor

Level: 1d6

Internal: Pill or injector

Wearable: Goggles, spectacles, contact lenses

Usable: Handheld device with a screen

Effect: 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.

Helping Hand

Level: 1d6 + 1

Form: A metallic, seven-fingered hand

Effect: When activated, the hand hovers near the user for 28 hours. During that time, it acts as the user's third hand—holding objects, opening doors, turning dials, and so on. The helping hand can also make attacks as the user might, with weapons provided to it, but all such attacks are modified by two steps to the user's detriment.

Hover Disk

Level: 1d6 + 1

Usable: A metal disk about 2 feet (0.6 m) across

Effect: The user can stand upon the disk, and for ten minutes it moves as desired, up to a long distance each round. In a combat situation, the user can take an action (other than moving) and still move a long distance. Because the disk is attuned to the wearer's thoughts, falling off is only possible if the user loses consciousness or is struck by a tremendous force (usually one that inflicts more than 8 points of damage in one blow).

For more information on safely using, identifying, and carrying cyphers, please see the Numenera corebook, page 279.

Sometimes message capsules and message detonations go astray in space and deliver their contents to the wrong recipient, or go astray in time and deliver their message to one of the recipient's heirs or ancestors.

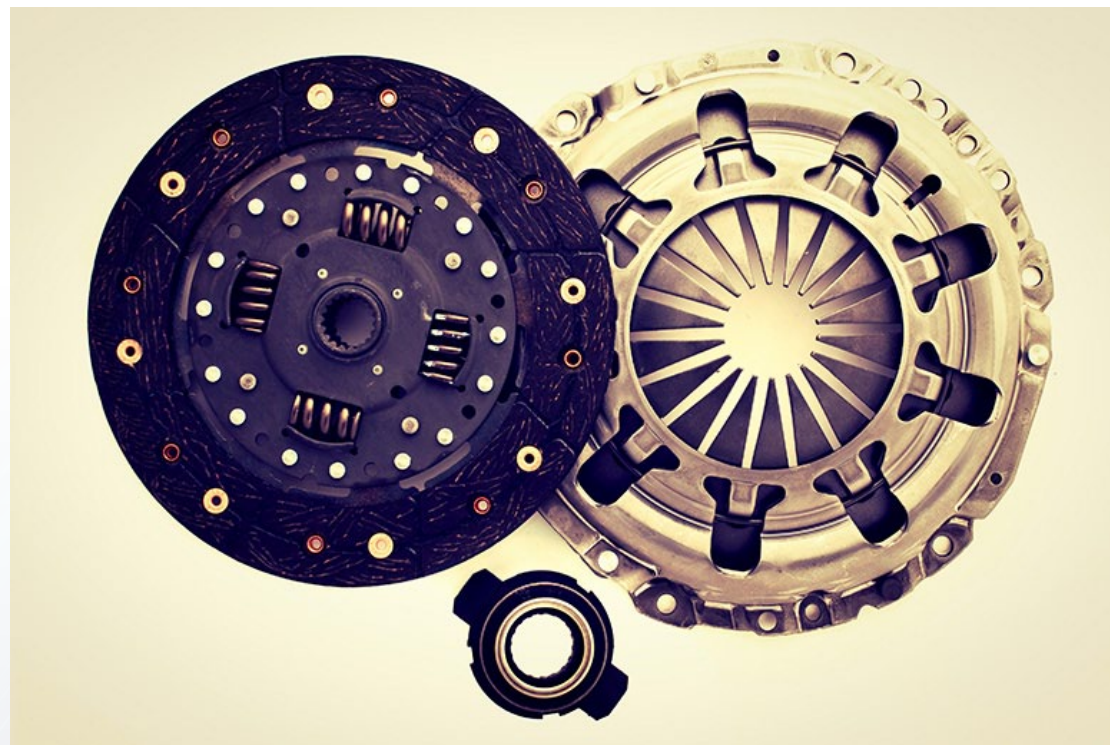


Image Caster

Level: 1d6

Usable: Complex device, handheld device

Effect: 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.

Instant Wings

Level: 1d6

Wearable: Backpack

Effect: When activated, silken wings pop out of this backpack, allowing the wearer to glide (if falling or leaping from a height) great distances, moving a long distance each round, and landing safely on the ground. The wings last until the wearer lands or for one hour, whichever comes first.

Magnetic Ink

Level: 1d6

Usable: Small container of ink

Effect: When used to tattoo flesh, this ink embeds powerful magnets in the tattooed subject's flesh. The magnet is powerful enough to hold up to 5 pounds (2.3 kg) of metal. The ink can only be applied once, and there's only enough for a tattoo about 3 inches (7.5 cm) across, but once applied it is permanent.

Magnetic Winch

Level: 1d6 + 3

Usable: Small metal box

Effect: When activated, this metal box breaks into two halves joined by a very strong but thin metal cable, which is retractable and can be extended up to 120 feet (36 m). When a second switch is pressed, the boxes each become very strong magnets. When a third switch is pressed, the cable is retracted by a very powerful motor—powerful enough to pull 5000 pounds (2250 kg) of dead weight until the two boxes are joined again.

Mass Nodule

Level: 1d6 + 1

Usable: Crystal nodule affixed to an object or creature

Effect: If attached to an object or unresisting creature, the nodule adheres for one hour. The object or creature's weight increases by a factor of ten, rendering most creatures unable to move, and most objects unmovable by creatures whose level (or characters whose tier) are less than the cypher level.

Mental Coupling

Level: 1d6 + 3

Wearable: Headband or glove

Usable: 2-foot-long (0.6 m) synth cable

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



Message Capsule

Level: 1d6

Usable: A synth cylinder a foot (0.3 m) in length

Effect: Upon activation, a message of up to a minute in length can be recited to the cylinder. When the message is complete, and the user provides a detailed description, signifying title, and/or name of the intended recipient, the cylinder fades from view. Within the next 100 hours, the cylinder appears to whomever the message was addressed, broadcasts the message, then crumbles into dust.

Message Detonation

Level: 1d6

Usable: A synth cylinder a foot (0.3 m) in length

Effect: It takes an action to encode the capsule with a detailed description, signifying title, and/or name of the intended recipient. Once addressed, the cylinder fades from view. Within the next 100 hours, the cylinder appears to whomever it was addressed and explodes as a detonation in an immediate radius, inflicting damage equal to the cypher level. Roll for the type of damage:

- 01–10 Cell-disrupting (harms only flesh)
- 11–30 Corrosive
- 31–40 Electrical discharge
- 41–50 Heat drain (cold)
- 51–75 Fire
- 76–00 Shrapnel



Mind Control Implant

Level: 1d6 + 4

Internal: Pill

Wearable: Disk that adheres to forehead, temporary tattoo

Usable: Injector

Effect: This cypher consists of two devices—an injection or pill, and a control disk or temporary tattoo. They are usually found together. For ten minutes, the disk or tattoo enables long-range mental communication with—and control of—anyone who took the injection or pill. The controller can bid the target creature to do anything it could do normally.

Mind Sled (Occultic)

Level: 1d6 + 2

Internal: Pill, ingestible liquid

Usable: Injector

Effect: The user falls unconscious, and a round later, a luminous crystal bloodlessly emerges from her head (the crystal is not considered a cypher). When the crystal is touched by another creature, the consciousness of the user wakes in the body of that creature (and the new creature's consciousness is temporarily submerged). For all intents and purposes, the user is the new creature in all ways except personality. The user transfers back into her own body 28 hours later. (If the user's body died in the meantime, there's a chance her consciousness will remain in the host body, but most often, the user's personality merely burns out.)



Mind Control Implants are rumored to be one of the secrets behind the success of Ossam's Traveling Menagerie and Soaring Circus (Numenera corebook, page 165). However, that could just be misinformation spread by the Great Theon and company in an attempt to hide something even more insidious.

Mood Patch

Level: 1d6 + 2

Wearable: Adhesive patch that activates when slapped

Effect: The patch transfers a substance that makes the wearer feel an emotion, enter a particular state of mind, or forget something unpleasant. Roll percentile:

- 01–25 Moods ranging from tranquil to ecstatic for one hour
- 26–50 Moods ranging from melancholy to suicidal for one hour
- 51–75 Completely truthful (01–03 on d6) or pathological liar (04–06 on d6) for one hour
- 76–00 Erases one memory chosen by wearer, permanent

*"I have taken an entire book's worth of notes regarding these liquid ingestibles, and have yet to discover a way to make them palatable to anyone other than myself. *Note: Try the blue one for dinner."
~Sir Arthour*

Motion Activator

Level: 1d6 + 1

Usable: Small synth nodule

Effect: When attached to another cypher or an artifact, the motion activator activates the device if anything larger than a small dog moves within immediate range. Once activated, it cannot be deactivated.

Muscle Cart

Level: 1d6 + 3

Usable: Small metal box with wheels

Effect: When activated, this small cart vastly increases its mass and then begins to move forward. It can pull up to 10,000 pounds (4500 kg) for one hour, moving about 10 feet (3 m) per round regardless of terrain (within reason), but only in its original direction.

Nectar Dispenser

Level: 1d6

Usable: Small canister

Effect: This device produces a delicious, thick liquid that provides nutrition and sustains up to three people for one day (or one person for three days) if there is a container to hold the nectar.

Needle Sphere

Level: 1d6 + 1

Usable: Metal and synth sphere

Effect: Upon activation, the sphere floats in the air next to the user for one round per cypher level. Each round, it fires a large needle (dart) that inflicts 3 points of damage at a target designated by the user within long range. (This occurs on the user's action, but in addition to her normal actions.) The player makes the attack rolls, and although she cannot use Effort or skill to modify her rolls, the difficulty of the attack is decreased by two steps.

Nevermind

Level: 1d6 + 2

Internal: Pill, ingestible or injectable liquid

Wearable: Earring, ring, circlet

Effect: The wearer's mind can't be telepathically sensed or contacted for 28 hours. If the wearer has telepathic abilities or psychic attacks, they're inaccessible. On the other hand, during this period defense rolls against all kinds of psychic and mental attacks are modified by two steps to the wearer's benefit.





Orbital Launcher

Level: 1d6 + 4

Wearable: Glove of synth

Usable: Small handheld device

Effect: One unanchored item weighing 50 pounds (23 kg) or less within immediate range 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. If the cypher is used underground or directed to launch the item toward some sort of barrier, the cypher doesn't activate.

Overwatch Defender

Level: 1d6 + 4

Usable: Sphere on a tripod

Effect: Once activated, this device functions for 28 hours. If a creature with hostile intent comes within long range of this device, it immediately puts a force field around itself (and anything nearby) that encapsulates an immediate radius. This force field has 100 health; anyone wishing to get in or out of the field must batter their way through. It lasts until destroyed or for one hour, whichever comes first. Once the force field is down, the device is no longer active.

Overwatch Slayer

Level: 1d6 + 3

Usable: Sphere on a tripod

Effect: Once activated, this device functions for 28 hours. If a creature with hostile intent comes within long range of this device, it 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 equivalent to the cypher level. Once it is done firing, the device is no longer active.

Permanent Handle

Level: 1d6

Usable: Handle-shaped metal and synth piece

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

Power Siphon

Level: 1d6 + 1

Usable: Handheld device

Effect: Transfers power from one device to another. This device can drain power from one cypher to power another used (but still intact) cypher, or from one artifact to recharge another, depleted artifact.

Psychic Focus

Level: 1d6

Internal: Pill or injection

Wearable: Headband or crystal placed on temple or forehead

Usable: Handheld device

Effect: 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 damage, and other abilities have double the normal range or duration (user's choice).

Ranged Protector

Level: 1d6

Wearable: Two rings, circlets, bracelets, or belts

Effect: This cypher comes as a pair of items, but one is the master of the other. When the master item is activated, the creature wearing the other item is surrounded by a force shield that provides a bonus to Armor equal to the cypher level for ten minutes. While one character could wear both items, many use ranged protectors to put a shield around a pet, a child, or a defenseless charge who cannot normally activate a cypher. The master item can be activated from any range to surround its counterpart with the protective shield.

Ranged Retaliator

Level: 1d6 + 2

Wearable: Two rings, circlets, bracelets, or belts

Effect: This cypher comes as a pair of items, but one is the master of the other. When the master item is activated, the other item pulses with electricity that inflicts damage equal to the cypher level. The master item can be activated from any range to damage the wearer of the other.

Reanimator

Level: 1d6 + 4

Internal: Injectable liquid

Wearable: Disk with a strap to be fastened to the head

Usable: Metal bolt injected into the head

Effect: If a mammal or reptile creature has not been dead for more than 28 hours, this device restores a basic semblance of life by reactivating their nervous system. The creature does not have the knowledge, skills, personality, or memories of its former self—it's just a mindless shell that can perform basic motor functions: walk, run, or otherwise move; pick up and hold objects; make crude attacks. It obeys the verbal commands of the user. The creature operates for one hour before collapsing. Although the GM makes the final call, small creatures are typically level 1, and others are level 2.

Remember that in the Ninth World, cyphers are rarely used for their original, intended function, which is now unknowable. Something a character uses as a bomb might have been a power source for another device that has been rejiggered with some crossed wires. A vial of liquid might have been a nutrient solution for a biological experiment.



Snake Eye

Level: 1d6

Usable: A synth cable 50 feet (15 m) long

Effect: The eye-like sensor on one end of this cable allows anyone holding the other end to see what it sees. Lasts for one hour.

Solid Light Gloves

Level: 1d6

Wearable: Ring or bracelet

Effect: User's hands are sheathed in gloves made of 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.

Stealthy Serpent

Level: 1d6 + 2

Usable: Metal disk that is actually a tightly coiled strand

Effect: When activated, this cypher uncoils in the form of a small, metal serpent, about 2 feet (0.6 m) long. It remains animate for one round per cypher level. It can be given a single command that must be something it can accomplish within its allotted time. Once the command is carried out, it deactivates, even if it does so before its time is up. It is a level 2 creature, but it moves with stealth as level 5. It can bite once for 2 points of damage and inject a poison that inflicts 4 points of Speed damage (ignoring Armor) if the victim fails a Might defense roll.

Still Field

Level: 1d6 + 2

Wearable: Vest, belt, bracelet, or jumpsuit

Usable: Handheld device

Effect: 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.

Targeting Oculus

Level: 1d6 + 1

Wearable: Mask with single glass lens

Effect: When applied to a creature's head, the mask completely envelops the head for one hour. The creature can breathe and sense normally; however, all ranged attacks the creature makes are modified by one step to the creature's benefit.

Three-Part Alarm

Level: 1d6

Usable: Handheld device

Effect: When activated, three sensor pieces detach from the main device. Each of these can be placed anywhere, as long as they are within a half mile (0.8 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.

Vocal Changer

Level: 1d6

Internal: Pill or injection

Wearable: Choker collar

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

Water Repellant Plates

Level: 1d6 + 1

Wearable: Boots or shoes

Usable: Metal plate

Effect: When activated, this device repels water so strongly for one hour that it can force up to 200 pounds (90 kg) of pressure away from the user. In other words, if the plates were in a pair of shoes, a character could appear to walk on water. It could also be used to allow an object to float across the surface of the water.

X-ray Extractor (Occultic)

Level: 1d6 + 4

Usable: Glass panel with selection of dials

Effect: When held up against a solid surface, this panel allows the user to see through up to 2 feet (0.6 m) of material. The selection of dials allows the user to discriminate between various objects within the material, permitting the visualization of buried objects, supports in walls, or organs. A successful difficulty 4 Intellect roll vaporizes a visualized discrete object, or a portion of it. An unsuccessful roll disintegrates a random chunk of material, gouging a hole in the solid surface. The device operates for one minute, and it only works if the cypher's level is higher than the material's level.

Any time PCs come upon an old device, defeat an artificially enhanced or designed creature, or simply sift through the ruins of the past, they might scavenge a handful of new cyphers.