

To print your Salvage Deck, 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.

HOW TO USE THE SALVAGE DECK

Salvage: If a character attempts to salvage for cyphers, artifacts, iotum, shins, or other items and succeeds, draw a card from this deck. The character discovers the items indicated. If the salvage source has a lower level than the salvage indicated on the drawn card, consider allowing the PC to salvage the higher-level iotum anyway. The iotum salvage level restriction pegged to the salvage source level exists only to give the GM control over rare iotum; you can always ignore it. In addition, the cards are weighted to make higher-level iotum extremely rare.

Iotum, cyphers, and artifacts indicated in the Salvage Deck are detailed in *Numenera Discovery* and *Numenera Destiny*.

GM Intrusion: If a character triggers a GM intrusion on a salvage task (or anytime you want to introduce a GM intrusion while the PCs are exploring), draw a card from the deck to generate an interesting complication.

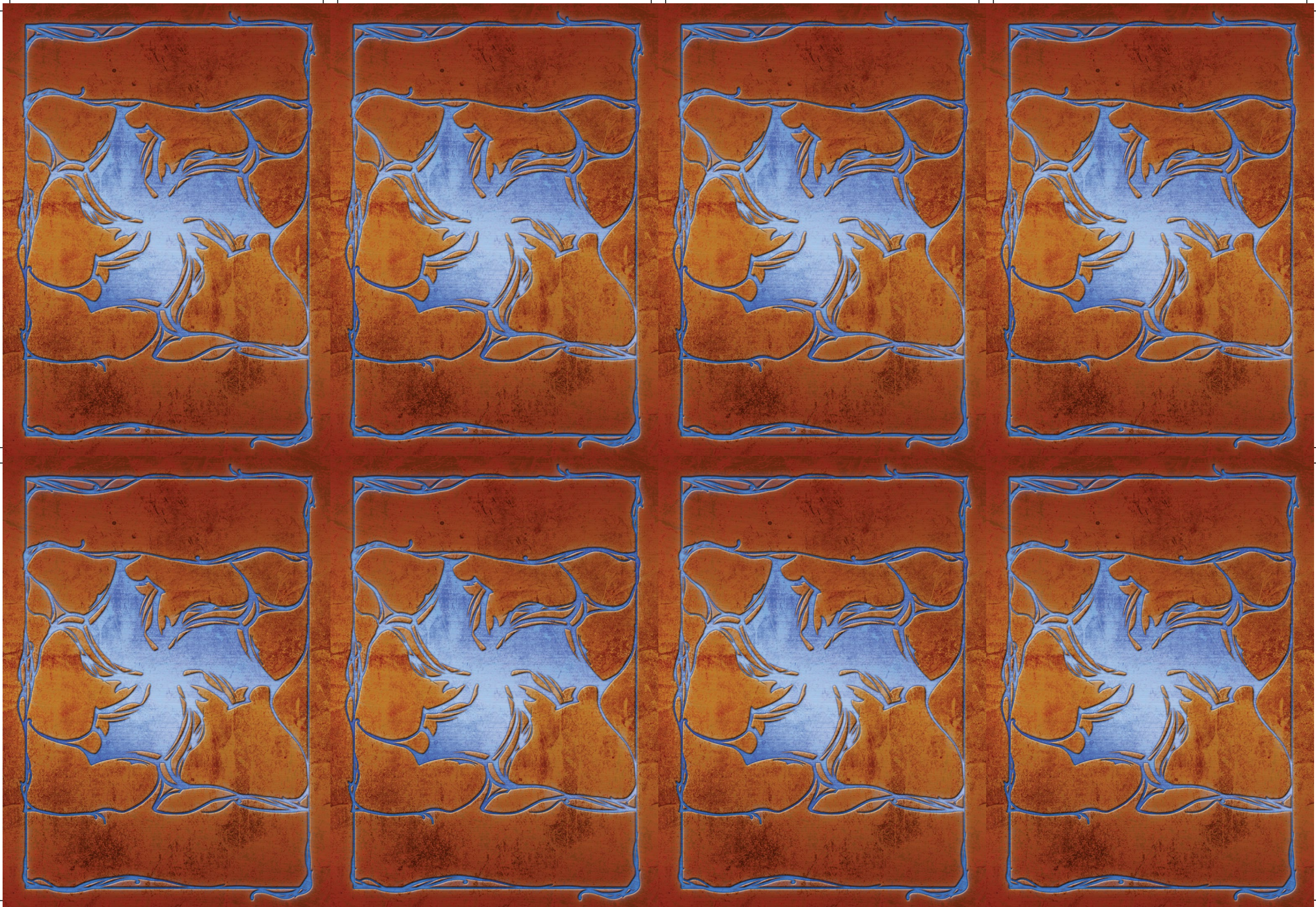
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SALVAGE RESULT

Shins (1)

Parts (1 unit)

GM Intrusion: Gravity pulse crushes character to the ground, inflicting 6 points of ambient damage on a failed Might defense roll.

SALVAGE RESULT

Shins (2)

Parts (1 unit)

GM Intrusion: Blue electrical discharge flashes between character and nearby surface, inflicting 6 points of damage on failed Might defense roll (and 1 point on a success) as the character's likeness is partially transferred to that surface.

SALVAGE RESULT

Shins (3)

Parts (1 unit)

GM Intrusion: Distorted screaming explodes from the object. On a failed Intellect defense roll, the character is stunned and loses their next turn. Even on a success, they stumble and drop what they're holding.

SALVAGE RESULT

Shins (4)

Parts (1 unit)

GM Intrusion: A cypher used in the encounter works against the character in some fashion or works unexpectedly.

SALVAGE RESULT

Shins (5)

Parts (1 unit)

GM Intrusion: Contact with an object or surface causes the character to forget their own name, mission, or who their friends are until they use a recovery roll to nullify the effect. (Doing so means the character gains no points back to a Pool.)

SALVAGE RESULT

Shins (6)

Parts (1 unit)

GM Intrusion: Red goo gushes from object, surface, or creature and sprays the character; on a failed Might defense roll, the character descends one step on the damage track.

SALVAGE RESULT

Shins (7)

Parts (1 unit)

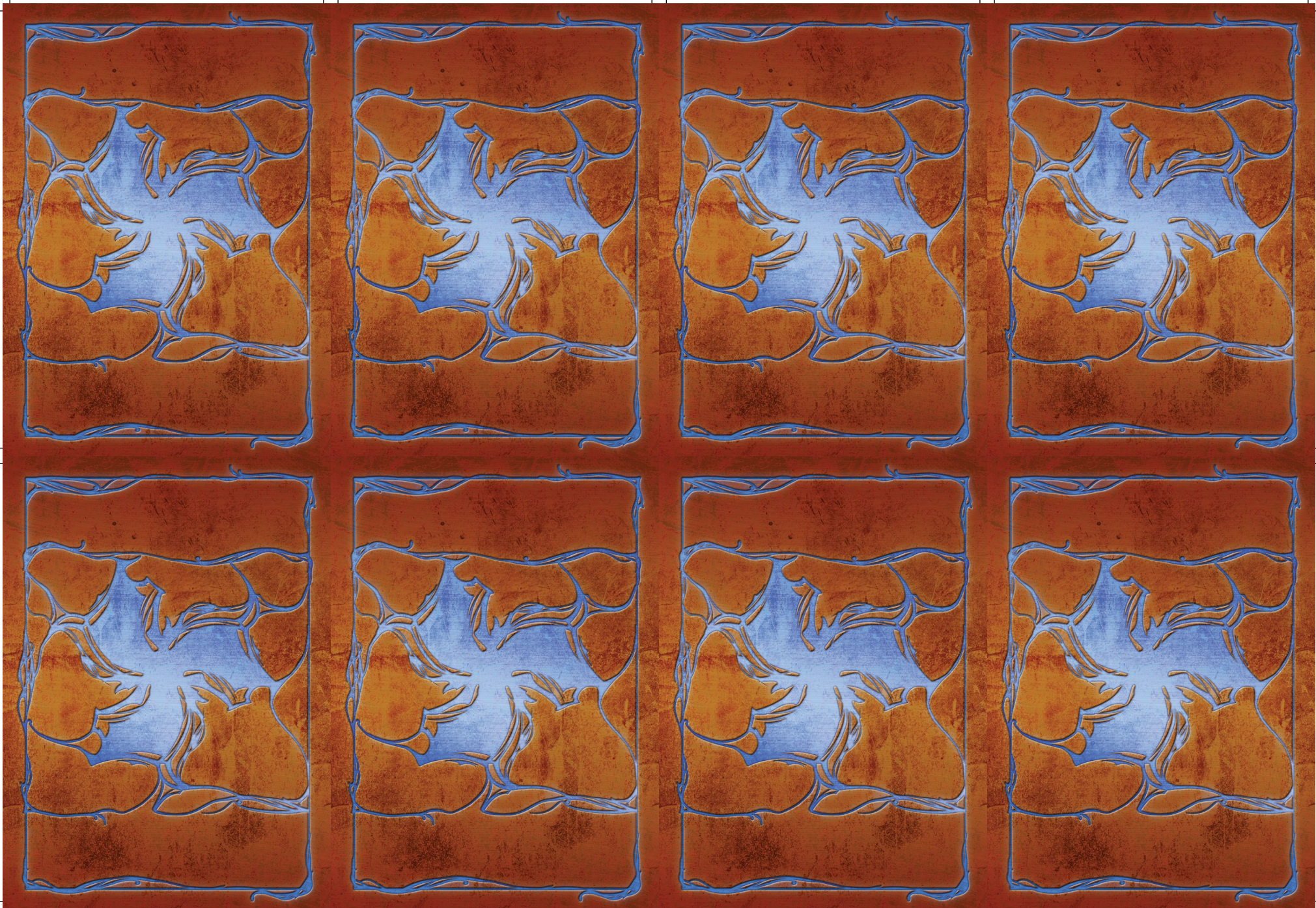
GM Intrusion: A weird pattern of yellow light plays across the character. On a failed Intellect defense roll, they begin to methodically march off in an apparently random direction until an ally blocks their path, causing them to recover.

SALVAGE RESULT

Shins (8)

Parts (1 unit)

GM Intrusion: Three esculants (*Destiny* p. 261) erupt from cover and attack the character.



SALVAGE RESULT

Shins (9)

Parts (1 unit)

GM Intrusion: A weird pattern of white light plays across the character. On a failed Intellect defense roll, the character forgets the previous 28 hours.

SALVAGE RESULT

Shins (10)

Parts (1 unit)

GM Intrusion: A weird pattern of red light plays across the character. On a failed Speed defense roll, the character's cyphers mass together to form a malevolent automaton (level 5) that attacks the character.

SALVAGE RESULT

Shins (1)

Parts (1 unit)

GM Intrusion: Incandescent plasma stretches out from an object or surface and burns a strange symbol into the character's exposed flesh. The symbol might be meaningless or might brand the character in some fashion.

SALVAGE RESULT

Shins (2)

Parts (1 unit)

GM Intrusion: A hum grows louder and louder. On a failed Speed defense roll (one per cypher carried), the character's cyphers explode as if shrapnel detonations (*Discovery* p. 277) of equal level.

SALVAGE RESULT

Shins (3)

Parts (1 unit)

GM Intrusion: Contact with object or surface causes a glowing green aura to visibly swirl around the character for a few days (with no other apparent effect).

SALVAGE RESULT

Shins (4)

Parts (1 unit)

GM Intrusion: Contact with object or surface causes the character's mundane equipment and clothing to melt into goo; important equipment resists on a successful Speed defense roll.

SALVAGE RESULT

Shins (5)

Parts (1 unit)

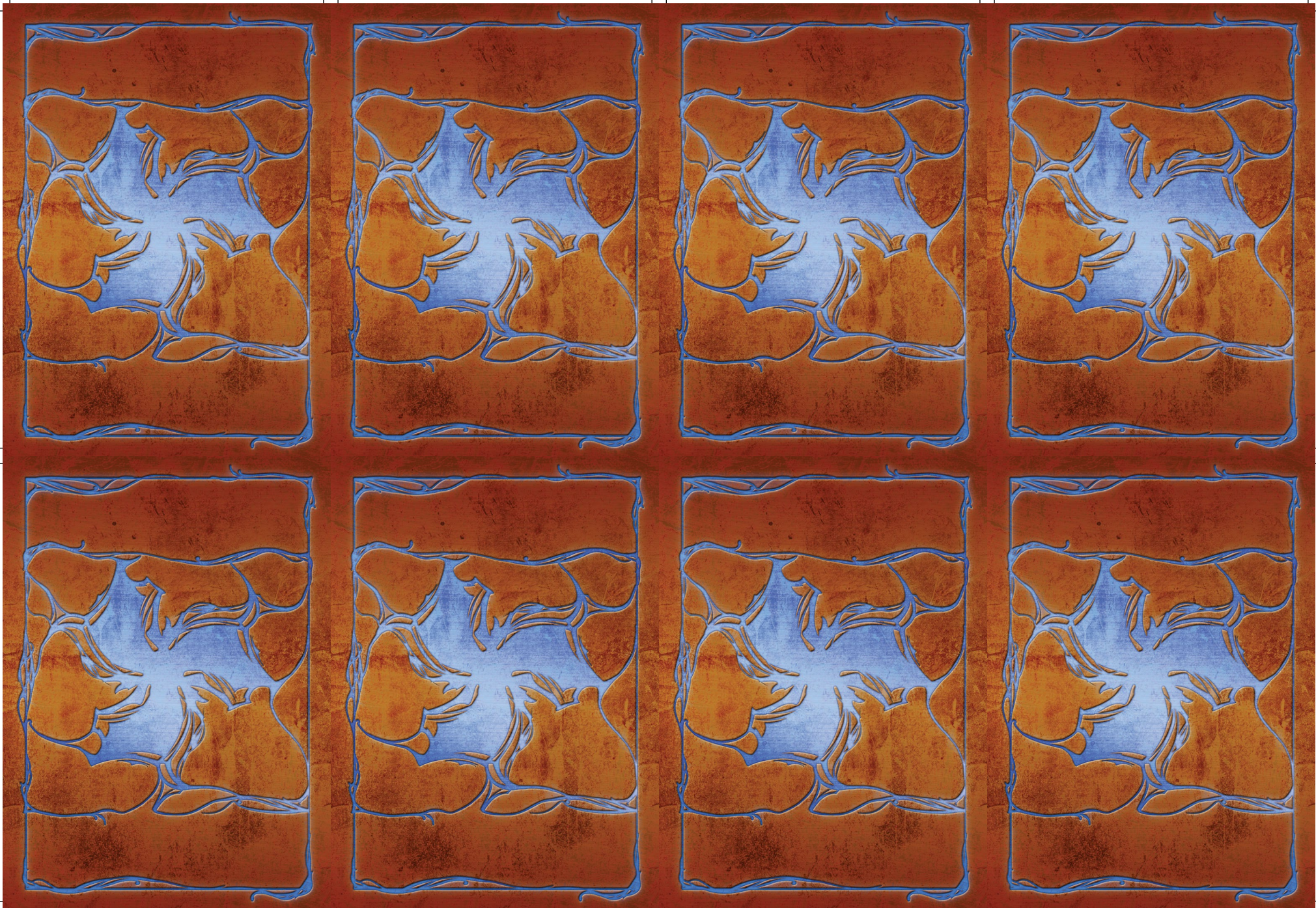
GM Intrusion: Psychic flare from an object or surface inflicts 5 points of Intellect damage (ignores Armor) on the character on a failed Intellect defense roll. Whether or not the defense is successful, the character is troubled by weird hallucinations for several hours afterward.

SALVAGE RESULT

Shins (6)

Parts (1 unit)

GM Intrusion: Psychic flare from an object or surface gives the character a random phobia (such as fear of heights, small spaces, open spaces, visitants, and so on) on a failed Intellect defense roll.



SALVAGE RESULT

Shins (7)

Parts (1 unit)

GM Intrusion: A character's artifact discharges with snapping energy into a nearby object or surface, depleting it. It may be possible to recharge the artifact using the same object or surface, but it's dangerous; on a failed Intellect defense roll, an overcharge causes the artifact to explode as if a level 8 electrical discharge detonation (*Discovery* p. 277).

SALVAGE RESULT

Shins (8)

Parts (1 unit)

GM Intrusion: Red electricity blasts from a nearby surface or object, hurling the character a short range in a random direction and inflicting 10 points of damage on a failed Might defense roll (or 3 points even on a successful roll).

SALVAGE RESULT

Shins (9)

Parts (1 unit)

GM Intrusion: An area that seems to leach color from the air and objects that move into it inflicts 6 points of Speed damage (ignores Armor) on the character on a failed Might defense roll.

SALVAGE RESULT

Shins (10)

Parts (1 unit)

GM Intrusion: Purplish time distortion plays through the area or across an object. On a failed Speed defense roll, the character is zapped into stasis for 28 hours, during which no time passes for them. Even on a success, the character enters stasis for one minute.

SALVAGE RESULT

Shins (1)

Parts (1 unit)

GM Intrusion: Purplish time distortion plays through the area or across an object. On a failed Speed defense roll, the character relives the same three rounds over and over, until some external force breaks them out of the time loop.

SALVAGE RESULT

Shins (2)

Parts (1 unit)

GM Intrusion: Purplish time distortion plays through the area or across an object. The character "slows down." To them, everyone seems to jump into frenetic activity, and all their tasks involving other creatures are hindered. To others, their voices are noticeably lower in pitch, and they move at what seems like a snail's pace. The effect lasts for about an hour on a failed Speed defense roll, or for just a few rounds on a successful roll.

SALVAGE RESULT

Shins (3)

Parts (1 unit)

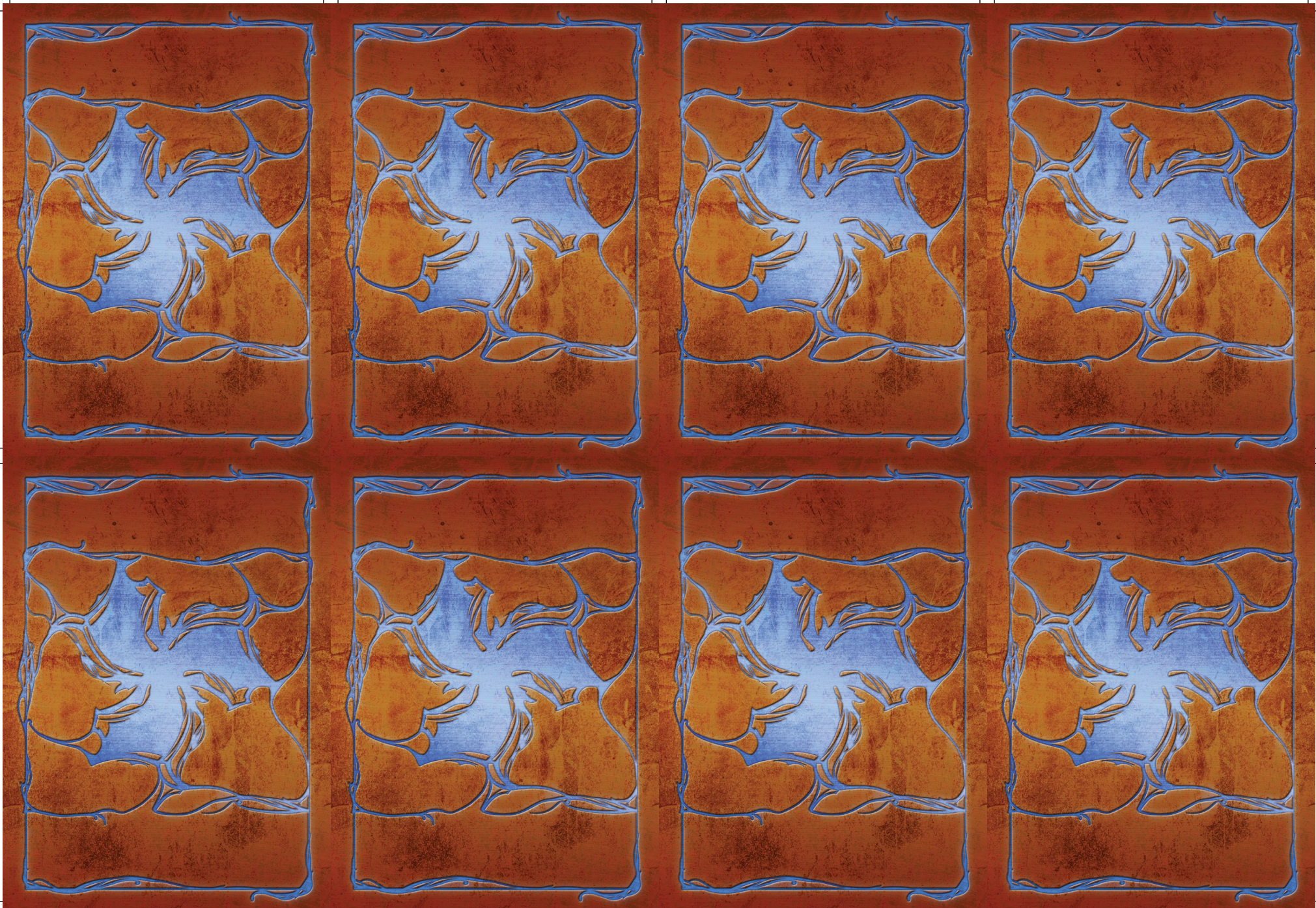
GM Intrusion: A pinkish shimmer leaks from a surface or object, magnetizing the character. Their possessions are attracted to each other, repelled apart, or both, hindering the character's tasks, including attack and defense, until they can somehow reverse the effect.

SALVAGE RESULT

Shins (4)

Parts (1 unit)

GM Intrusion: A pinkish shimmer leaks from a surface or object, magnetizing the character. They randomly attract metallic objects from the environment, which seem to leap into the air and fly toward the character randomly (as level 4 attacks), until they can somehow reverse the effect.



SALVAGE RESULT

Shins (5)

Parts (1 unit)

GM Intrusion: With a dull click, the object or surface seals the character in a pocket of dead sound for several hours. The character can hear sounds from outside the pocket, but any sounds they make (such as by speaking, snapping their fingers, activating a mechanism, or even banging on a drum) are drained away into silence.

SALVAGE RESULT

Shins (6)

Parts (1 unit)

GM Intrusion: A weird crash of conflicting sounds reprograms the character's currently carried cyphers; when used, they produce completely different effects than expected.

SALVAGE RESULT

Shins (7)

Parts (1 unit)

GM Intrusion: Three Oorgolian soldiers (*Discovery* p. 246) erupt from cover and attack the character.

SALVAGE RESULT

Shins (8)

Parts (1 unit)

GM Intrusion: Psychic flare from an object or surface makes the character believe they are on a secret mission to kill one of their allies on a failed Intellect defense roll. The belief persists for several hours.

SALVAGE RESULT

Shins (9)

Parts (1 unit)

GM Intrusion: Psychic flare from an object or surface makes the character lose all motivation; they slump into a sighing heap on a failed Intellect defense roll. The attitude persists for several hours.

SALVAGE RESULT

Shins (10)

Parts (1 unit)

GM Intrusion: Psychic flare from an object or surface makes the character lose all sense of suspicion; on a failed Intellect defense roll, they become so credulous that they do not recognize or even react to threats. The attitude persists for several hours.

SALVAGE RESULT

Shins (1)

Parts (1 unit)

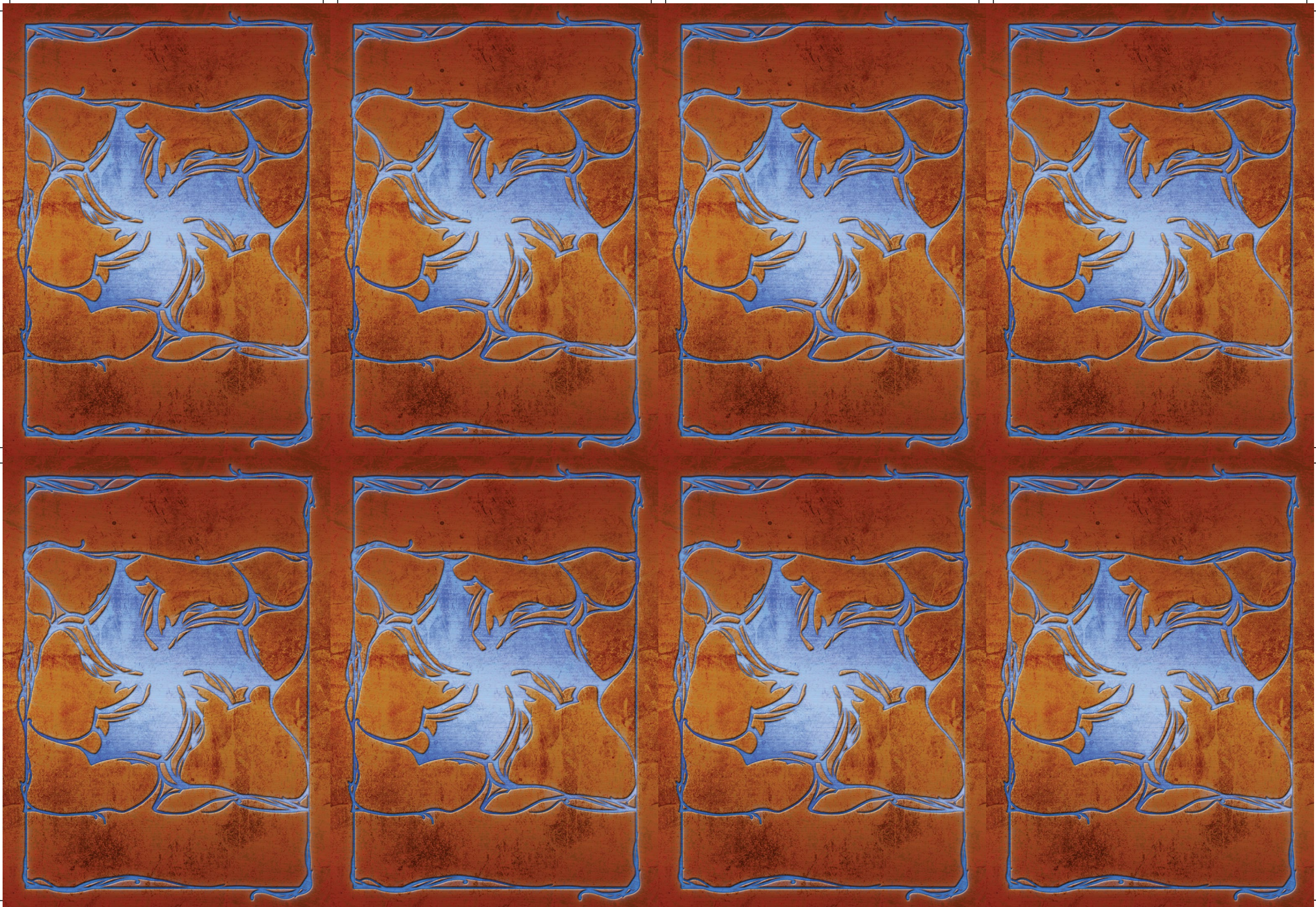
GM Group Intrusion: The entire chamber is launched from the structure like a rocket; if navigation systems can't be found (first a difficulty 5 perception task to discover, then a difficulty 5 understanding numenera task to properly use), the chamber crashes back down a minute later, inflicting 13 points of ambient damage (ignores Armor) to all still inside.

SALVAGE RESULT

Shins (2)

Parts (1 unit)

GM Intrusion: The floor collapses, dropping everyone and everything present into a previously sealed location.



SALVAGE RESULT

Shins (3)

Parts (2 units)

Oddity: Egg-shaped metallic bauble that occasionally spins and speaks in a language no one knows

GM Intrusion: Psychic flare from an object or surface makes the character so terrified that they freeze in horror. The attitude persists for several hours.

SALVAGE RESULT

Shins (4)

Parts (3 units)

Oddity: Aerosol can that sprays sparkling paint that hangs in the air

Oddity: Unknown musical instrument that plays only soft, unpleasant sounds

GM Intrusion: A dollop of glowing orange gel leaks from above, striking the character. Contact with the gel causes 6 points of Speed damage (ignores Armor) to exposed flesh, but might repower used cyphers.

SALVAGE RESULT

Shins (5)

Parts (2 units)

Oddity: Device that emits a projection of a human face that changes expression depending on the direction in which it's looking

GM Intrusion: A discharge from the device or surface causes the character to begin speaking in a language no one knows. Over the next few days, their knowledge of any other language(s) they know returns, too.

SALVAGE RESULT

Shins (6)

Parts (3 units)

Oddity: Circular stone plate with a human face that occasionally changes expression or appears to speak (but has no voice)

Oddity: Pants that fit perfectly and never seem to get dirty but are always chilly

GM Intrusion: Object or surface envelops the character in a level 7 force field. Unless they can escape or the field can be collapsed, they begin to smother after about an hour.

SALVAGE RESULT

Shins (7)

Parts (2 units)

Oddity: Remote-controlled dragonfly with a tiny handheld controller

GM Group Intrusion: A group of five antagonistic explorers (*Discovery* p. 265) finds the characters.

SALVAGE RESULT

Shins (8)

Parts (3 units)

Oddity: Necklace made of gears and other machine parts

Oddity: Lightning bug in a glass globe

GM Intrusion: The touch of the object or surface disrupts and destroys a character's cypher or artifact.

SALVAGE RESULT

Shins (9)

Parts (2 units)

Oddity: Glass plate that shows what seems to be a live image of the moon, but from a closer vantage

GM Intrusion: A shimmery pellet from an object or surface is implanted under the character's skin. Until it is removed (an Intellect action), the character suffers 1 point of damage per round.

SALVAGE RESULT

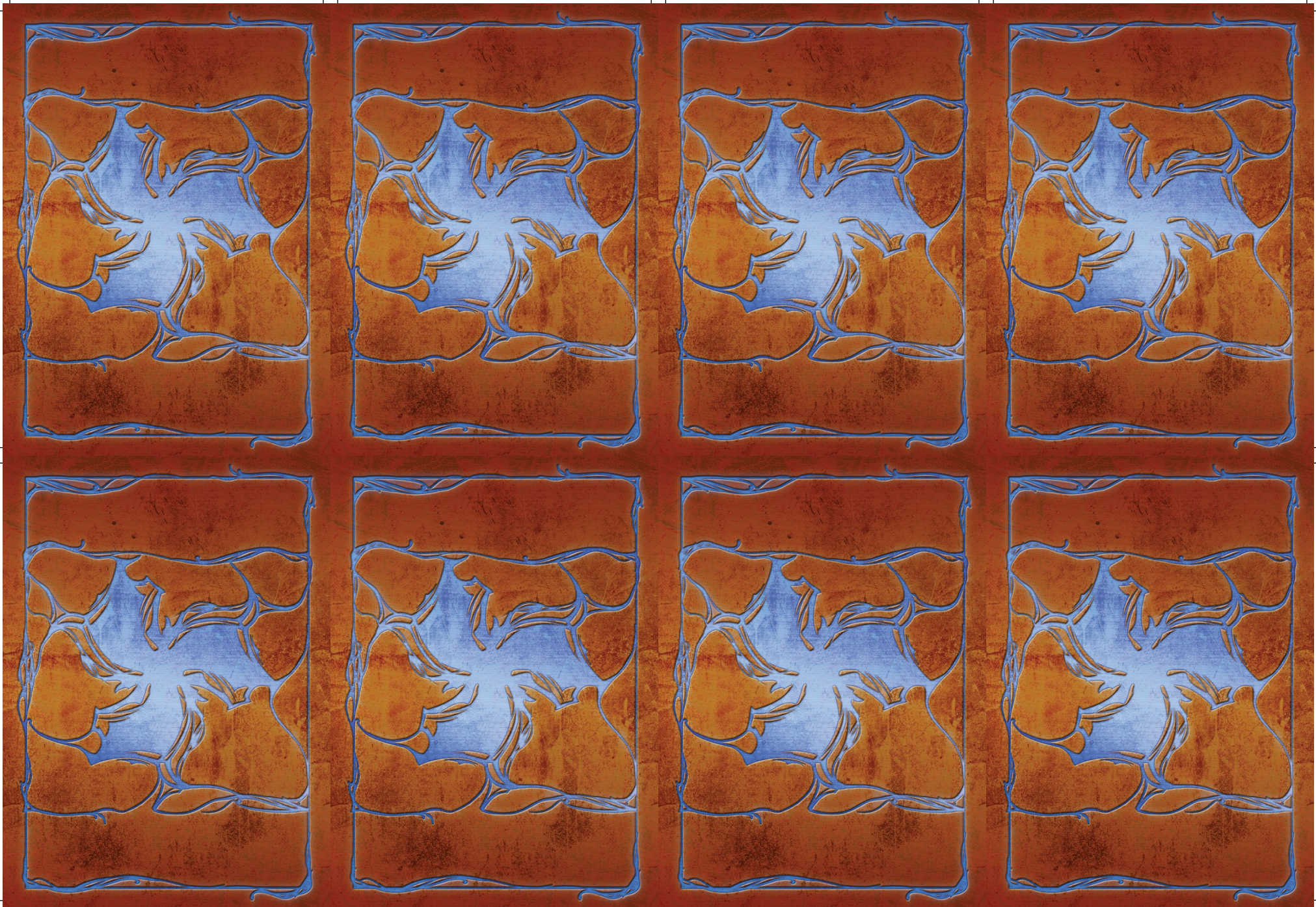
Shins (10)

Parts (3 units)

Oddity: Small square cage that puts whatever single creature is inside it into stasis

Oddity: Metallic device that creates one sheet of new paper each day

GM Intrusion: The object or surface hosts a diseased lichen. The character must make a Might defense roll or move one step down the damage track due to infection.



SALVAGE RESULT

Shins (1)

Parts (2 units)

Oddity: Candle that never runs down

GM Intrusion: A mechanism set in the surface or object unexpectedly animates and knocks the character down, inflicting 4 points of damage.

SALVAGE RESULT

Shins (2)

Parts (3 units)

Oddity: Feathered hat that occasionally makes bird noises

Oddity: Metallic rod that increases in length by about 1 inch (2.5 cm) a month

GM Intrusion: A discharge from the object or surface paralyzes one of the character's limbs, rendering it limp for ten minutes.

SALVAGE RESULT

Shins (3)

Parts (2 units)

Oddity: Glass cube that shows what seems to be a live aerial view of an unknown, ruined city

GM Intrusion: A quality in the object or surface attempts to absorb one of the character's large possessions, such as armor, a weapon, a backpack, and so on. The possession is absorbed on a failed Speed defense roll.

SALVAGE RESULT

Shins (4)

Parts (3 units)

Oddity: Small jar of black paint that refills itself each day

Oddity: Five metallic spheres that orbit the user's head and display ever-changing, unknown symbols

GM Intrusion: A cavity opens in a nearby surface and sucks in the character on a failed Might defense roll. A "swallowed" character can attempt to break free with a successful Might task, but they suffer 6 points of damage each round they remain inside.

SALVAGE RESULT

Shins (5)

Parts (2 units)

Oddity: Metal canister that fills with 4 quarts (3.8 liters) of water at the same time each day

GM Group Intrusion: Six chirogs (*Discovery* p. 229) track down the characters and attack.

SALVAGE RESULT

Shins (6)

Parts (3 units)

Oddity: Metal and glass disk that, when pressed against flesh, instantly etches a tattoo of a green dagger

Oddity: Short metal rod that is insubstantial to all matter except the special synth glove that goes with it

GM Intrusion: A poisonous substance bursts from the object or surface. The character who fails a Might defense roll suffers 4 points of Speed damage (ignores Armor), and the goo gets in their eyes, nose, mouth, and ears, hindering all tasks by two steps until they spend a turn cleaning up.

SALVAGE RESULT

Shins (7)

Parts (2 units)

Oddity: Canister that produces an extremely foul odor and a puff of dark red smoke when opened

GM Group Intrusion: Constantly shifting gravity in the area causes characters to topple over, lose important belongings that fall sideways or into the crevices in the ceiling above (or into the sky), and lose turns while they simply try to keep to their feet.

SALVAGE RESULT

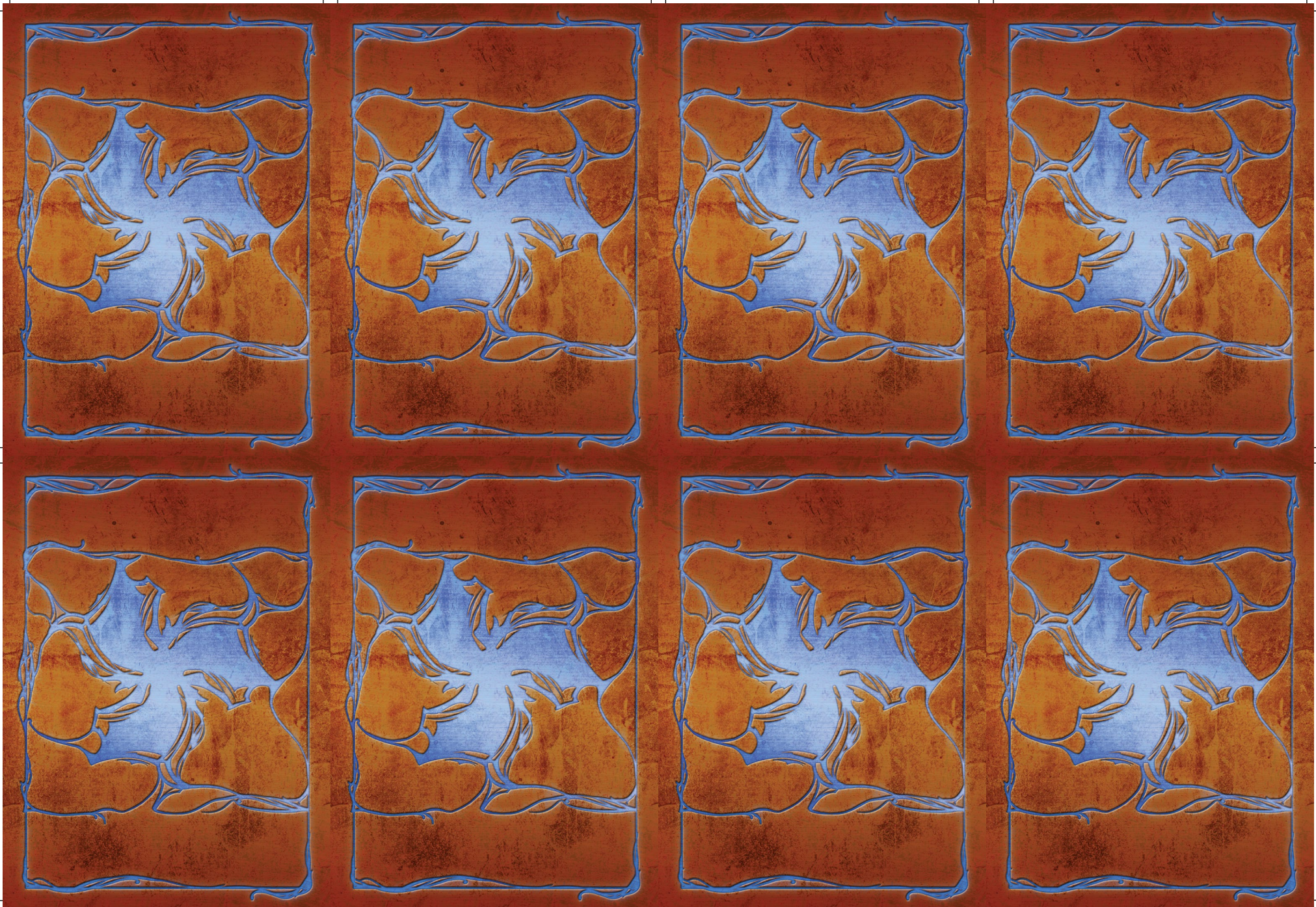
Shins (8)

Parts (3 units)

Oddity: Cup that instantly boils any liquid poured into it

Oddity: Two-headed animal fetus in a glass jar

GM Intrusion: An object gains the character's undivided attention on a failed Intellect defense roll, and they pick it up to stare at it. Until it is removed from their hand (which they resist), the character can't do anything else but look at the object.




SALVAGE RESULT

Shins (9)

Parts (11 units)

lotum—level 10: Cosmic foam
(1 unit)




GM Intrusion: A disassembler (*Discovery* p. 233) attacks the character, attempting to destroy a valuable object in their possession.

SALVAGE RESULT

Shins (10)

Parts (10 units)

lotum—level 9: Scalar boson rod
(1 unit)




GM Intrusion: A psychoactive gas causes the character to activate their most powerful available ability, cypher, or artifact that is not an attack on a failed Intellect defense roll.

SALVAGE RESULT

Shins (1)

Parts (10 units)

lotum—level 9: Data orb (1 unit)




GM Intrusion: A psychoactive gas causes the character to attack the nearest creature with whatever means is closest at hand on a failed Intellect defense roll.

SALVAGE RESULT

Shins (2)

Parts (10 units)

lotum—level 9: Philosophine (1 unit)




GM Intrusion: A mechanism animates from the object or wall and knocks the character prone on a failed Speed defense roll. In addition to taking 3 points of damage, the character is caught in a different whirring mechanism that bites at their flesh, inflicting 7 points of damage.

SALVAGE RESULT

Shins (3)

Parts (10 units)

lotum—level 9: Tamed iron
(1 unit)




GM Group Intrusion: An object or portion of a nearby surface explodes, inflicting 5 points of damage on all characters in immediate range on a failed Speed defense roll, or 2 points on a successful roll.

SALVAGE RESULT

Shins (4)

Parts (9 units)

lotum—level 8: Virtuon particle
(1 unit)




GM Intrusion: An object or nearby surface whispers to the character, saying something so startling (whether coincidentally meaningful or relevant, or purposefully so) that the character loses their turn.

SALVAGE RESULT

Shins (5)

Parts (9 units)

lotum—level 8: Oraculum (1 unit)




GM Intrusion: A barb, needle, or rough patch on the object or surface acts like poison to the character who is scratched. They must make a Might defense roll or immediately move down one step on the damage track.

SALVAGE RESULT

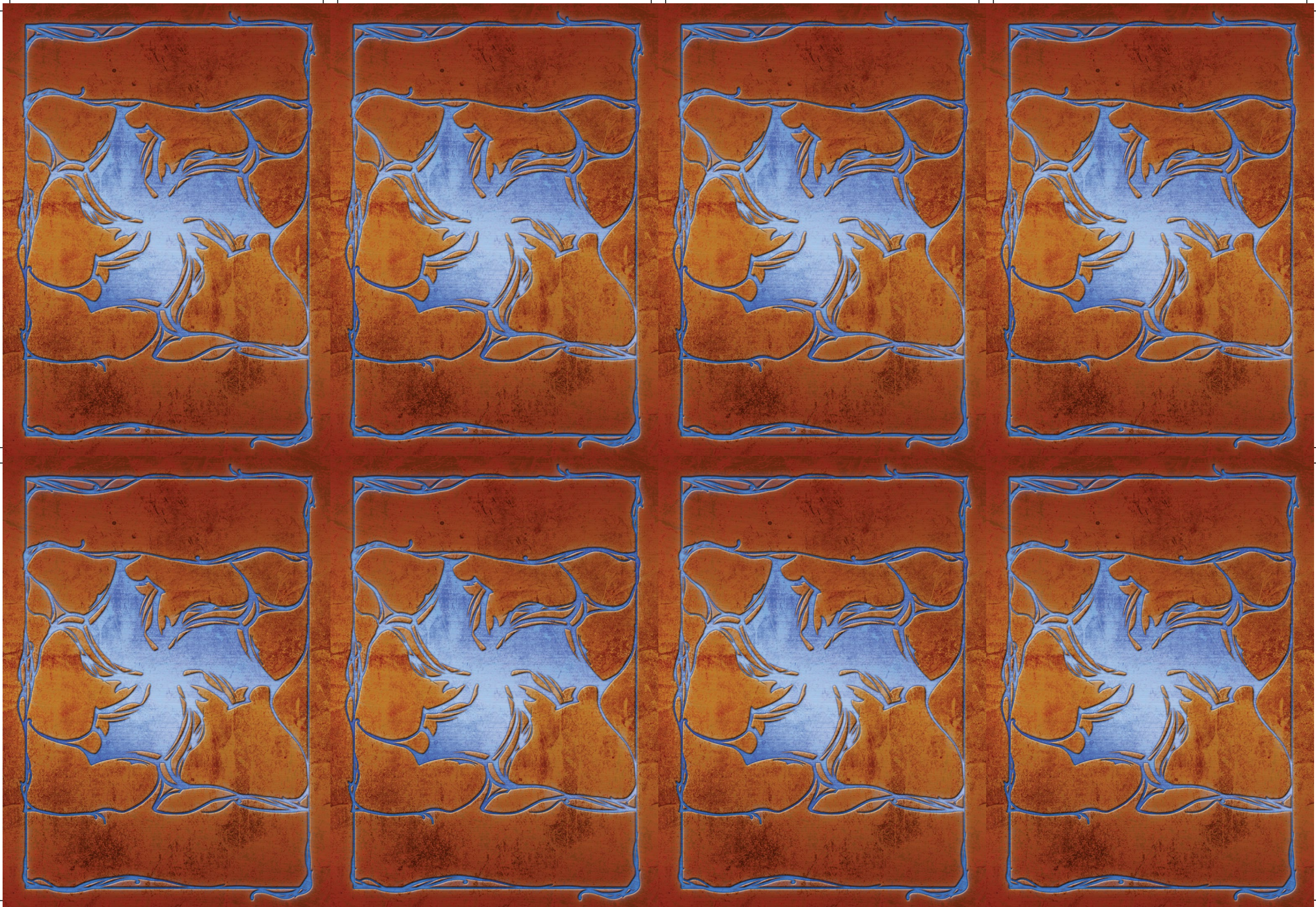
Shins (6)

Parts (9 units)

lotum—level 8: Midnight stone
(2 units)



GM Intrusion: The object or creature the character needs or wants to talk to becomes invisible or teleports away.



SALVAGE RESULT

Shins (7)

Parts (8 units)

lotum—level 7: Monopole
(2 units)

GM Intrusion: A flare of bluish energy envelops the character and teleports them to whatever location they were at exactly three hours earlier.

SALVAGE RESULT

Shins (8)

Parts (18 units)

Cypher—level 5: Detonation, gravity
(*Discovery* p. 277); or randomly generate one cypher

Cypher—level 6: Rejuvenator, Speed
(*Discovery* p. 286); or randomly generate one cypher

Cypher—level 6: Effort enhancement (*Destiny* p. 181); or randomly generate one cypher

GM Intrusion: The object or surface is diseased. The character must make a Might defense roll or the next time they make a recovery roll, they fall into a sleep so deep that they can't be awakened for 28 hours.

SALVAGE RESULT

Shins (9)

Parts (19 units)

Cypher—level 6: Rejuvenator, Might (*Discovery* p. 286); or randomly generate one cypher

Cypher—level 7: Attractor (*Discovery* p. 276); or randomly generate one cypher

Cypher—level 5: Acidic resonator (*Destiny* p. 181); or randomly generate one cypher

GM Intrusion: Something unexpected and unpredictable happens to the character on account of the area or object being transdimensionally unstable. The event is small, but it results in a significant change. For example, the character's cypher may unexpectedly deplete, but when it does, it is revealed as having a second unexpected ability.

SALVAGE RESULT

Shins (10)

Parts (17 units)

Cypher—level 4: Emotion smoother (*Destiny* p. 182); or randomly generate one cypher

Cypher—level 6: Catholicon (*Discovery* p. 276); or randomly generate one cypher

Cypher—level 6: Rejuvenator, Intellect
(*Discovery* p. 286); or randomly generate one cypher

GM Intrusion: The object or nearby machine is intelligent. It controls the actions of the character on a failed Intellect defense roll, making them begin long-term repairs. The victim can attempt a new Intellect defense task every 28 hours.

SALVAGE RESULT

Shins (1)

Parts (20 units)

Cypher—level 6: Antivenom (*Discovery* p. 276); or randomly generate one cypher

Cypher—level 7: Rejuvenator, Speed
(*Discovery* p. 286); or randomly generate one cypher

Cypher—level 6: Immobilizer (*Destiny* p. 182); or randomly generate one cypher

GM Intrusion: A burst of intense light from the object or surface causes the character to trip and fall prone, costing them their next turn.

SALVAGE RESULT

Shins (2)

Parts (20 units)

Cypher—level 7: Force screen projector
(*Discovery* p. 279); or randomly generate one cypher

Cypher—level 5: Instant item (*Destiny* p. 183); or randomly generate one cypher

Cypher—level 7: Rejuvenator, Might
(*Discovery* p. 286); or randomly generate one cypher

GM Intrusion: The character brushes up against a strand of monomolecular thread they did not see, suffering 8 points of damage on a failed Speed defense roll and bleeding for 4 points of damage each round until they succeed on a healing task.

SALVAGE RESULT

Shins (3)

Parts (18 units)

Cypher—level 4: Chemical factory (*Discovery* p. 276); or randomly generate one cypher

Cypher—level 6: Gravity-nullifying spray
(*Discovery* p. 280); or randomly generate one cypher

Cypher—level 7: Rejuvenator, Intellect
(*Discovery* p. 286); or randomly generate one cypher

GM Intrusion: Weird pulses of light across the character's face cause them great anguish on a failed Intellect defense roll, moving them one step down the damage track.

SALVAGE RESULT

Shins (4)

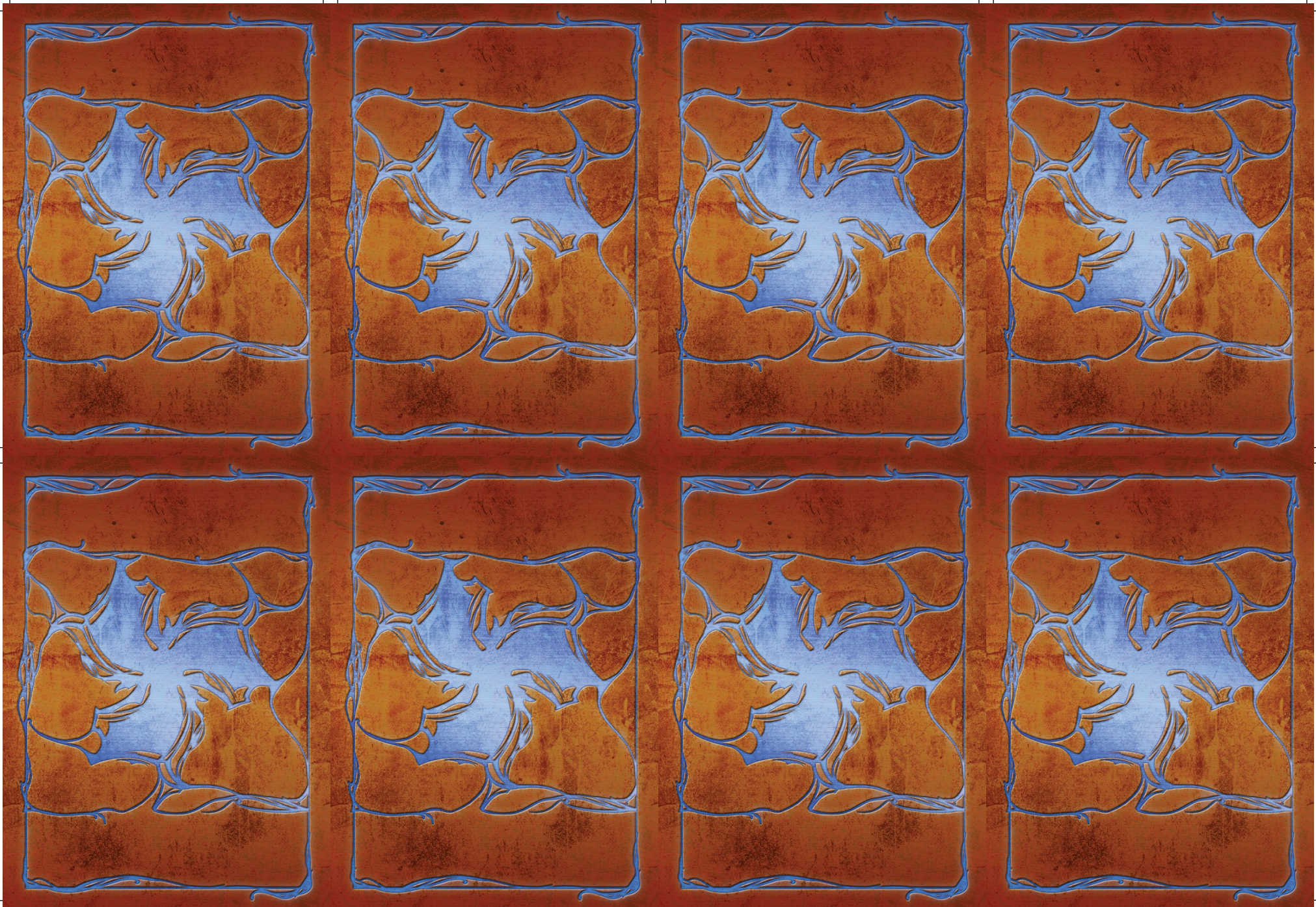
Parts (18 units)

Cypher—level 8: Rejuvenator, Might
(*Discovery* p. 286); or randomly generate one cypher

Cypher—level 5: Instant wall (*Destiny* p. 183); or randomly generate one cypher

Cypher—level 4: Datasphere siphon
(*Discovery* p. 277); or randomly generate one cypher

GM Intrusion: Transdimensional spores sprout on the character's skull, giving them fungal horns and spikes for about a day that hinder all interaction tasks.



SALVAGE RESULT

Shins (5)

Parts (20 units)

Cypher—level 4: Comprehension graft (*Discovery* p. 277); or randomly generate one cypher

Cypher—level 8: Rejuvenator, Speed (*Discovery* p. 286); or randomly generate one cypher

Cypher—level 7: Iron wind resistance (*Destiny* p. 183); or randomly generate one cypher

GM Intrusion: A section of the wall or floor folds, catching the character who fails a Speed defense roll. The character suffers 7 points of damage and is caught until they can escape by succeeding on a hindered Might-based roll.

SALVAGE RESULT

Shins (6)

Parts (21 units)

Cypher—level 6: Phasing gloves (*Destiny* p. 184); or randomly generate one cypher

Cypher—level 6: Transdimensional sense (*Destiny* p. 185); or randomly generate one cypher

Cypher—level 8: Rejuvenator, Intellect (*Discovery* p. 286); or randomly generate one cypher

GM Intrusion: The object or mechanism on a nearby surface uses a mind-reading ability to announce the character's secret thoughts, if any.

SALVAGE RESULT

Shins (7)

Parts (9 units)

lotum—level 7: Kaon dot (2 units)

lotum—level 1: Io (3 units)

GM Intrusion: A yellow glow envelops the character in an aura of swirling vapor that hinders all their tasks by two steps for one minute.

SALVAGE RESULT

Shins (8)

Parts (3 units)

Plan seed: Randomly generate one plan (*Destiny* p. 136)

lotum—level 2: Responsive synth (3 units)

GM Intrusion: A barb, needle, or rough patch on the object or surface acts like poison to the character who is scratched. On a failed Might defense roll, they are completely paralyzed and can take no physical actions (and all mental actions are hindered by two steps) for two rounds.

SALVAGE RESULT

Shins (9)

Parts (11 units)

lotum—level 7: Psiranium (2 units)

lotum—level 3: Apt clay (3 units)

GM Intrusion: A Zhev (*Discovery* p. 262) detaches from the ceiling and attacks the character.

SALVAGE RESULT

Shins (10)

Parts (12 units)

lotum—level 7: Smart tissue (3 units)

lotum—level 4: Bio-circuitry (4 units)

GM Intrusion: A sarrak (*Discovery* p. 250) tracks down the character who it believes has equipment that belongs to it.

SALVAGE RESULT

Shins (1)

Parts (11 units)

lotum—level 6: Thaum dust (4 units)

lotum—level 4: Synthsteel (3 units)

GM Intrusion: A gravity pulse sends the character flying 100 feet (30 m) into the air. Unless they can prevent falling back, impact inflicts 10 points of damage and moves them one step down the damage track.

SALVAGE RESULT

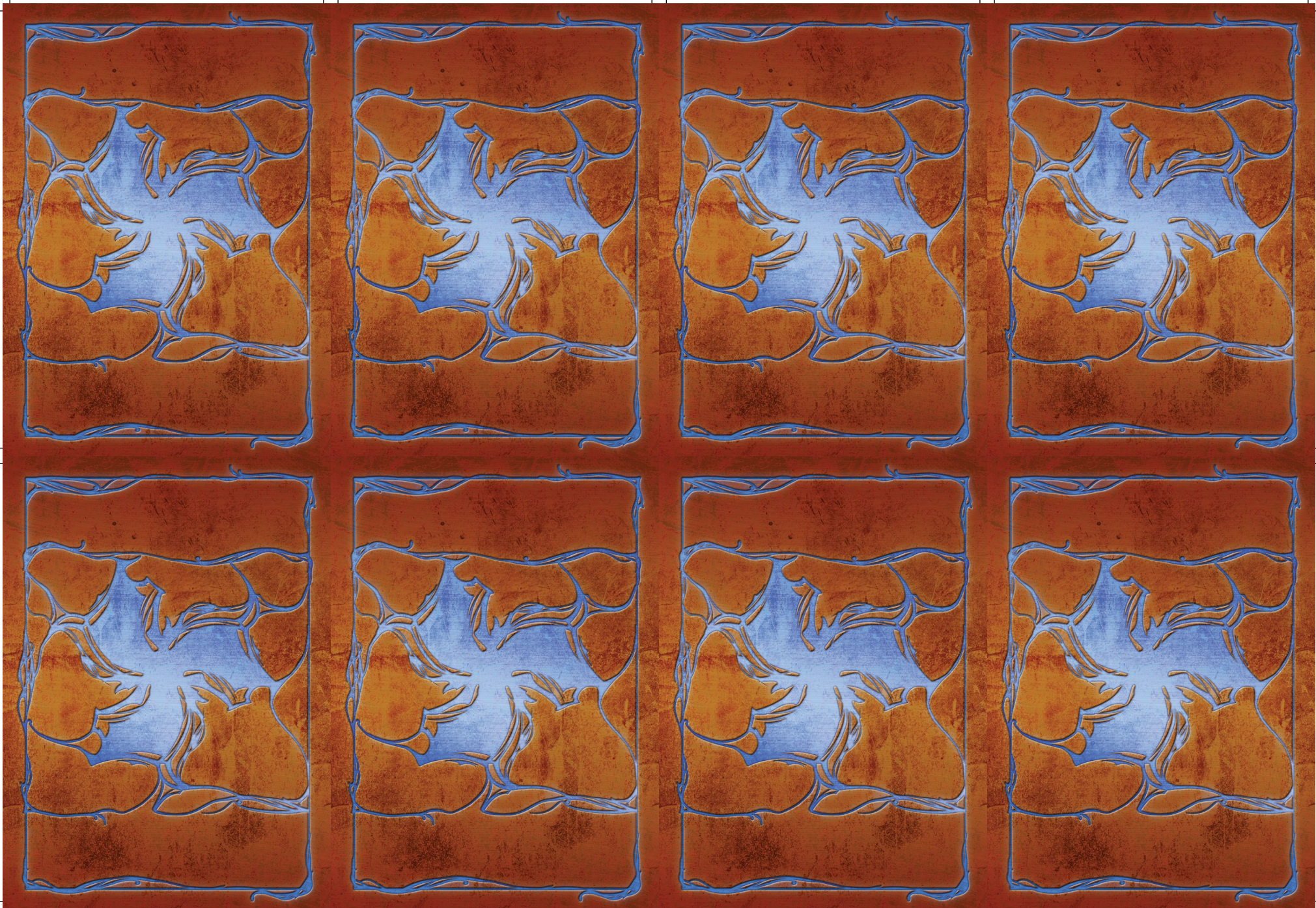
Shins (2)

Parts (11 units)

lotum—level 6: Protomatter (1 unit)

lotum—level 4: Pliable metal (3 units)

GM Intrusion: Three babirasa (*Destiny* p. 254) attack the character with surprise, easing their first attacks.



SALVAGE RESULT

Shins (3)

Parts (12 units)

lotum—level 6: Amber crystal (3 units)

lotum—level 5: Mimetic gel (4 units)

GM Intrusion: A barb, needle, or rough patch on the object or surface acts like a hallucinogen to the character who is scratched. On a failed Might defense roll, they hallucinate for several minutes, during which time they can't discern reality from mental distortion.

SALVAGE RESULT

Shins (4)

Parts (11 units)

lotum—level 5: Azure steel (3 units)

lotum—level 5: Quantum (4 units)

GM Intrusion: A pipe in the wall or machine breaks, spilling a pool of white-hot, flowing molten metal. On a failed Speed defense roll, the character is burned for 15 points of damage. If this is enough to move them one step down the damage track, they lose the use of whatever limb touched the molten metal.

SALVAGE RESULT

Shins (5)

Parts (9 units)

lotum—level 1: Io (3 units)

lotum—level 7: Kaon dot (2 units)

GM Intrusion: The object or surface sprouts a slender glass tendril that touches the character on a failed Speed defense roll. Their body sprouts similar tendrils, inflicting 4 points of ambient damage each round for four rounds.

SALVAGE RESULT

Shins (6)

Parts (7 units)

Artifact—level 6: Stasis pod (*Destiny* p. 191); or randomly generate one artifact

GM Intrusion: A thundering sound somehow blinds (rather than deafens) the character for several minutes.

SALVAGE RESULT

Shins (7)

Parts (5 units)

Artifact—level 4: Brain bud (*Discovery* p. 293); or randomly generate one artifact

GM Intrusion: The character's limb becomes caught in a mechanism or surface. As they try to wiggle free, the opening contracts, inflicting 3 points of damage each round and holding the character in place until they can escape.

SALVAGE RESULT

Shins (8)

Parts (7 units)

Artifact—level 6: Explorer's gloves (*Destiny* p. 189); or randomly generate one artifact

GM Intrusion: The character discovers (possibly as part of a successful salvage task) a cuiddit (*Destiny* p. 258).

SALVAGE RESULT

Shins (9)

Parts (9 units)

Artifact—level 8: Chameleon cloak (*Discovery* p. 293); or randomly generate one artifact

GM Intrusion: A psychic discharge traps the character's mind in an object or nearby surface. The character remains as a psychic passenger and can take no actions except attempt to mentally escape. Meanwhile, their body is a limp husk that will die within a few minutes unless the psyche is returned.

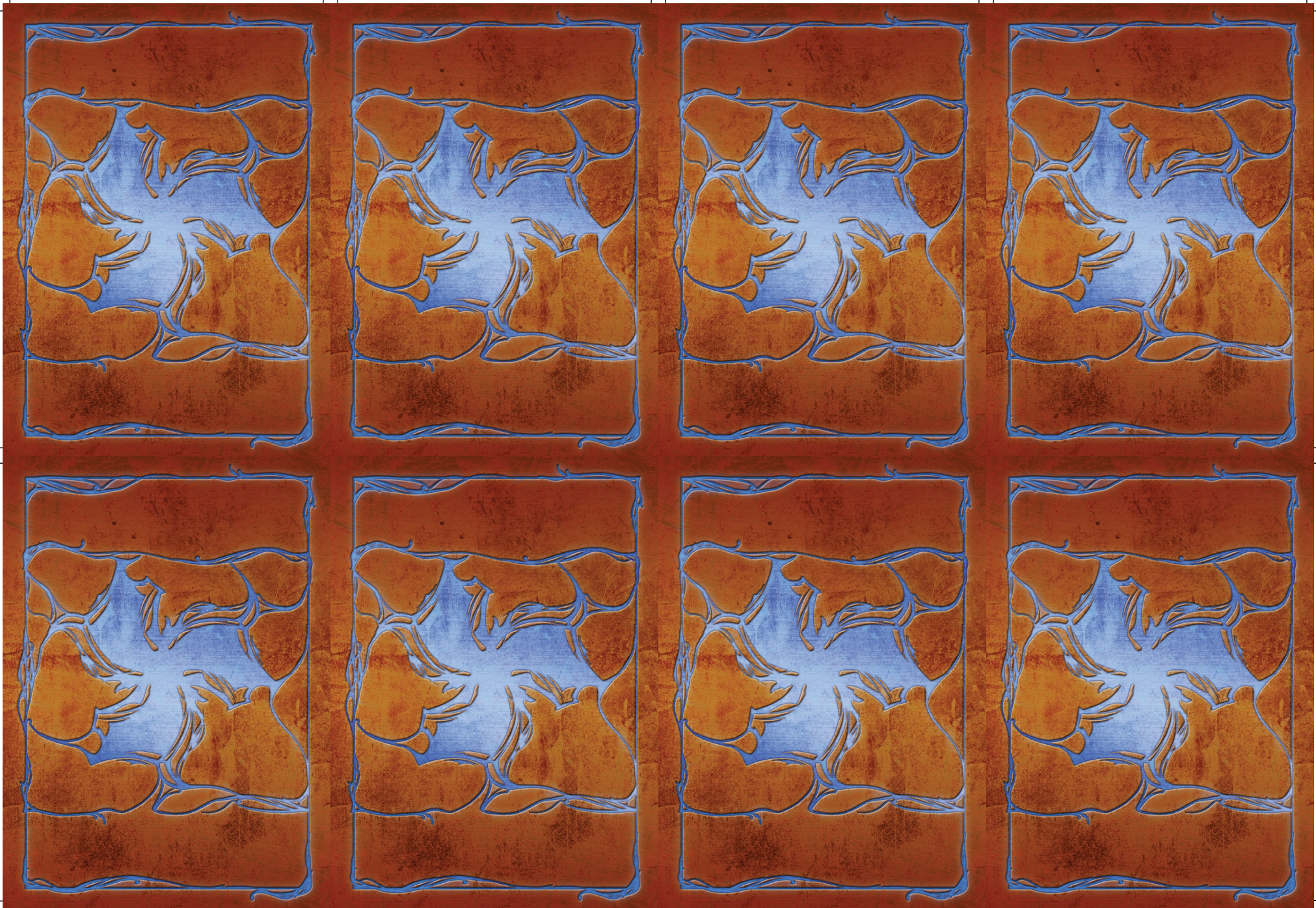
SALVAGE RESULT

Shins (10)

Parts (5 units)

Artifact—level 4: Explorer's lenses (*Destiny* p. 189); or randomly generate one artifact

GM Intrusion: The floor shakes, and a massive section of wall or ceiling lands on the character who fails a Speed defense roll, inflicting 15 points of damage and trapping the character until they can escape.



SALVAGE RESULT

Shins (1)

Parts (5 units)

Artifact—level 4: Cypher bag
(*Discovery* p. 294); or randomly
generate one artifact

GM Intrusion: A filament from a nearby device extends and trips the character, who falls prone and loses a turn.

SALVAGE RESULT

Shins (2)

Parts (7 units)

Artifact—level 6: Multi-opener
(*Destiny* p. 190); or randomly
generate one artifact

GM Intrusion: On a failed Might defense roll, a transdimensional surge transfers the character into an infinite dimension of branching corridors and rooms, where they remain trapped for several hours (unless they can find some way to escape sooner).

SALVAGE RESULT

Shins (3)

Parts (6 units)

Artifact—level 5: Disruption blade
(*Discovery* p. 294); or randomly
generate one artifact

GM Intrusion: The user's eyes, mouth, and nose are sealed over with new skin growth. The user suffocates if not helped by someone poking a hole over the mouth or nostrils and keeping it open (the skin keeps trying to grow closed). After about ten minutes, the growth reverses if the user is still alive.

SALVAGE RESULT

Shins (4)

Parts (6 units)

Artifact—level 5: Hover belt
(*Discovery* p. 297); or randomly
generate one artifact

GM Intrusion: An object or section of a nearby surface is revealed to be a mimetan (*Destiny* p. 268) when it unexpectedly attacks.

SALVAGE RESULT

Shins (5)

Parts (7 units)

lotum—level 1: Io (2 units)

lotum—level 3: Apt clay (2 units)

lotum—level 2: Responsive synth
(2 units)

GM Intrusion: One of the character's cyphers begins to flash as if issuing a code or signal, but the purpose is not immediately obvious.

SALVAGE RESULT

Shins (6)

Parts (11 units)

lotum—level 7: Psiranium (2 units)

lotum—level 1: Io (4 units)

lotum—level 2: Responsive synth
(3 units)

GM Intrusion: The character accidentally triggers the appearance of an out-of-phase cache, which partially solidifies in their body on a failed Speed defense roll, inflicting 7 points of Speed damage (ignores Armor).

SALVAGE RESULT

Shins (7)

Parts (15 units)

lotum—level 7: Smart tissue (3 units)

lotum—level 3: Apt clay (3 units)

lotum—level 4: Bio-circuitry (4 units)

GM Intrusion: The character's actions cause a nearby device to turn on, which is revealed as a level 4 turret that targets them with a long range energy attack each round until disabled or left behind.

SALVAGE RESULT

Shins (8)

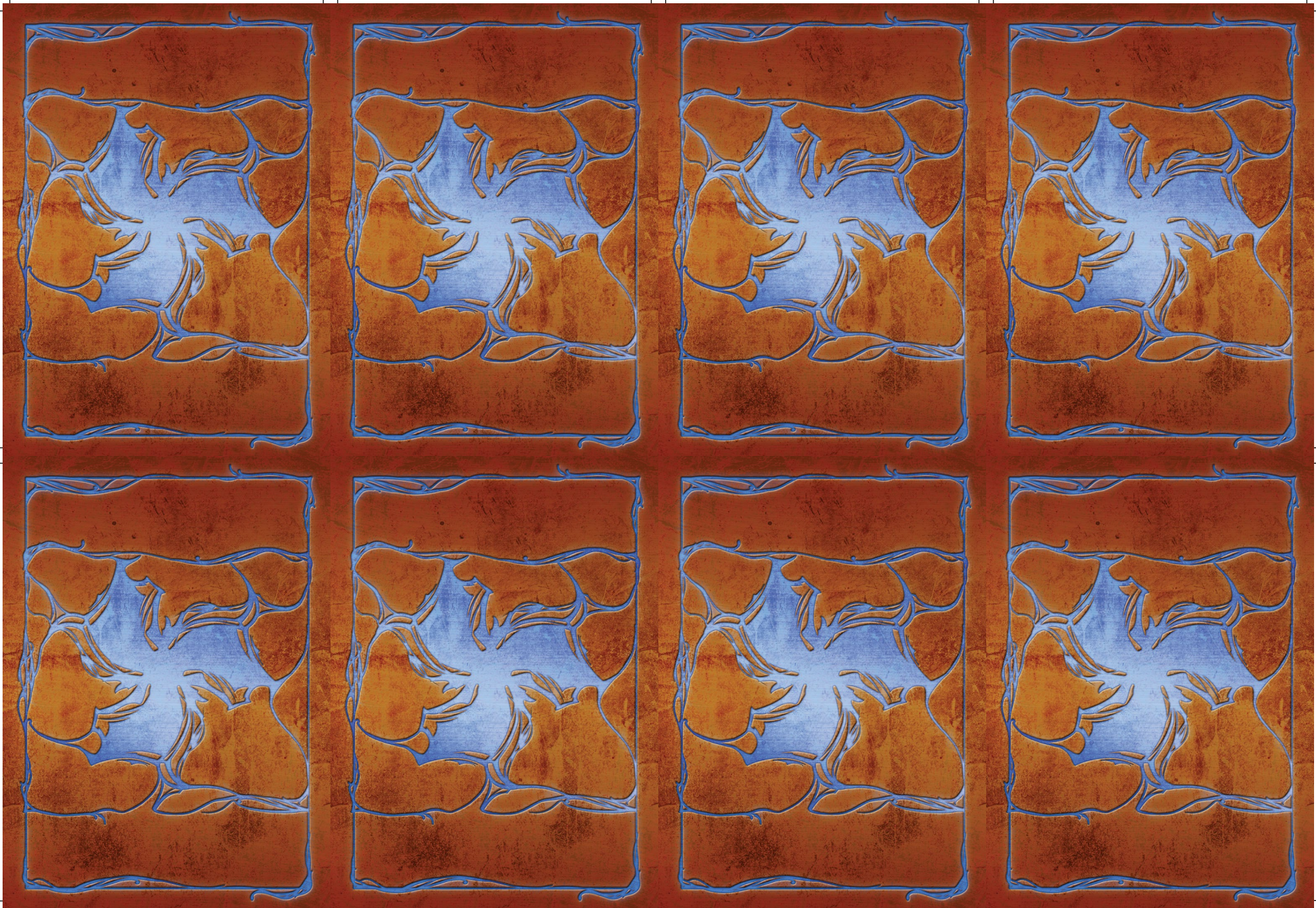
Parts (15 units)

lotum—level 6: Thaum dust (4 units)

lotum—level 4: Synthsteel (3 units)

lotum—level 4: Pliable metal (4 units)

GM Intrusion: The object or device mounted on a nearby surface triggers one of the character's cyphers, artifacts, or devices so that it attacks the character's nearest ally.



SALVAGE RESULT

Shins (9)
Parts (10 units)
lotum—level 6: Amber crystal (3 units)
lotum—level 2: Responsive synth (4 units)
lotum—level 1: Io (3 units)

GM Intrusion: A ray of sapphire blue light emerges from the object or surface, striking the character in the center of their forehead. Afterward, they develop a harmful mutation that fuses one of their eyes into a lump of bone, hindering all perception tasks involving eyesight.

SALVAGE RESULT

Shins (10)
Parts (9 units)
lotum—level 5: Quantum (3 units)
lotum—level 2: Responsive synth (3 units)
lotum—level 1: Io (4 units)

GM Intrusion: A ray of sapphire blue light emerges from the object or surface, striking the character in the center of their forehead. Afterward, the next task they attempt (or their current task) is hindered by three steps.

SALVAGE RESULT

Shins (1)
Parts (9 units)
lotum—level 5: Mimetic gel (3 units)
lotum—level 2: Responsive synth (4 units)
lotum—level 1: Io (3 units)

GM Intrusion: The character hears a forlorn cry for help from a nearby location.

SALVAGE RESULT

Shins (2)
Parts (10 units)
lotum—level 6: Thaum dust (4 units)
lotum—level 2: Responsive synth (3 units)
lotum—level 1: Io (4 units)

GM Intrusion: A white radiance reveals an ally or follower as something only pretending to be human. When discovered, it disperses like a swarm of ants into nearby nooks and crannies.

SALVAGE RESULT

Shins (3)
Parts (9 units)
lotum—level 5: Quantum (4 units)
lotum—level 2: Responsive synth (4 units)
lotum—level 1: Io (3 units)

GM Intrusion: A discharge from an object or surface causes the character who fails an Intellect defense roll to experience years of subjective time, risking insanity when they finally snap back. (To everyone else, it all occurs over the course of a single round.)

SALVAGE RESULT

Shins (4)
Parts (9 units)
lotum—level 5: Mimetic gel (4 units)
lotum—level 2: Responsive synth (3 units)
lotum—level 1: Io (4 units)

GM Intrusion: A brownish fluid leaks onto the character. On a failed Might defense roll, they develop a lump on their forearm. Upon investigation (or if left undisturbed for a few days), the lump splits open, revealing a blinking eye.

SALVAGE RESULT

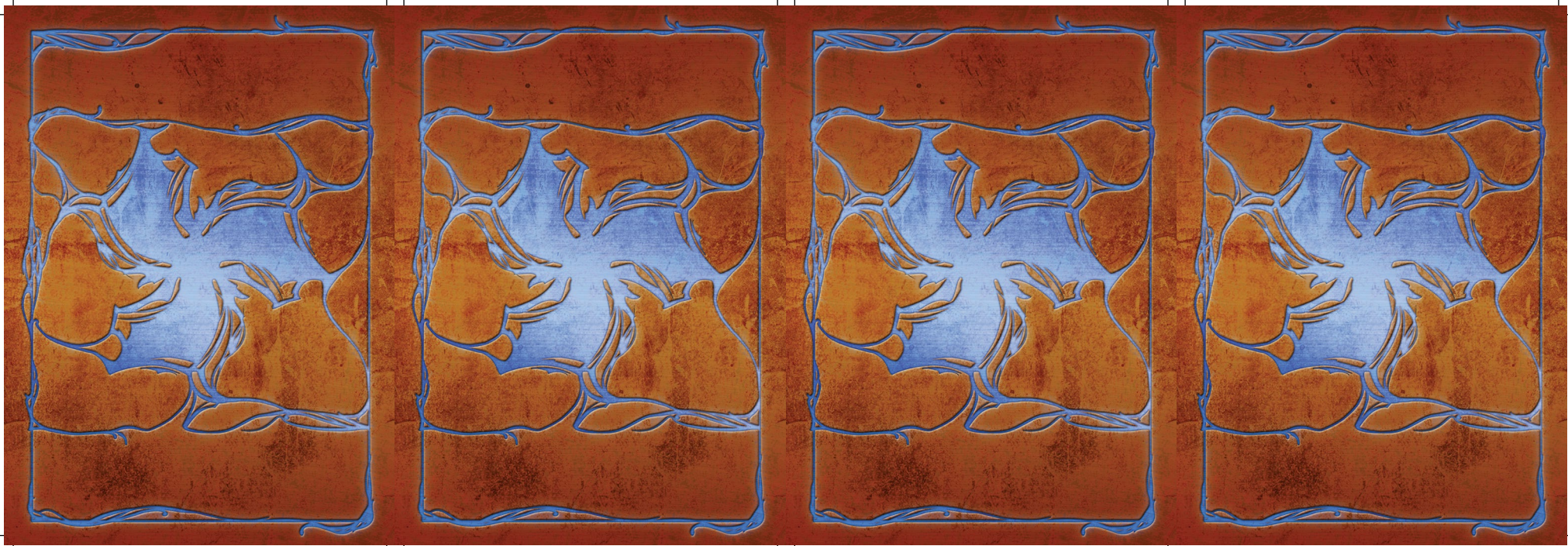
Shins (5)
Parts (11 units)
lotum—level 5: Azure steel (4 units)
lotum—level 2: Responsive synth (4 units)
lotum—level 3: Apt clay (4 units)

GM Intrusion: A cypher or other device carried by the character inexplicably sprouts metallic, spider-like legs and scurries away, never to be seen again.

SALVAGE RESULT

Shins (6)
Parts (23 units)
lotum—level 4: Pliable metal (3 units)
lotum—level 4: Bio-circuitry (3 units)
lotum—level 3: Apt clay (3 units)

GM Intrusion: An object or surface releases a surge of energy, and on a failed Might defense roll, the character's legs and arms bloodlessly drop off. If held in place to where they were once attached and the user makes a recovery roll, the limbs reattach.



SALVAGE RESULT

Shins (7)

Parts (13 units)

lotum—level 5: Azure steel (3 units)

lotum—level 4: Synthsteel (4 units)

lotum—level 3: Apt clay (4 units)

GM Group Intrusion: An object or nearby surface releases a chemical smell so extreme that it stuns everyone in immediate range for one round, during which they can take no action.

SALVAGE RESULT

Shins (8)

Parts (10 units)

lotum—level 4: Synthsteel (3 units)

lotum—level 4: Bio-circuitry (3 units)

lotum—level 1: Io (2 units)

GM Intrusion: All the character's clothing and equipment mysteriously and suddenly turns a uniform shade of blood red.

SALVAGE RESULT

Shins (9)

Parts (10 units)

lotum—level 4: Bio-circuitry (4 units)

lotum—level 3: Apt clay (3 units)

lotum—level 2: Responsive synth (2 units)

GM Group Intrusion: The object or nearby surface sprays caustic solvent in every direction. Characters who fail a Speed defense roll suffer 3 points of damage and, on a failed Might defense roll, are blinded for the next several hours.

SALVAGE RESULT

Shins (10)

Parts (7 units)

lotum—level 1: Io (2 units)

lotum—level 3: Apt clay (2 units)

lotum—level 2: Responsive synth (2 units)

GM Intrusion: After touching an object or a machine, the character believes they can hear faint whispering. (No one else hears it.) Over the next few days, the whispering takes on meaning, and the character becomes convinced they are hosting a second intelligence.