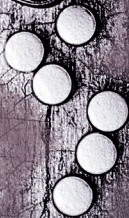




Pill





Pill





Injector





Injector





Handheld Device



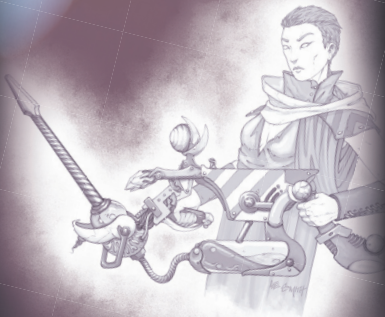


Handheld Device





Handheld Device





Handheld Device





Handheld Device



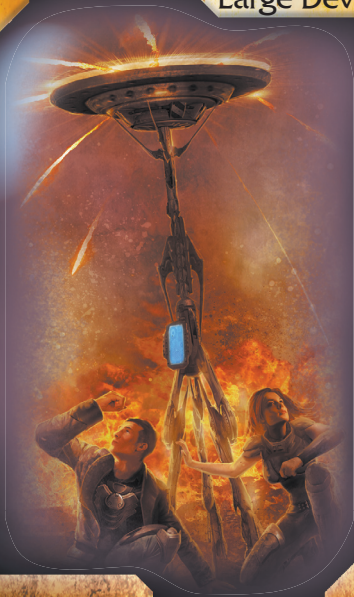


Large Device





Large Device





Worn Device





Worn Device



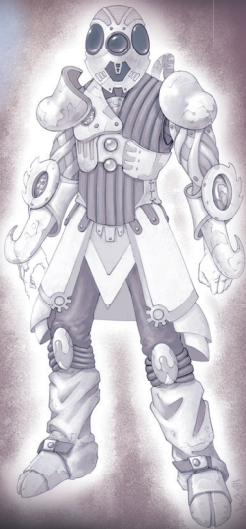


Worn Device





Worn Device





Worn Device





Weapon



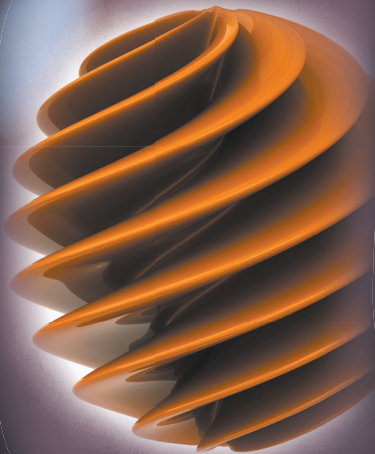


Weird



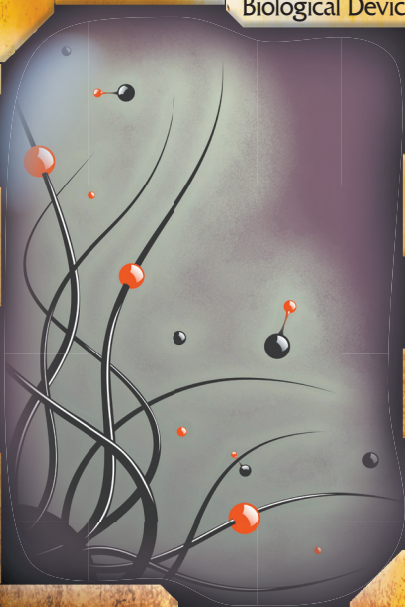


Weird





Biological Device







1. Adhesion Cypher

Allows for automatic climbing of any surface, even horizontal ones. Lasts for 20 minutes.



2. Banishment Cypher

For the next 28 hours, each time the weapon (or weapon the device is attached to) strikes a solid creature or object, it generates a burst of energy that teleports the creature or object struck an immediate distance in a random direction (not up or down). The difficulty of the teleported creature's actions (including defense) is modified by one step to its detriment on its next turn.



3. Heat Ray Emitter

Allows the user to project a ray of destructive energy up to 200 feet (61 m) that inflicts damage equal to the cypher's level.



Level 1D6+2



1. Antivenom

Renders user immune to poisons of the same level or lower (and ends any such ongoing effects, if any, already in the user's system).



2. Blinking Cypher

For the next 28 hours, each time (but not more than once per round) the wearer of the device (or clothing or armor to which the device is attached) is struck hard enough to inflict damage, he teleports an immediate distance in a random direction (not up or down). Since the wearer is prepared for this effect and his foe is not, the difficulty of the wearer's defense is modified by one step to his benefit for one round after he teleports.



3. Cold Ray Emitter

Allows the user to project a ray of destructive energy up to 200 feet (61 m) that inflicts damage equal to the cypher's level.



Level 1D6+4



1. Rejuvenator

One Pool of the user's choice is restored by a number of points equal to the cypher's level.



2. Attractor

One unanchored item your size or smaller within long range is drawn immediately to the device when activated. This takes one round. The item has no momentum when it arrives.



3. Cell-Disrupting Ray Emitter

Allows the user to project a ray of destructive energy up to 200 feet (61 m) that inflicts damage equal to the cypher's level to creatures of living flesh.





1. Rejuvenator

One Pool of the user's choice is restored by a number of points equal to the cypher's level.



2. Cell Disrupting Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Explodes in an immediate radius, inflicting cell-disruption damage to creatures of living flesh equal to the cypher's level. (50% of these are "massive detonations" and explode in a short radius rather than immediate.)



3. Force Ray Emitter

Allows the user to project a ray of destructive energy up to 200 feet (61 m) that inflicts damage equal to the cypher's level.



Level 1D6+2



1. Inferno Wall Projector

Creates a wall of extreme heat up to 30 feet by 30 feet by 1 foot (9 m by 9 m by 0.3 m) that inflicts damage equal to the cypher's level on anything that passes through it. The wall conforms to the space available. It lasts for 10 minutes.



2. Acidic Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Explodes in an immediate radius, inflicting corrosive damage equal to the cypher's level. (50% of these are "massive detonations" and explode in a short radius rather than immediate.)



3. Magnetic Ray Emitter

Allows the user to project a ray of destructive energy up to 200 feet (61 m) that inflicts damage equal to the cypher's level.





1. Rejuvenator

One Pool of the user's choice is restored by a number of points equal to the cypher's level.



2. Electrical Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Explodes in an immediate radius, inflicting electrical damage equal to the cypher's level. (50% of these are "massive detonations" and explode in a short radius rather than immediate.)



3. Molecular Bond

Disruption Ray Emitter

Allows the user to project a ray of destructive energy up to 200 feet (61 m) that inflicts damage equal to the cypher's level.





1. Catholicon

Cures any disease of the same level or lower.



2. Cold Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Explodes in an immediate radius, inflicting heat-draining damage equal to the cypher's level. (50% of these are "massive detonations" and explode in a short radius rather than immediate.)



3. Paralysis Ray Emitter

Allows the user to project a ray of energy up to 200 feet (61 m) that paralyzes the target for one minute. A small number of these devices (5%) induce paralysis that lasts for one hour.





1. Catseye

Grants the ability to see in the dark for eight hours.



2. Shrapnel Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Explodes in an immediate radius, inflicting damage equal to the cypher's level. (50% of these are "massive detonations" and explode in a short radius rather than immediate.)



3. Numbing Ray Emitter

Allows the user to project a ray of energy up to 200 feet (61 m) that numbs one limb of the target, making it useless for one minute. A small number of these devices (5%) induce numbing that lasts for one hour.





1. Density Controller

For the next 28 hours, each time the weapon (or weapon to which the device is attached) strikes a solid creature or object, the weapon suddenly increases dramatically in weight, causing the blow to inflict an additional 2 points of damage.



2. Datasphere Siphon

Tapping into the datasphere's knowledge, the user can learn the answer to one question.





1. Desiccating Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Bursts in an immediate radius, draining moisture from everything within it. Living creatures take damage equal to the cypher's level. Water in the area is vaporized. (50% of these are "massive detonations" and explode in a short radius rather than immediate.)



2. Comprehension Cypher

When activated, the device immediately unleashes microfilaments that enter the brain. Within five minutes, the creature can understand the words of a specific language keyed to the graft. This is true even of creatures that do not normally have a language. If the creature could already understand the language, the cypher has no effect. Once the graft attaches, the effect is permanent, and this device no longer counts against the number of cyphers that a PC can bear.



Level 1D6+2



1. Flash Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Bursts in an immediate radius, blinding all within it for one minute.



2. Eagleseye

Grants the ability to see 10 times as far as normal for one hour.





1. Gravity Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Bursts in an immediate radius, inflicting damage equal to the cypher's level by increasing gravity tremendously for one second. All in the area are crushed to the ground for one round and cannot take physical actions. (50% of these are "massive detonations" and explode in a short radius rather than immediate.)



2. Force Field

For the next 28 hours, the user is protected by a force field, granting +2 Armor.





1. Matter Disruption Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Bursts in a radius of 5 feet (1.5 m), releasing nanites that rearrange matter in random ways. Inflicts damage equal to the cypher's level. (50% of these are "massive detonations" and explode in a short radius rather than immediate.)



2. Fireproofing Spray

A nonliving object sprayed by this cypher has Armor against fire damage equal to the cypher's level for 28 hours.





1. Pressure Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Explodes in an immediate radius, inflicting impact damage equal to cypher level. Also moves unattached objects out of the area if they weigh less than 20 pounds (9 kg) per cypher's level. (50% of these are "massive detonations" and explode in a short radius rather than immediate.)



2. Disruptor

For the next 28 hours, each time the weapon (or the weapon to which the device is attached) strikes a solid creature or object, it generates a burst of nanites that directly attack organic cells. The affected target takes 1 additional point of damage and loses his next action.





1. Singularity Detonation

Explodes and creates a momentary singularity that tears at the fabric of the universe. Inflicts 20 points of damage to all within short range, drawing them (or their remains) together to immediate range (if possible). Player users in the radius move one step down the damage track if they fail a Might defense roll.



2. Full Rejuvenator

All Pools are restored to maximum.





1. Sonic Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Explodes with terrifying sound, deafening all in a radius of 20 feet (6 m) for one minute. (50% chance the explosion is in a short radius.)



2. Flame-Retardant Wall

Creates an immobile plane of permeable energy up to 20 feet by 20 feet (6 m by 6 m) for one hour. The plane conforms to the space available. Flames passing through the plane are extinguished.





1. Force Cube Projector

Creates an immobile cube composed of six planes of solid force, each 30 feet (9 m) to a side, for one hour. The planes conform to the space available.



2. Force Screen Projector

Creates an immobile plane of solid force up to 20 feet by 20 feet (6.1 m by 6 m) for one hour. The plane conforms to the space available.





1. Web Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Explodes in an immediate radius and creates sticky strands of goo. PCs caught in the area must use a Might-based action to get out, with the difficulty determined by the cypher's level. NPCs break free if their level is higher than the cypher's level.



2. Force Shield Projector

Creates a shimmering energy shield around the user for one hour, during which time he gains +3 Armor (+4 Armor if the cypher is level 5 or higher).





1. Frigid Wall Projector

Creates a wall of supercooled air up to 30 feet by 30 feet by 1 foot (9 m by 9 m by 0.3 m) that inflicts damage equal to the cypher's level on anything that passes through it. The wall conforms to the space available. It lasts for 10 minutes.



2. Nerve Gas Bomb

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Bursts in a poisonous cloud within an immediate distance. Living creatures that breathe suffer Speed damage equal to the cypher's level. The cloud lingers for 1d6 rounds unless conditions dictate otherwise.





1. Friction-Reducing Gel

Sprayed across an area up to 10 feet (3 m) square, this gel makes things extremely slippery. For one hour, the difficulty of movement tasks in the area is increased by three steps.



2. Smoke Bomb

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. Occludes sight while the cloud lasts.





1. Gravity Nullifier

For one hour, the user can float into the air, moving vertically (but not horizontally without some other action, such as pushing along the ceiling) up to a short distance per round. The user must weigh less than 50 pounds (22 kg) per level of the cypher.



2. Choking Gas Bomb

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. Living creatures that breathe lose their actions to choking and coughing for a number of rounds equal to the cypher's level.



Level 1D6+2



1. Gravity-Nullifying Spray

A nonliving object about the size of a person or smaller sprayed by this cypher floats 1d20 feet in the air permanently and no longer has weight if carried (though it needs to be strapped down).



2. Poison Gas Bomb

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. Living creatures that breathe suffer damage equal to the cypher's level.





1. Heat Weapon

For the next 28 hours, each time the weapon (or the weapon to which the device is attached) strikes a solid creature or object, it generates a burst of heat, inflicting an additional 2 points of damage.



2. Corrosive Gas Bomb

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. Everything in the cloud suffers damage equal to the cypher's level.





1. Hunter/Seeker

With long-range movement, this intelligent missile tracks and attacks a specified target (target must be within sight when selected). If it misses, it continues to attack one additional time per cypher level until it hits. For example, a level 4 hunter/seeker will attack a maximum of five times. It inflicts 8 points of damage.



2. Corrosive Gas Bomb

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. Living creatures that breathe lose their actions to hallucinations and visions for a number of rounds equal to the cypher's level.





1. Hunter/Seeker

With long-range movement, this intelligent missile tracks and attacks a specified target (target must be within sight when selected). If it misses, it continues to attack one additional time per cypher level until it hits. For example, a level 4 hunter/seeker will attack a maximum of five times. When it strikes, it explodes, inflicting 6 points of damage to all within immediate range.



2. Datasphere Siphon

Tapping into the datasphere's knowledge, the user can learn the answer to one question.





1. Rejuvenator

One Pool of the user's choice is restored by a number of points equal to the cypher's level.



2. Fireproofing Spray

A nonliving object sprayed by this cypher has Armor against fire damage equal to the cypher's level for 28 hours.



3. Hunter/Seeker

With long-range movement, this intelligent missile tracks and attacks a specified target (target must be within sight when selected). If it misses, it continues to attack one additional time per cypher level until it hits. For example, a level 4 hunter/seeker will attack a maximum of five times. Covers target in sticky goo that immediately hardens, holding him fast until he breaks out with a Might action (difficulty equal to the cypher's level + 2).





1. Infiltrator

Tiny capsule launches and moves at great speed, mapping and scanning an unknown area. It moves 500 feet (152 m) per cypher level, scanning an area up to 50 feet (15 m) per level away from it. It identifies basic layout, creatures, and major energy sources. Its movement is blocked by any physical or energy barrier.



2. Amnesia Gas Bomb

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. Living creatures that breathe and think permanently lose all memory of the last minute.





1. Lightning Wall Projector

Creates a wall of electric bolts up to 30 feet by 30 feet by 1 foot (9 m by 9 m by 0.3 m) that inflicts damage equal to the cypher's level on anything that passes through it. The wall conforms to the space available. It lasts for 10 minutes.



2. Sleep Gas Bomb

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. Living creatures that breathe fall asleep for a number of rounds equal to the cypher's level or until awoken by a violent action or an extremely loud noise.





1. Instant Servant

Small device expands into a humanoid automaton that is roughly 2 feet (0.6 m) tall. It is a creature equal to the cypher's level and can understand the verbal commands of the user who activates it. Once activated, commanding the servant is not an action. It can make attacks or perform actions as ordered to the best of its abilities, but it cannot speak.

The automaton has short-range movement but never goes farther than long range away from the user who activated it. At the GM's discretion, the servant might have specialized knowledge, such as how to operate a particular device. Otherwise, it has no special knowledge. In any case, the servant is not artificially intelligent or capable of initiating action. It does only as commanded.

The servant operates for one hour per cypher level.



2. Intellect Enhancement

Substance adds 1 to Intellect Edge for one hour.





1. Instant Shelter

With the addition of water and air, the small device expands into a simple one-room structure with a door and a transparent window. The structure is 10 feet by 10 feet by 20 feet (3 m by 3 m by 6 m). It is made from a form of shapestone and is permanent and immobile once created.



2. Rage Gas Bomb

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. Living creatures that breathe and think make a melee attack on the nearest creature and continue to do so for a number of rounds equal to the cypher's level.





1. Image Projector

Projects one immobile predetermined image in the area described for one hour. The image appears 25 feet (7 m) away from the user. Scenes include movement, sound, and smell.



2. Invisible Armor Nodule

For the next 28 hours, the armor the cypher is attached to is invisible, making the wearer appear to be unarmored.





1. Invisibility Cypher

The user is rendered invisible for one minute per cypher level. While invisible, you are specialized in stealth and Speed defense tasks. This effect ends if you do something to reveal your presence or position—attacking, performing an esotery, using an ability, moving a large object, and so on. If this occurs, you can regain the remaining invisibility effect by taking an action to focus on hiding your position.



2. Melee Knowledge Enhancement

For the next 28 hours, the user has training in all melee attacks.



3. Shrapnel Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Explodes in an immediate radius, inflicting damage equal to the cypher's level. (50% of these are "massive detonations" and explode in a short radius rather than immediate.)





1. Memory Recorder

Allows the wearer to mentally record everything she sees for 30 seconds and store the recording permanently in her long-term memory. This cypher is useful for watching someone pick a specific lock, enter a complex code, or do something else that happens quickly.



2. Ranged Combat

Knowledge Enhancement

For the next 28 hours, the user has training in all ranged attacks.



3. Numbing Ray Emitter

Allows the user to project a ray of energy up to 200 feet (61 m) that numbs one limb of the target, making it useless for one minute. A small number of these devices (5%) induce numbing that lasts for one hour.





1. Mental Imager

When activated, the user can project a single moving image into the cypher. The scene can be up to one minute long, but it has no sound. It lasts forever if put in a globe, and it goes into memory if phased into an eye.



2. Numenera Knowledge Enhancement

For the next 28 hours, the user has training in the numenera. This is sometimes specific to the use, repair, or crafting of a specific device.





1. Remote Viewer

This device splits into two parts. For one hour, the glass screen on one part shows everything going on in the vicinity of the other part of this device, regardless of the distance between the two parts.



2. Persuasion Enhancement

For the next 28 hours, the user has training in persuasion.



3. Flash Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Bursts in an immediate radius, blinding all within it for one minute.





1. Time Dilation Nodule— Defensive

For the next 28 hours, the wearer of the device (or armor to which the device is attached) moves in seemingly random, rapid jumps, a few inches to one side or the other, when attacked. This is an asset that modifies attacks by two steps in the wearer's favor.



2. Healing Knowledge Enhancement

For the next 28 hours, the user has training in healing.



3. Pressure Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Explodes in an immediate radius, inflicting impact damage equal to cypher's level. Also moves unattended objects out of the area if they weigh less than 20 pounds (9 kg) per cypher level. (50% of these are "massive detonations" and explode in a short radius rather than immediate.)





1. Time Dilation Nodule-Offensive

For the next 28 hours, the attacker moves at almost instantaneous speeds when he swings this weapon (or weapon to which the device is attached), modifying his attacks by two steps in his favor.



2. Speed Defense Enhancement

For the next 28 hours, the user has training in Speed defense.



3. Sonic Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Explodes with terrifying sound, deafening all in a radius of 20 feet (6 m) for one minute. (50% chance the explosion is in a short radius.)





1. Tracer

Fires a microscopic tracer that clings to any surface within short range. For the next 28 hours, the launcher shows the distance and direction to the tracer, as long as it is in the same dimension.



2. Intellect Defense Enhancement

For the next 28 hours, the user has training in Intellect defense.



3. Heat Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Explodes in an immediate radius, inflicting heat damage equal to the cypher's level. (50% of these are "massive detonations" and explode in a short radius rather than immediate.)



Level 1D6+2



1. Visage Changer

Changes the appearance of one human-sized creature. The change takes 10 minutes to apply and lasts for 28 hours.



2. Swimming Enhancement

For the next 28 hours, the user has training in swimming.



3. Heat Ray Emitter

Allows the user to project a ray of destructive energy up to 200 feet (61 m) that inflicts damage equal to the cypher's level.





1. Visual Displacement Device

Projects holographic images of the wearer to confuse attackers. The images appear around the wearer. This gives the wearer an asset to Speed defense actions for 10 minutes.



2. Riding Enhancement

For the next 28 hours, the user has training in riding.



3. Rejuvenator

One Pool of the user's choice is restored by a number of points equal to the cypher's level.





1. Vocal Translator

Translates everything said by the user into a language that anyone can understand for 28 hours.



2. Sneaking Enhancement

For the next 28 hours, the user has training in sneaking.



3. Cell-Disrupting Ray Emitter

Allows the user to project a ray of destructive energy up to 200 feet (61 m) that inflicts damage equal to the cypher's level to creatures of living flesh.





1. Warmth Projector

Keeps the user warm and comfortable in the harshest cold temperatures for 28 hours. During this time, the user has Armor equal to the cypher's level that protects against cold damage.



2. Water Breather

Allows an air breather to extract oxygen from water for eight hours so she can breathe underwater.





1. Living Solvent

Once released, this organic slime dissolves 1 cubic foot of material each round. After one round per cypher level, the slime dies and becomes inert.



2. Repair Unit

Device becomes a multiarmed sphere that floats. It repairs one designated numenera device (of a level equal to or less than its own) that has been damaged but not destroyed. The repair unit can even create spare parts, unless the GM rules that the parts are too specialized or rare (in which case, the unit repairs the device entirely except for the specialized part). Repair time is 1d100 + 20 minutes.





1. Machine Control Implant

When activated, the cypher splits into two pieces. One is affixed to a numenera device and the other to a user. The user can then use his mind to control the device at long range, bidding it to do anything it could do normally. Thus, a device could be activated or deactivated, and a vehicle could be piloted. The control lasts for 10 minutes, and once the device is chosen, it cannot be changed.



2. Magnetic Attack Drill

The user throws this cypher at a target within short range, and it drills into the target for one round, inflicting damage equal to the cypher's level. If the target is made of metal or wearing metal (such as armor), the difficulty of the attack is decreased by one step.





1. Magnetic Master

Establishes a connection with one metal object within short range that a human could hold in one hand. After this connection is established, the user can move or manipulate the object anywhere within short range (each movement or manipulation is an action). For example, the user could wield a weapon or drag a helm affixed to a foe's head to and fro. The connection lasts for 10 rounds.



2. Force Field

For the next 28 hours, the user is protected by a force field, granting +2 Armor.





1. Magnetic Shield

For 10 minutes, metal objects cannot come within immediate range of the activated device. Metal items already in the area when the device is activated are slowly pushed out.



2. Mental Scrambler

Two rounds after being activated, the device creates an invisible field that fills an area within short range and lasts for one minute. The field scrambles the mental processes of all thinking creatures, making it so they cannot speak. The effect lasts as long as they remain in the field and for 1d6 rounds after, although an Intellect defense roll is allowed each round to act normally (both in the field and after leaving it).





1. Metal Death

Produces a stream of foam that covers an area about 3 feet by 3 feet (0.9 m by 0.9 m), transforming any metal that it touches into a substance as brittle as thin glass. The foam affects metal to a depth of about 6 inches (15 cm).



2. Mental Scrambler

Two rounds after being activated, the device creates an invisible field that fills an area within short range and lasts for one minute. The field scrambles the mental processes of all thinking creatures, making it so they move slowly (immediate range) and clumsily. The effect lasts as long as they remain in the field and for 1d6 rounds after, although an Intellect defense roll is allowed each round to act normally (both in the field and after leaving it).





1. Monoblade

Produces a 6-inch (15 cm) blade that's the same level as the cypher. The blade cuts through any material of a level lower than its own. If used as a weapon, it is a light weapon that ignores Armor of a level lower than its own. The blade lasts for 10 minutes.



2. Mental Scrambler

Two rounds after being activated, the device creates an invisible field that fills an area within short range and lasts for one minute. The field scrambles the mental processes of all thinking creatures, making it so they cannot see or hear. The effect lasts as long as they remain in the field and for 1d6 rounds after, although an Intellect defense roll is allowed each round to act normally (both in the field and after leaving it).





1. Motion Sensor

Indicates when any movement occurs within short range, or when large creatures or objects move within long range (the cypher distinguishes between the two). It also indicates the number and size of the creatures or objects in motion. Once activated, it operates for one hour.



2. Mental Scrambler

Two rounds after being activated, the device creates an invisible field that fills an area within short range and lasts for one minute. The field scrambles the mental processes of all thinking creatures, making it so they do not recognize anyone they know. The effect lasts as long as they remain in the field and for 1d6 rounds after, although an Intellect defense roll is allowed each round to act normally (both in the field and after leaving it).





1. Personal Environment Field

Creates an aura of temperature and atmosphere that will sustain a human safely for 28 hours. The aura expands to 1 foot (0.3 m) around the user. It does not protect against sudden flashes of temperature change (such as from a heat ray). A small number of these cyphers (1%) accommodate the preferred environment of a nonhuman, nonterrestrial creature.



2. Mental Scrambler

Two rounds after being activated, the device creates an invisible field that fills an area within short range and lasts for one minute. The field scrambles the mental processes of all thinking creatures, making it so they suffer partial amnesia. The effect lasts as long as they remain in the field and for 1d6 rounds after, although an Intellect defense roll is allowed each round to act normally (both in the field and after leaving it).



Level 1D6+1



1. Phase Changer

Puts the user out of phase for one minute. During this time, the user can pass through solid objects as though she were entirely insubstantial, like a ghost. She cannot make physical attacks or be physically attacked.



2. Magnetic Countermeasures

The 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 they remain in the field.





1. Phase Disruptor

Puts a portion of a physical structure (like a wall or floor) out of phase for one hour. It affects an area equal to a 10-foot (3 m) cube. While the area is out of phase, creatures and objects can pass freely through it as if it were not there, although one cannot see through it, and it blocks light.



2. Countermeasures

Two rounds after being activated, the device creates an invisible field that fills an area within short range and lasts for one minute. The field scrambles the electronic processes, scrambling most technological devices and making them inoperable. Intelligent devices cannot take actions during this time. The effect lasts as long as they remain in the field.





1. Poison (Fear)

For the next hour, the victim flees in terror for one minute when threatened.



2. Psychic Communique

Allows the user to project a one-time, one-way telepathic message of up to 10 words, with an unlimited range, to anyone he knows.



3. Antivenom

Renders the user immune to poisons of the same level or lower (and ends any such ongoing effects, if any, already in the user's system).





1. Poison (Anger)

Victim is likely to attack anyone who disagrees with him. Very hard to interact with; the difficulty of all such actions is increased by two steps for one hour.



2. Friction-Reducing Gel

Sprayed across an area up to 10 feet (3 m) square, this gel makes things extremely slippery. For one hour, the difficulty of movement tasks in the area is increased by three steps.



3. Acidic Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Explodes in an immediate radius, inflicting corrosive damage equal to the cypher's level. (50% of these are "massive detonations" and explode in a short radius rather than immediate.)





1. Poison (Lust)

Victim cannot focus on any nonsexual activity for one hour.



2. Frigid Wall Projector

Creates a wall of supercooled air up to 30 feet by 30 feet by 1 foot (9 m by 9 m by 0.3 m) that inflicts damage equal to the cypher's level on anything that passes through it. The wall conforms to the space available. It lasts for 10 minutes.



3. Cell Disrupting Detonation

Can be thrown in a short range (or, if it has the capabilities, projected up to long range). Explodes in an immediate radius, inflicting cell-disruption damage to creatures of living flesh equal to the cypher's level. (50% of these are "massive detonations" and explode in a short radius rather than immediate.)



Level 1D6+2



1. Poison (Sadness)

The difficulty of all of the victim's tasks is increased by one step for one hour.



2. Force Screen Projector

Creates an immobile plane of solid force up to 20 feet by 20 feet (6 m by 6 m) for one hour. The plane conforms to the space available.



3. Smoke Bomb

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. Occludes sight while the cloud lasts.





1. Poison (Complacency)

Victim has no motivation. The difficulty of all tasks is increased by two steps for one hour.



2. Force Cube Projector

Creates an immobile cube composed of six planes of solid force, each 30 feet (9 m) to a side, for one hour. The planes conform to the space available.



3. Choking Gas Bomb

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. Living creatures that breathe lose their actions to choking and coughing for a number of rounds equal to the cypher's level.





1. Poison (Joy)

Victim is easy to interact with in a pleasant manner; the difficulty of all such actions is decreased by one step for one hour.



2. Flame-Retardant Wall

Creates an immobile plane of permeable energy up to 20 feet by 20 feet (6 m by 6 m) for one hour. The plane conforms to the space available. Flames passing through the plane are extinguished.



3. Rejuvenator

One Pool of the user's choice is restored by a number of points equal to the cypher's level.



Level 1D6+2



1. Poison (Love)

Victim is much easier to interact with; the difficulty of all such actions is decreased by two steps for one hour, but temporary attachment is likely.



2. Force Shield Projector

Creates a shimmering energy shield around the user for one hour, during which time he gains +3 Armor (+4 Armor if the cypher is level 5 or higher).



3. Defoliant

One chlorophyll-based plant of a level lower than the cypher is instantly killed.





1. Magnetic Shield

For 10 minutes, metal objects cannot come within immediate range of the activated device. Metal items already in the area when the device is activated are slowly pushed out.



2. Explosive Implant

Once this substance enters the bloodstream, it travels to the brain and reorganizes into an explosive that detonates when activated via a detonator (must be within long range), inflicting 10 points of damage (ignoring Armor).





1. Poison (Pacification)

The victim lays down for one minute with eyes closed when told to do so (once).



2. Gravity Nullifier

For one hour, the user can float into the air, moving vertically (but not horizontally without some other action, such as pushing along the ceiling) up to a short distance per round. The user must weigh less than 50 pounds (22 kg) per level of the cypher.



3. Magnetic Countermeasures

The 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 they remain in the field.



Level 1D6+2



1. Poison (Mind-Disrupting)

The victim suffers Intellect damage equal to the cypher's level and cannot take actions for a number of rounds equal to the cypher's level.



2. Heat Weapon

For the next 28 hours, each time the weapon (or the weapon to which the device is attached) strikes a solid creature or object, it generates a burst of heat, inflicting an additional 2 points of damage.



3. Countermeasures

Two rounds after being activated, the device creates an invisible field that fills an area within short range and lasts for one minute. The field scrambles the electronic processes, scrambling most technological devices and making them inoperable. Intelligent devices cannot take actions during this time. The effect lasts as long as they remain in the field.





1. Reality Spike

Once activated, the spike does not move—ever—even if activated in midair. A Might action will dislodge the spike, but then it is ruined.



2. Metal Death

Produces a stream of foam that covers an area about 3 feet by 3 feet (0.9 m by 0.9 m), transforming any metal that it touches into a substance as brittle as thin glass. The foam affects metal to a depth of about 6 inches (15 cm).





1. Temporal Viewer

Displays moving images and sound, up to 10 minutes in length, depicting events that occurred at the current location up to one year prior. The user specifies the time period shown by the viewer.



2. Monoblade

Produces a 6-inch (15 cm) blade that's the same level as the cypher. The blade cuts through any material of a level lower than its own. If used as a weapon, it is a light weapon that ignores Armor of a level lower than its own. The blade lasts for 10 minutes.





1. X-Ray Viewer

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 panel works only if the cypher's level is higher than the material's level. The effect lasts for one minute.



2. Attractor

One unanchored item the user's size or smaller within long range is drawn immediately to the device when activated. This takes one round. The item has no momentum when it arrives.





1. Retaliation Nodule

For the next 28 hours, anyone striking the armor the nodule is attached to triggers a small burst of electricity that inflicts 1 point of damage (no action or roll required).



2. Motion Sensor

Indicates when any movement occurs within short range, or when large creatures or objects move within long range (the cypher distinguishes between the two). It also indicates the number and size of the creatures or objects in motion. Once activated, it operates for one hour.





1. Sheen

For one week, the user's cells are coated with a protective veneer that resists damage (+1 to Armor) and decreases the difficulty of Might defense rolls by two steps. However, healing is more difficult during this time; all recovery rolls suffer a -1 penalty.



2. Personal Environment Field

Creates an aura of temperature and atmosphere that will sustain a human safely for 28 hours. The aura extends to 1 foot (0.3 m) around the user. It does not protect against sudden flashes of temperature change (such as from a heat ray). A small number of these cyphers (1%) accommodate the preferred environment of a nonhuman, nonterrestrial creature.





1. Shock Weapon

For the next 28 hours, each time this weapon (or the weapon to which the cypher is attached) strikes a solid creature or object, it generates a burst of electricity, inflicting 1 additional point of damage.



2. Psychic Communicate

Allows the user to project a one-time, one-way telepathic message of up to ten words, with an unlimited range, to anyone he knows.



Level 1D6+4



1. Shocker

Delivers a powerful burst of electricity that shocks any creature touched, inflicting damage equal to the cypher's level.



2. Phase Changer

Puts the user out of phase for one minute. During this time, the user can pass through solid objects as though she were entirely insubstantial, like a ghost. She cannot make physical attacks or be physically attacked.





1. Sleep Inducer

Touch or ingestion puts the victim to sleep for 10 minutes or until awoken by a violent action or an extremely loud noise.



2. Phase Disruptor

Puts a portion of a physical structure (like a wall or floor) out of phase for one hour. It affects an area equal to a 10-foot (3 m) cube. While the area is out of phase, creatures and objects can pass freely through it as if it were not there, although one cannot see through it, and it blocks light.



Level 1D6+2



1. Antivenom

Renders user immune to poisons of the cypher's level or lower (and ends any such ongoing effects, if any, already in the user's system).



2. Sonic Hole

Draws all sound within long range into the device for one round per cypher level. Within the affected area, no sound can be heard.



Level 1D6+2



1. Catholicon

Cures any disease of the same level or lower.



2. Sound Dampener

Dampens all sound within immediate range, providing an asset for all creatures in the area to attempt stealthy actions.





1. Spatial Warp

When affixed to another numenera device that affects a single target at range, that range is increased to 1 mile (1.6 km) with no penalties. Space is temporarily warped in terms of seeing and reaching the target. If direct line of sight is important to the device's effect, it remains important. Creating the spatial warp functions as one use of the device.



2. Datasphere Siphon

Tapping into the datasphere's knowledge, the user can learn the answer to one question.



Level 1D6+2



1. Speed Boost

Substance adds 1 to Speed Edge for one hour.



2. Inferno Wall Projector

Creates a wall of extreme heat up to 30 feet by 30 feet by 1 foot (9 m by 9 m by 0.3 m) that inflicts damage equal to the cypher's level on anything that passes through it. The wall conforms to the space available. It lasts for 10 minutes.





1. Stim

Decreases the difficulty of the next action taken by three steps.



2. Heat Ray Emitter

Allows the user to project a ray of destructive energy up to 200 feet (61 m) that inflicts damage equal to the cypher's level.





1. Infiltrator

Tiny capsule launches and moves at great speed, mapping and scanning an unknown area. It moves 500 feet (152 m) per cypher level, scanning an area up to 50 feet (15 m) per level away from it. It identifies basic layout, creatures, and major energy sources. Its movement is blocked by any physical or energy barrier.



2. Strength Boost

Substance adds 1 to Might Edge for one hour.



3. Defoliant

One chlorophyll-based plant of a level lower than the cypher is instantly killed.





1. Subdual Field

Two rounds after being activated, the device creates an invisible field that fills a specified area (such as a cube of a certain size) within long range of the device. The field lasts for one minute. It affects the minds of thinking beings within the field, preventing them from taking hostile actions. The effect lasts as long as they remain in the field and for 1d6 rounds after, although an Intellect defense roll is allowed each round to act normally (both in the field and after leaving it).



2. Sleep Gas Bomb

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. Living creatures that breathe fall asleep for a number of rounds equal to the cypher's level or until awoken by a violent action or an extremely loud noise.



Level 1D6+2



1. Telepathy Implant

For one hour, the device enables long-range mental communication with anyone who has a matching implant. These devices are always found in groups of two or more.



2. Force Ray Emitter

Allows the user to project a ray of destructive energy up to 200 feet (61 m) that inflicts damage equal to the cypher's level.





1. Growth Stimulator

One plant touched grows to 10 times its normal, full-grown size in 10 minutes. If conditions can't support it, it will soon die.



2. Repair Unit

Device becomes a multiarmed sphere that floats. It repairs one designated numenera device (of a level equal to or less than its own) that has been damaged but not destroyed. The repair unit can even create spare parts, unless the GM rules that the parts are too specialized or rare (in which case, the unit repairs the device entirely except for the specialized part). Repair time is $1d100 + 20$ minutes.



Level 1D6+2



1. Catseye

Grants the user the ability to see in the dark for eight hours.



2. Teleporter (Bouncer)

User teleports up to $100 \times$ the cypher level in feet to a location he can see. He arrives safely with his possessions, but cannot take anything else with him.





1. Teleporter (Traveler)

The user teleports up to $100 \times$ the cypher level in miles to a location he has previously visited. He arrives safely with his possessions, but cannot take anything else with him.



2. Eagleseye

Grants the ability to see 10 times as far as normal for one hour.





1. Density Controller

For the next 28 hours, each time the weapon (or weapon to which the device is attached) strikes a solid creature or object, the weapon suddenly increases dramatically in weight, causing the blow to inflict an additional 2 points of damage.



2. Poison (Fear)

The victim flees in terror for one minute when threatened (once).



Level 1D6+2



1. Truth Inducer

One creature touched answers questions truthfully for one minute.



2. Mind-Numbing Gas Bomb

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.

Living creatures that breathe suffer Intellect damage equal to the cypher's level.





1. Rejuvenator

One Pool of the user's choice is restored by a number of points equal to the cypher's level.



2. Fear Gas Bomb

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. Living creatures that breathe and think flee in a random direction in fear (or are paralyzed with fear) for a number of rounds equal to the cypher's level.





1. Chemical Factory

After one hour, the sweat of the user produces 1d6 doses of a valuable liquid (these doses are not considered cyphers) that can be used as a euphoric, hallucinogenic, stimulant, depressant, or nutrient supplement. They must be used within one week.



2. Mental Scrambler

Two rounds after being activated, the device creates an invisible field that fills an area within short range and lasts for one minute. The field scrambles the mental processes of all thinking creatures, making it so they cannot act. The effect lasts as long as they remain in the field and for 1d6 rounds after, although an Intellect defense roll is allowed each round to act normally (both in the field and after leaving it).





1. Temporal Viewer

Displays moving images and sound, up to 10 minutes in length, depicting events that occurred at the current location up to one year prior. The user specifies the time period shown by the viewer.



2. Lightning Wall Projector

Creates a wall of electric bolts up to 30 feet by 30 feet by 1 foot (9 m by 9 m by 0.3 m) that inflicts damage equal to the cypher's level on anything that passes through it. The wall conforms to the space available. It lasts for 10 minutes.





1. Instant Shelter

With the addition of water and air, the small device expands into a simple one-room structure with a door and a transparent window. The structure is 10 feet by 10 feet by 20 feet (3 m by 3 m by 6 m). It is made from a form of shapestone and is permanent and immobile once created.



2. X-Ray Viewer

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 panel works only if the cypher's level is higher than the material's level. The effect lasts for one minute.





1. Image Projector

Projects one immobile predetermined image in the area described for one hour. The image appears 25 feet (7.6 m) away from the user. Scenes include movement, sound, and smell.



2. Rejuvenator

One Pool of the user's choice is restored by a number of points equal to the cypher's level.





1. Sound Dampener

Dampens all sound within immediate range, providing an asset for all creatures in the area to attempt stealthy actions.



2. Invisibility Cypher

User is rendered invisible for one minute per cypher level. While invisible, you are specialized in stealth and Speed defense tasks. This effect ends if you do something to reveal your presence or position—attacking, performing an esotery, using an ability, moving a large object, and so on. If this occurs, you can regain the remaining invisibility effect by taking an action to focus on hiding your position.





1. Memory Recorder

Allows the wearer to mentally record everything she sees for 30 seconds and store the recording permanently in her long-term memory. This cypher is useful for watching someone pick a specific lock, enter a complex code, or do something else that happens quickly.



2. Rejuvenator

One Pool of the user's choice is restored by a number of points equal to the cypher's level.





1. Mental Imager

When activated, the user can project a single moving image into the cypher. The scene can be up to one minute long, but it has no sound. It lasts forever if put in a globe, and it goes into memory if phased into an eye.



2. Teleporter (Traveler)

User teleports up to $100 \times$ the cypher level in miles to a location he has previously visited. He arrives safely with his possessions, but cannot take anything else with him.





1. Remote Viewer

This device splits into two parts. For one hour, the glass screen on one part shows everything going on in the vicinity of the other part of this device, regardless of the distance between the two parts.



2. Teleporter (Bouncer)

User teleports up to $100 \times$ the cypher level in feet to a location he can see. He arrives safely with his possessions, but cannot take anything else with him.





1. Tracer

Fires a microscopic tracer that clings to any surface within short range. For the next 28 hours, the launcher shows the distance and direction to the tracer, as long as it is in the same dimension.



2. Telepathy Implant

For one hour, the device enables long-range mental communication with anyone who has a matching implant. These devices are always found in groups of two or more.





1. Visage Changer

Changes the appearance of one human-sized creature. The change takes 10 minutes to apply and lasts for 28 hours.



2. Subdual Field

Two rounds after being activated, the device creates an invisible field that fills a specified area (such as a cube of a certain size) within long range of the device. The field lasts for one minute. It affects the minds of thinking beings within the field, preventing them from taking hostile actions. The effect lasts as long as they remain in the field and for 1d6 rounds after, although an Intellect defense roll is allowed each round to act normally (both in the field and after leaving it).





1. Visual Displacement Device

Projects holographic images of the wearer to confuse attackers. The images appear around the wearer. This gives the wearer an asset to Speed defense actions for 10 minutes.



2. Water Breather

Allows an air breather to extract oxygen from water for eight hours so she can breathe underwater.



Level 1D6



1. Vocal Translator

Translates everything said by the user into a language that anyone can understand for 28 hours.



2. Strength Boost

Substance adds 1 to Might Edge for one hour.





1. Warmth Projector

Keeps the user warm and comfortable in the harshest cold temperatures for 28 hours. During this time, the user has Armor equal to the cypher's level that protects against cold damage.



2. Stim

Decreases the difficulty of the next action taken by three steps.





1. Machine Control Implant

When activated, the cypher splits into two pieces. One is affixed to a numenera device and the other to a character. The character can then use his mind to control the device at long range, bidding it to do anything it could do normally. Thus, a device could be activated or deactivated, and a vehicle could be piloted. The control lasts for 10 minutes, and once the device is chosen, it cannot be changed.



2. Spatial Warp

When affixed to another numenera device that affects a single target at range, that range is increased to 1 mile (1.6 km) with no penalties. Space is temporarily warped in terms of seeing and reaching the target. If direct line of sight is important to the device's effect, it remains important. Creating the spatial warp functions as one use of the device.





1. Speed Boost

Substance adds 1 to Speed Edge for one hour.



2. Magnetic Attack Drill

The user throws this cypher at a target within short range, and it drills into the target for one round, inflicting damage equal to the cypher's level. If the target is made of metal or wearing metal (such as armor), the difficulty of the attack is decreased by one step.





1. Stim

Decreases the difficulty of the next action taken by three steps.



2. Magnetic Master

Establishes a connection with one metal object within short range that a human could hold in one hand. After this connection is established, the user can move or manipulate the object anywhere within short range (each movement or manipulation is an action). For example, the user could wield a weapon or drag a helm affixed to a foe's head to and fro. The connection lasts for 10 rounds.