

OLD GUS' CYPHER DECKS

Updated 2023-11-21

Old Gus' Cypher Decks (OG-CD) is an abridged version of Old Gus' Cypher System Reference Document (OG-CSRD) intended for GMs to use as player handouts during play. You can print this document's tables and cards out, and trim the cards to size using the guides.

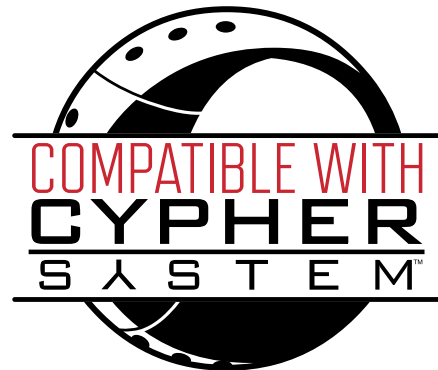
<https://callmepartario.github.io/og-csrd>

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The Cypher System is a setting-agnostic tabletop roleplaying game designed by Monte Cook Games.

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ABOUT THIS DOCUMENT

FOREWORD

This deck includes one card of each cypher in the CSRD. Efficiently distributing cyphers to players is a common hang up for GMs new to the Cypher system. This tool was created to help.

Each cypher card lists the cypher's name, its level, and effects, with a page number reference for its original printed version:

- Cypher System Rulebook (2019), page 100: (100)
- Claim the Sky (2021), page 100: (GTS, 100)
- Godforsaken (2020), page 100: (GF, 100)
- Stay Alive! (2020), page 100: (SA, 100)
- We Are All Mad Here (2020), page 100: (WAAMH, 100)

Some cyphers full text doesn't fit on a card. The full text of the cyphers is available from the OG-CSRD. Each cypher is marked with its name, level formula, and effects. These cypher cards are marked with the following note:

Read the full cypher details in the CSRD.

At the bottom of each card is a label with the roll table the cypher was drawn from, and the numbered result or range for that cypher.

The document includes a printable card backing with a scannable QR code for the OG-CSRD if you decide to get fancy with production. Otherwise, skip printing this page.

In addition to cyphers from the CSRD, a selection of additional original cyphers are included: Heroic subtle cyphers, incidental subtle cyphers, and a set of supplemental cyphers. Many of these cyphers are drawn from *Saki's Subtle Cypher Deck*. These heroic subtle cyphers and incidental subtle cyphers are detailed in the included roll tables.

At the end of the document, a blank page of form-fillable cyphers is provided. You can use these to create your own cypher handouts, or printing them out blank to write the table.

ADHESION

Level: 1d6

Effect: Allows for automatic climbing of any surface, even horizontal ones. Lasts for ten minutes per cypher level. (384)

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PENULTIMATE KEY

Level: 1d6 + 2

Effect: Locks or unlocks any one door, portal, chest, or other lockable item of the cypher's level or lower. The targeted item must have a keyhole for the cypher to work.

Legends speak of the Ultimate Key, which can open any lock, even those sealed by a god. (GF, 143)



MANIFEST CYPHER

FANTASY CYPHER, 73-76



USING THESE DECKS

Print and trim the decks however you see fit. Use the roll tables to determine cypher distribution as you see fit. When you distribute a card, encourage players to use a spare die to mark a cypher card with the cypher's level, and any other rolled features the cypher requires.

Thanks for reading! I hope this document is useful to you, and brings you many happy adventures in the Cypher System.

—Old Gus

CSRD CYPHERS

A LISTING OF VARIOUS CYPHERS

CYPHERS

You should think of cyphers as character abilities, whether they're subtle cyphers or manifest cyphers. This means that it is incumbent upon you to make sure that players always have plenty of cyphers to use. In the course of their travels, the PCs should find that cyphers are extremely common. And since the PCs are limited in the number of cyphers they can carry, they will use them liberally.

If your players are typical, they will use combat-related cyphers liberally but hold onto their utility cyphers. A ray emitter or defensive shield will be used, but a suspensor belt or phasing module will linger longer on their character sheets.

As with everything else in the game, it's intentionally very easy for the GM to create new cyphers. Just think of the effect and how to express it as a game advantage. Two kinds of cyphers exist when it comes to effect: those that allow the user to do something better, and those that allow the user to do something they couldn't do otherwise.

The first group includes everything that reduces the difficulty of a task (including defense tasks). The second group includes things that grant new abilities, such as flight, a new means of attack, the ability to see into the past, or any number of other powers.

A few more important notes about devising new cyphers:

- Cyphers should be single-use items. The PCs use them up and find new ones.
- Cyphers should be potent. A minor ability isn't worth the trouble. If an attack cypher isn't as good as a regular weapon, why bother with it?
- Cyphers shouldn't have drawbacks.
- Cyphers should be temporary. Typically, a power is used once. Abilities or advantages that have a duration last from ten minutes to twenty-four hours (at most).
- Manifest cyphers can take any form. Just make them appropriate to the genre.
- If a cypher requires a task, it is an Intellect task unless the cypher or GM says otherwise.

MANIFEST CYPHER TABLE

d100	Manifest Cyphers
01-03	Adhesion
04-05	Antivenom
06-09	Armor reinforcer
10-11	Attractor
12-13	Blackout
14-15	Catholicon
16-17	Curse bringer
18-19	Death bringer
20-22	Density
23-26	Detonation
27-29	Detonation (flash)
30-31	Detonation (massive)
32-34	Detonation (pressure)
35-36	Detonation (sonic)
37-38	Detonation (spawn)
39-41	Detonation (web)
42-44	Equipment cache
45-46	Fireproofing
47-49	Friction reducer
50-52	Gas bomb
53-55	Hunter/seeker
56-57	Infiltrator
58-60	Information sensor
61-63	Metal death
64-65	Nullification ray
66-68	Poison (emotion)
69-70	Poison (mind disrupting)
71-73	Radiation spike
74-76	Remote viewer
77-79	Shocker
80-82	Sleep inducer
83-85	Sniper module
86-88	Solvent
89-90	Spy
91-92	Tracer
93-94	Uninterruptible power source
95-96	Warmth
97-98	Water adapter
99-00	X-ray viewer

FANTASTIC CYPHER TABLE

d100	Fantastic Cyphers
01	Age taker
02	Banishing
03–04	Blinking
05	Chemical factory
06	Comprehension
07–08	Condition remover
09	Controlled blinking
10	Detonation (creature)
11	Detonation (desiccating)
12	Detonation (gravity)
13	Detonation (gravity inversion)
14	Detonation (matter disruption)
15	Detonation (singularity)
16	Disguise module
17	Disrupting
18	Farsight
19	Flame-retardant wall
20	Force cube
21–22	Force field
23	Force screen projector
24	Force shield projector
25	Frigid wall
26–27	Gravity nullifier
28	Gravity-nullifying application
29–30	Heat attack
31	Image projector
32	Inferno wall
33–34	Instant servant
35	Instant shelter
36	Lightning wall
37–38	Machine control
39	Magnetic attack drill
40	Magnetic master
41	Magnetic shield
42	Manipulation beam
43	Matter transference ray
44	Memory switch
45	Mental scrambler
46	Mind meld
47	Mind-restricting wall
48–49	Monoblade
50	Monohorn
51	Null field
52–53	Personal environment field
54–55	Phase changer
56	Phase disruptor
57	Poison (explosive)

d100	Fantastic Cyphers
58	Poison (mind controlling)
59	Psychic communicate
60	Ray emitter
61	Ray emitter (command)
62	Ray emitter (fear)
63	Ray emitter (friend slaying)
64	Ray emitter (mind disrupting)
65	Ray emitter (numbing)
66	Ray emitter (paralysis)
67	Reality spike
68	Repair unit
69	Repeater
70–71	Retaliation
72	Sheen
73–74	Shock attack
75	Slave maker
76	Sonic hole
77–78	Sound dampener
79	Spatial warp
80	Stasis keeper
81	Subdual field
82–83	Telepathy
84	Teleporter (bounder)
85	Teleporter (interstellar)
86	Teleporter (planetary)
87	Teleporter (traveler)
88	Temporal viewer
89	Time dilation (defensive)
90	Time dilation (offensive)
91	Trick embedder
92	Vanisher
93–94	Visage changer
95	Visual displacement device
96	Vocal translator
97–98	Weapon enhancement
99	Wings
00	Zero point field

It's all right if players think of cyphers (especially manifest cyphers) as equipment or treasure. You should choose points in the course of the story that are appropriate for awarding subtle cyphers, especially if the PCs aren't at their full capacity.

SUBTLE CYPHER TABLE

d100	Subtle Cyphers
01–04	Analeptic
05–07	Best tool
08–10	Burst of speed
11–13	Contingent activator
14–17	Curative
18–20	Darksight
21–23	Disarm
24–26	Eagleseye
27–29	Effect resistance
30–32	Effort enhancer (combat)
33–35	Effort enhancer (noncombat)
36–39	Enduring shield
40–42	Intellect booster
43–45	Intelligence enhancement
46–48	Knowledge enhancement
49–51	Meditation aid
52–54	Mind stabilizer
55–57	Motion sensor
58–60	Nutrition and hydration
61–63	Perfect memory
64–66	Perfection
67–69	Reflex enhancer
70–73	Rejuvenator
74–76	Remembering
77–79	Repel
80–82	Secret
83–85	Skill boost
86–88	Speed boost
89–91	Stim
92–94	Strength boost
95–97	Strength enhancer
98–00	Tissue regeneration

POWER BOOST CYPHER TABLE

Level	Power Boost Cyphers
01–10	Area boost
11–20	Burst boost
21–30	Damage boost
31–40	Efficacy boost
41–50	Energy boost
51–60	Range boost
61–80	Shift boost
81–90	Stunt boost
91–00	Target boost

FANTASY CYPHERS TABLE

d100	Fantasy Cyphers
01–05	Acid resistance
06–11	Animal control
12–18	Beast shape
19–27	Cold resistance
28–34	Demon ward
35–39	Dragon ward
40–44	Electricity resistance
45–48	Elemental conjuration
49–57	Fire resistance
58–61	Giant size
62–65	Instant boat
66–68	Instant tower
69–72	Lycanthrope ward
73–76	Penultimate key
77–82	Poison resistance
83–86	Restorative aura
87–89	Thought listening
90–93	Tiny size
94–98	Undead ward
99–00	Walking corpse

HORROR CYPHERS

ALIEN CYPHERS

d20	Alien Cyphers
1–2	Anathema siren (aliens)
3–4	Decaptitative longevity
5–6	Horrific arm
7–8	Horrific eye
9–10	Horried integrated weapon
11–12	Humanity tester
13–14	Invisibility revealer
15–16	Mind swapper
17–18	Primitive doppelganger
19–20	Visage scrutinizer

BODY HORROR CYPHERS

d20	Body Horror Cyphers
1–2	Ascendant flesh vivisector
3–4	Decapitative longevity
5–6	Horrific arm
7–8	Horrific eye
9–10	Horrific face
11–12	Horried integrated weapon
13–14	Horrific orifice
15–16	Insanity suppressor
17–18	Primitive doppelganger
19–20	Reanimator

CLASSIC MONSTER CYPHERS

d20	Classic Monster Cyphers
1	Anathema siren (cryptids)
2	Anathema siren (mummies)
3–4	Anathema siren (undead)
5–6	Anathema siren (vampires)
7–8	Anathema siren (werewolves)
9	Ascendant brain vivisector
10	Ascendant flesh vivisector
11	Corrupted canopic jar
12	Decapitative longevity
13	Ghost detector
14–16	Invisibility serum
17	Reanimator
18–19	Silgarho infusion
20	Unphantomed limb

DARK MAGIC CYPHERS

d20	Dark Magic Cyphers
1–4	Anathema siren (demons)
5–7	Decapitative longevity
8–11	Homunculus flask
12–14	Mind swapper
15–17	Reanimator
18–20	Revenant serum

DEMON CYPHERS

d20	Demon Cyphers
1–4	Anathema siren (demons)
5–7	Horrific arm
8–10	Horrific face
11–13	Humanity tester
14–16	Reanimator
17–20	Visage scrutinizer

GHOST CYPHERS

d20	Ghost Cyphers
1–8	Anathema siren (ghost)
9–20	Ghost detector

LOVECRAFTIAN CYPHERS

d20	Lovecraftian Cyphers
1–2	Anathema siren (aliens)
3–4	Anathema siren (cryptids)
5–6	Anathema siren (extradimensional creatures)
7	Anathema siren (undead)
8–9	Horrific arm
10–11	Horrific eye
12–13	Horrific face
14–15	Horried integrated weapon
16–17	Insanity suppressor
18–19	Invisibility revealer
20	Mind swapper

MUMMY CYPHERS

d20	Mummy Cyphers
1–6	Anathema siren (mummies)
7–12	Corrupted canopic jar
13–16	Reanimator
17–20	Revenant serum

SCIENCE GONE WRONG CYPHERS

d20	Science Gone Wrong Cyphers
1	Anathema siren (simulacra)
2	Ascendant brain vivisector
3	Ascendant flesh vivisector
4	Decapitative longevity
5	Ghost detector
6	Ghost trap
7	Homunculus flask
8	Horrific arm
9	Horrific eye
10	Horrific face
11	Horried integrated weapon
12	Humanity tester
13	Insanity suppressor
14	Invisibility revealer
15	Invisibility serum
16	Mind swapper
17	Primitive doppelganger
18	Reanimator
19	Revenant serum
20	Unphantomd limb

UNDEAD CYPHERS

d20	Undead Cyphers
1–3	Anathema siren (ghosts)
4–6	Anathema siren (vampires)
7–9	Anathema siren (undead)
10	Decapitative longevity
11–12	Ghost detector
13	Ghost trap
14	Reanimator
15	Revenant serum
16–18	Silgarho infusion
19–20	Wolfsbane potion

VAMPIRE CYPHERS

d20	Vampire Cyphers
1–6	Anathema siren (vampire)
7–12	Humanity tester
13–20	Silgarho infusion

WEREWOLF CYPHERS

d20	Werewolf Cyphers
1–5	Anathema siren (werewolves)
6–10	Ascendant brain vivisector
11–15	Reanimator
16–20	Wolfsbane potion

ZOMBIE CYPHERS

d20	Zombie Cyphers
1–8	Anathema siren (undead)
9–14	Reanimator
15–20	Revenant serum

FAIRY TALE CYPHER TABLE

d100	Fairy Tale Cyphers
01	Adderstone
02	Agate Eye
03	Animated wood
04	Anywhere door
05	Apple of discord
06	Azure dust
07	Baba Yaga's spiced cookie
08	Bellman's map of the ocean
09	Beloved's kiss
10	Bird's nest coronet
11	Blackbird pie
12	Blood pearl blossom
13	Bone key
14	Bones of the beloved
15	Bowl of porridge
16	Cat sidhe medallion
17	Cheshire smile
18	Coalheart's beard balm
19	Croc's clock
20	Crown jewel
21	Dame Trot's cat
22	Darning needle
23	Dead water
24	Deathless
25	Death's candle
26	Death's messengers
27	Diadem of death
28	Dragon's blood
29	Dragon's teeth
30	Dressmaking nut
31	Drink me
32	Dust of the dreamer
33	Eat me
34	Emperor's new clothes
35	Fairy cup
36	False grandmother
37	Father's Betrayal
38	Flaming arrow
39	Flowers for grandmother
40	Forget-me-knot

d100 Fairy Tale Cyphers

41	Genie's handkerchief
42	Gilded shell
43	Gingerbread man
44	Godfather's picture book
45	Golden Beetle
46	Golden vanity
47	Green spectacles
48	Hart's heart
49	Heart of a star
50	Heart's tart
51	Hot cross buns
52	Iron bands of three
53	Itsy bitsy spider
54	Jack's candlestick
55	Jiminy cricket
56	The Key of Knowing
57	Knave of Hearts
58	Lion's courage
59	Living water
60	Magic beans
61	Memory's match
62	Mermaid tear
63	Neverlost
64	Nonsensical poem
65	Omniscient bean
66	Pictureless book
67	Poison for your daughter
68	Poisoned apple
69	Poppet (damage)
70	Poppet (love)
71	Poppet (prosperity)
72	Poppet (silence)
73	Powder of life
74	Princess's pea
75	Rabbit hole
76	Rapunzel leaf
77	Rose of red
78	Shadow soap
79	Shard of the moon
80	Shining knife
81	Silver slippers
82	Singing bone
83	Snake leaves
84	Snickersnee
85	Song of the dead
86	Sorcerer's skeleton key
87	Spirit ring
88	Teleport hat
89	Three needles

d100 Fairy Tale Cyphers

90	Tin Man's tears
91	To Peter with love
92	Valorous whetstone
93	Vase of tears
94	White snake
95	Wish granting pearl
96	Witch bottle
97	Witch's ladder
98	Wooden spoon
99	Yonder yarn
00	Roll on the cypher tables

FAIRY TALE CYPHER FORMS**d20 Form**

1	Apple or ball of yarn
2	Pebble or mushroom
3	Scroll or four-leaf clover
4	Lock of hair or hand mirror
5	Matchstick or comb
6	Feather or acorn
7	Egg or apple seeds
8	Tea or fish scales
9	Fingernail clippings or chalk
10	Magic beans or key
11	Rose or bell
12	Small cake or talisman
13	Wolf's tooth or hand mirror
14	Vial of liquid or secret
15	Magic coin or broken arrow
16	Wish or fairy dust
17	Magic word or spindle
18	Curse or handkerchief
19	Spell or hand fan
20	Fallen star or playing card

CYPHER

OG-CSRD:



CYPHER

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TYPES OF CYPHERS



SUBTLE

Almost like inherent abilities that PCs have.



MANIFEST

Physical form; can be anything appropriate to genre or setting.



FANTASTIC

Magic, technology, or other factors make the impossible possible.

USING CYPHERS

The action to use a cypher is Intellect based unless described otherwise or logic suggests otherwise. For example, throwing an explosive might be Speed based because the device is physical and not really technical, but using a ray emitter is Intellect based.

Identified manifest cyphers can be used automatically. Once a manifest cypher is activated, if it has an ongoing effect, that effect applies only to the character who activated the cypher. A PC can't activate a cypher and then hand it to another character to reap the benefits.

CYPHER LEVELS AND EFFECTS

All cyphers have a level and an effect. The level sometimes determines an aspect of the cypher's power (how much damage it inflicts, for example) but otherwise it only determines the general efficacy, the way level works with any object. The Level entry for a cypher is usually a die roll, sometimes with a modifier, such as 1d6 or 1d6 + 4. The GM can roll to determine the cypher's level, or can allow the player to roll when they receive the cypher.

A cypher's level being lower than a target's doesn't mean the cypher is ineffective against that target.



SUBTLE CYPHERS

Good fortune: You're in the right place at the right time.

Inspirations: Adrenaline mixed with the right motivation. Who can really define it? Life's funny that way.

Alien concepts: Complex and utterly inhuman memes enter our world and worm their way into and out of human consciousness.

Blessings: Some people believe that praying to different gods gives you different blessings.

Mysterious transmissions: Why can only some people hear it?

Supernatural powers: Mental or mystical energies constantly shift and change, ebb and flow.



MANIFEST CYPHERS

Physical objects among the possessions of a fallen foe, hidden in a secret room, or scattered amid the wreckage of a crashed starship. Scavenging is not the only way to obtain manifest cyphers. They can also be given as gifts, traded with merchants, or sometimes purchased in a shop.

A character can attempt to use a manifest cypher that has not been identified; this is usually an Intellect task using the cypher's level. Failure might mean that the PC can't figure out how to use the cypher or that they use it incorrectly (GM's discretion). Of course, even if the PC activates the unidentified cypher, they have no idea what its effect will be.



FANTASTIC CYPHERS

Normal effects are things that could reasonably happen or be explained in the normal physical world we're familiar with. Fantastic effects are things that can't. Fantastic cyphers can be subtle or manifest.

If the GM and players are willing to stretch their imaginations a bit, it's possible to include some fantastic cypher effects in a game where only normal cypher effects should exist, even if the PCs are only using subtle cyphers. The player using the cypher just needs to come up with a practical, realistic explanation for how the fantastic result occurred.

HEROIC SUBTLE CYPHERS

Heroic subtle cyphers mimic commonly used plot devices in stories. Heroic cyphers often allow success without the need for a roll, and can allow a PC to step outside their usual role and perform an unexpected feat. They are especially useful for games and settings with a sense of melodrama, from slasher horror to gritty modern spy thrillers, and romantic comedies to high-octane post-apocalyptic action and wacky space operas. (0G-00)

Heroic cyphers are detailed in Old Gus' Daft Drafts.

INCIDENTAL SUBTLE CYPHERS

Incidental subtle cyphers function similar to player intrusions, in that they can cause objects, creatures, or events to appear, as if by a stroke of luck. Because of this, a GM might occasionally refuse their use to maintain the verisimilitude of the game. In such instances, an incidental subtle cypher is not expended. The GM might also delay the onset of an incidental subtle cypher's effects for some amount of time until it is more appropriate to the scene. (0G-00)

Incidental subtle cyphers are detailed in Old Gus' Daft Drafts.

SUPPLEMENTAL CYPHERS

Supplemental cyphers might be best suited for games with fantastic elements. The GM decides if these cyphers are manifest or subtle. (0G-00)

Supplemental cyphers are detailed in Old Gus' Daft Drafts.

ADHESION

Level: 1d6

Effect: Allows for automatic climbing of any surface, even horizontal ones. Lasts for ten minutes per cypher level. (384)

MANIFEST CYPHER, 01-03



ANTIVENOM

Level: 1d6 + 2

Effect: Renders user immune to poisons of the cypher's level or lower for one hour per cypher level (and ends any such ongoing effects, if any, already in the user's system). (384)

MANIFEST CYPHER, 04-05



ARMOR REINFORCER

Level: 1d6 + 1

Effect: The user's Armor gains an enhancement for twenty-four hours. Roll a d6 to determine the result. (384)

1: +1 to Armor; **2:** +2 to Armor, **3:** +3 to Armor; **4:** +2 to Armor, +5 against damage from fire; **5:** +2 to Armor, +5 against damage from cold; **6:** +2 to Armor, +5 against damage from acid

MANIFEST CYPHER, 06-09



ATTRACTOR

Level: 1d6 + 4

Effect: One unanchored item the user's size or smaller within long range (very long range if the cypher level is 8 or higher) is drawn immediately to them. This takes one round. The item has no momentum when it arrives. (384)

MANIFEST CYPHER, 10-11



BLACKOUT

Level: 1d6 + 2

Effect: An area within immediate range of the user becomes secure against any effect outside the area that sees, hears, or otherwise senses what occurs inside. To outside observers, the area is a "blur" to any sense applied. Taps, scrying sensors, and other direct surveillance methods are also rendered inoperative within the area for a day. (384)

MANIFEST CYPHER, 12-13



CATHOLICON

Level: 1d6 + 2

Effect: Cures any disease of the cypher level or lower. (385)

MANIFEST CYPHER, 14-15



CURSE BRINGER

Level: 1d6 + 1

Effect: The cypher can be activated when given to an individual who doesn't realize its significance. The next time the victim attempts an important task when the cypher is in their possession, the task is hindered by three steps. (386)

MANIFEST CYPHER, 16-17



DEATH BRINGER

Level: 1d6

Effect: For the next minute, when the user strikes an NPC or creature of the cypher level or lower, they can choose to make a second attack roll. If the second attack roll is a success, the target is killed. If the target is a PC, the character instead moves down one step on the damage track. (386)

MANIFEST CYPHER, 18-19



DENSITY

Level: 1d6

Effect: For the next day, each time the user strikes a solid creature or object with a weapon, the weapon suddenly increases dramatically in weight, causing the blow to inflict 2 additional points of damage. (386)

MANIFEST CYPHER, 20-22



DETONATION

Level: 1d6 + 2

Effect: Projects a small physical explosive up to a long distance away that explodes in an immediate radius, inflicting damage equal to the cypher's level. Roll a d100 to determine the type of damage. (386)

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

MANIFEST CYPHER, 23–26



DETONATION (FLASH)

Level: 1d6 + 2

Effect: Projects a small physical explosive up to a long distance away that bursts in an immediate radius, blinding all within it for one minute (ten minutes if the cypher is level 4 or higher). (386)

MANIFEST CYPHER, 27–29



DETONATION (MASSIVE)

Level: 1d6 + 2

Effect: Projects a small physical explosive up to a long distance away that explodes in a short-range radius, inflicting damage equal to the cypher's level. Roll a d100 to determine the type of damage. (387)

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

MANIFEST CYPHER, 30–31



DETONATION (PRESSURE)

Level: 1d6 + 2

Effect: Projects a small physical explosive up to a long distance away that explodes in an immediate radius, inflicting impact damage equal to the cypher's level. Also moves unattended objects out of the area if they weigh less than 20 pounds (9 kg) per cypher level. (387)

MANIFEST CYPHER, 32–34



DETONATION (SONIC)

Level: 1d6 + 2

Effect: Projects a small physical explosive up to a long distance away that explodes with terrifying sound, deafening all in an immediate radius for ten minutes per cypher level. (387)

MANIFEST CYPHER, 35–36



DETONATION (SPAWN)

Level: 1d6 + 2

Effect: Projects a small physical explosive up to a long distance away that bursts in an immediate radius, blinding all within it for one minute and inflicting damage equal to the cypher's level. The burst spawns 1d6 additional detonations; in the next round, each additional detonation flies to a random spot within short range and explodes in an immediate radius. Roll a d100 to determine the type of damage dealt by all detonations: (387)

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

MANIFEST CYPHER, 37–38



DETONATION (WEB)

Level: 1d6 + 2

Effect: Projects a small physical explosive up to a long distance away that 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 level. NPCs break free if their level is higher than the cypher level. (387)

MANIFEST CYPHER, 39–41



EQUIPMENT CACHE

Level: 1d6 + 1

Effect: The user can rummage around and produce from the cypher a desired piece of equipment (not an artifact) whose level does not exceed the cypher's level. The piece of equipment persists for up to one day, unless its fundamental nature allows only a single use (such as with a grenade). (388)

MANIFEST CYPHER, 42–44



FIREPROOFING

Level: 1d6 + 4

Effect: A nonliving object treated by this cypher has Armor against fire damage equal to the cypher's level for one day. (388)

MANIFEST CYPHER, 45–46



FRICTION REDUCER

Level: 1d6

Effect: Spread across an area up to 10 feet (3 m) square, this makes things extremely slippery. For one hour per cypher level, movement tasks in the area are hindered by three steps. (389)

MANIFEST CYPHER, 47-49



GAS BOMB

Level: 1d6 + 2

Effect: Thrown a short distance, this bursts in a poisonous cloud within an immediate area. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Roll a d100 to determine the effect. (389)

01-10: Thick smoke; **11-20:** Choking gas; **21-50:** Poison gas; **51-60:** Corrosive gas; **61-65:** Hallucinogenic gas; **66-70:** Nerve gas; **71-80:** Mind-numbing gas; **81-83:** Fear gas; **84-86:** Amnesia gas; **87-96:** Sleep gas; **97-00:** Rage gas

Read the full cypher details in the CSRD.

MANIFEST CYPHER, 50-52



HUNTER/SEEKER

Level: 1d6

Effect: 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. Roll a d100 to determine the type of attack. (390)

01-50: 8 damage; **51-80:** 3 damage, poison; **81-90:** 6 damage to all in immediate range; **91-95:** 4 electricity damage, stuns 1 round per cypher level; **96-00:** hold in place, Might action difficulty cypher level + 2)

Read the full cypher details in the CSRD.

MANIFEST CYPHER, 53-55



INFILTRATOR

Level: 1d6

Effect: Tiny capsule launches and moves at great speed, mapping and scanning an unknown area. It moves 500 feet (150 m) per level, scanning an area up to 50 feet (15 m) per level away from it. It identifies basic layout, creatures, and major energy sources and either transmits this information back to the user (perhaps by telepathy or an electronic signal) or returns to the user to show what it saw. Its movement is blocked by any physical or energy barrier. (390)

MANIFEST CYPHER, 56-57



INFORMATION SENSOR

Level: 1d6 + 2

Effect: Over the course of one day, the user can activate the cypher a total number of times equal to its level. Each time, they can select a living creature within long range and learn the following about it: level, origin, species, name, and possibly other facts (such as an individual's credit score, home address, phone number, and related information). (391)

MANIFEST CYPHER, 58-60



METAL DEATH

Level: 1d6 + 2

Effect: Produces a stream of foam that covers an area about 3 feet by 3 feet (1 m by 1 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). (393)

MANIFEST CYPHER, 61-63



NULLIFICATION RAY

Level: 1d6 + 3

Effect: The user can immediately end one ongoing effect within long range that is produced by an artifact, cypher, or special ability. (393)

MANIFEST CYPHER, 64-65



POISON (EMOTION)

Level: 1d6 + 2

Effect: The victim feels a specific emotion for one hour. Roll a d100 to determine the emotion. (394)

01-20: Anger, interactions hindered by two steps, may attack; **21-40:** Fear, flee for one minute; **41-60:** Lust, cannot focus on nonsexual activity; **61-75:** Sadness, all tasks hindered; **76-85:** Complacency, all tasks hindered by two steps; **86-95:** Joy, pleasant social interaction eased; **96-00:** Love, interaction eased by two steps, may become temporarily attached

Read the full cypher details in the CSRD.

MANIFEST CYPHER, 66-68



POISON (MIND DISRUPTING)

Level: 1d6 + 2

Effect: 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. (394)

MANIFEST CYPHER, 69-70



RADIATION SPIKE

Level: 1d6 + 4

Effect: Delivers a powerful burst of radiation that disrupts the tissue of any creature touched, inflicting damage equal to the cypher's level. (395)

MANIFEST CYPHER, 71-73



REMOTE VIEWER

Level: 1d6

Effect: For one hour per cypher level, the user can see everything going on in the vicinity of the cypher, regardless of the distance between them. (396)

MANIFEST CYPHER, 74-76



SHOCKER

Level: 1d6 + 4

Effect: Delivers a powerful burst of electricity that shocks any creature touched, inflicting damage equal to the cypher's level. (396)

MANIFEST CYPHER, 77-79



SLEEP INDUCER

Level: 1d6

Effect: Touch puts the victim to sleep for ten minutes per cypher level or until awoken by a violent action or an extremely loud noise. (397)

MANIFEST CYPHER, 80-82



SNIPER MODULE

Level: 1d6

Effect: For the next hour per cypher level, the effective range of the user's ranged weapon increases by one category (immediate to short, short to long, long to very long, very long to 1,000 feet [300 m]). A weapon with a range greater than very long has its range doubled. (397)

MANIFEST CYPHER, 83-85



SOLVENT

Level: 1d10

Effect: Dissolves 1 cubic foot of material each round. After one round per cypher level, the cypher becomes inert. (398)

MANIFEST CYPHER, 86-88



SPY

Level: 1d6 + 2

Effect: Produces a tiny spying object that resists detection as a level 8. It moves 500 feet (150 m) per level, scanning up to 50 feet (15 m) away from it. It identifies basic layout, creatures, and major energy sources. Its movement is blocked by any physical or energy barrier. At the end of its mapping run, it returns to the user and reports. If it discovers a predefined target during its run, it detonates instead, dealing damage equal to the cypher's level (half electrical damage, half shrapnel damage) to all creatures and objects in short range. (399)

Read the full cypher details in the CSRD.

MANIFEST CYPHER, 89-90



TRACER

Level: 1d6

Effect: Fires a microscopic tracer that clings to any surface within short range. For the next twenty-four hours, the launcher shows the distance and direction to the tracer, as long as it is within 1 mile (100 miles if the cypher is level 3 or higher, in the same dimension if the cypher is level 6 or higher). (394)

MANIFEST CYPHER, 91-92



UNINTERRUPTIBLE POWER SOURCE

Level: 1d6 + 4

Effect: Provides power to another device for up to a day. The device to be powered can be as simple as a light source or as complex as a small starcraft, assuming the cypher's level is equal to the item's power requirements. A desk lamp is a level 1 power requirement, a car engine is a level 5 power requirement, and a starship is a level 10 power requirement. (399)

MANIFEST CYPHER, 93-94



WARMTH

Level: 1d6

Effect: Keeps the user warm and comfortable, even in the harshest cold temperatures, for twenty-four hours. During this time, the user has Armor equal to the cypher's level that protects against cold damage. (400)

MANIFEST CYPHER, 95-96



WATER ADAPTER

Level: 1d6

Effect: The user can breathe underwater and operate at any depth (without facing the debilitating consequences of changing pressure) for four hours per cypher level. This cypher can also be used in the regular atmosphere, allowing the user to ignore ill effects from very low or very high atmospheric pressure. The cypher does not protect against vacuum. (400)

MANIFEST CYPHER, 97-98



X-RAY VIEWER

Level: 1d6 + 4

Effect: Allows the user to see through up to 2 feet (60 cm) of material of a level lower than the cypher. The effect lasts for one minute per cypher level. (400)

MANIFEST CYPHER, 99-00



AGE TAKER

Level: 1d6 + 4

Effect: Begins a process of rejuvenation that removes years from the wearer's physiological age. Over the course of the next seven days, the wearer sheds a number of years equal to three times the cypher's level. The cypher doesn't regress physiological age past the age of twenty-three. (384)

FANTASTIC CYPHER, 01



BANISHING

Level: 1d6

Effect: For the next day, each time the user strikes a solid creature or object, it generates a burst of energy that teleports the creature or object an immediate distance in a random direction (not up or down). The teleported creature's actions (including defense) are hindered on its next turn (hindered by two steps if the cypher level is 5 or higher). (384)

FANTASTIC CYPHER, 02



BLINKING

Level: 1d6

Effect: For the next day, each time the user is struck hard enough to take damage (but not more than once per round), they teleport an immediate distance in a random direction (not up or down). Since the user is prepared for this effect and their foe is not, the user's defenses are eased for one round after they teleport. (385)

FANTASTIC CYPHER, 03-04



CHEMICAL FACTORY

Level: 1d6

Effect: After one hour, the sweat of the user produces 1d6 doses of valuable liquid, which last one week. Roll a d100 to determine the effect. (385)

01-04: Euphoric; **05-08:** Hallucinogen; **09-12:** Stimulant; **13-16:** Depressant; **17-20:** Nutrient; **21-25:** Antivenom; **26-30:** Cures disease; **31-35:** See in dark; **36-45:** Restore Might; **46-55:** Restore Speed; **56-65:** Restore Intellect; **66-75:** +1 Might Edge; **76-85:** +1 Speed Edge; **86-95:** +1 Intellect Edge; **96-00:** Restores all Pools to full

Read the full cypher details in the CSRD.

FANTASTIC CYPHER, 05



COMPREHENSION

Level: 1d6 + 1

Effect: Within five minutes, the user can understand the words of a specific language keyed to the cypher (two languages if the cypher is level 5 or higher). This is true even of creatures that do not normally have a language. If the user could already understand the language, the cypher has no effect. Once the cypher is used, the effect is permanent, and the cypher no longer counts against the number of cyphers that a PC can bear. (385)

FANTASTIC CYPHER, 06



CONDITION REMOVER

Level: 1d6 + 3

Effect: Cures one occurrence of one specific health condition of the cypher level or lower. It might not prevent future occurrences of the same condition. Roll a d20 to determine what it cures. (385)

1: Addiction; **2:** Autoimmune; **3:** Bacterial; **4:** Bad breath; **5:** Blisters; **6:** Bloating; **7:** Cancer; **8:** Chapped lips; **9:** Flatus; **10:** Hangover; **11:** Heartburn; **12:** Hiccups; **13:** Ingrown hairs; **14:** Insomnia; **15:** Joint problem; **16:** Muscle cramp; **17:** Pimples; **18:** Psychosis; **19:** Stiff neck; **20:** Viral infection

Read the full cypher details in the CSRD.

FANTASTIC CYPHER, 07-08



CONTROLLED BLINKING

Level: 1d6 + 2

Effect: For the next day, each time the user is struck hard enough to inflict damage (but no more than once per round), they teleport to a spot they desire within immediate range. Since they are prepared for this effect and their foe is not, the user's defenses are eased for one round after they teleport. (386)

FANTASTIC CYPHER, 09



DETONATION (CREATURE)

Level: 1d6 + 1

Effect: Projects a small physical explosive up to a long distance away that explodes and creates a momentary teleportation gate. A random creature whose level is equal to or less than the cypher's level appears through the gate and attacks the closest target. After about one minute, the creature vanishes. (386)

FANTASTIC CYPHER, 10



DETONATION (DESICCATING)

Level: 1d6 + 2

Effect: Projects a small physical explosive up to a long distance away that 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. (386)

FANTASTIC CYPHER, 11



DETONATION (GRAVITY)

Level: 1d6 + 2

Effect: Projects a small physical explosive up to a long distance away that bursts in an immediate radius, inflicting damage equal to the cypher's level by increasing gravity tremendously for one second. All creatures in the area are crushed to the ground for one round and cannot take physical actions. (387)

FANTASTIC CYPHER, 12



DETONATION (GRAVITY INVERSION)

Level: 1d6 + 1

Effect: Projects a small physical explosive up to a long distance away that explodes, and for one hour gravity reverses within long range of the explosion. (387)

FANTASTIC CYPHER, 13



DETONATION (MATTER DISRUPTION)

Level: 1d6

Effect: Projects a small physical explosive up to a long distance away that explodes in an immediate radius, releasing nanites that rearrange matter in random ways. Inflicts damage equal to the cypher's level. (387)

FANTASTIC CYPHER, 14



DETONATION (SINGULARITY)

Level: 10

Effect: Projects a small physical explosive up to a long distance away that 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 characters in the radius who fail a Might defense roll move down one step on the damage track. (387)

The singularity detonation is a greatly feared device, sought by those interested in truly horrific destruction.

FANTASTIC CYPHER, 15



DISGUISE MODULE

Level: 1d6 + 2

Effect: For the next ten minutes per cypher level, the user's features become almost identical to those of one designated person they have previously interacted with, easing by two steps attempts to disguise the user as that person. Once designated, the user cannot shift the effect to look like another person, though they can remove the module to look like themselves again before the end of the duration. (388)

FANTASTIC CYPHER, 16



DISRUPTING

Level: 1d6

Effect: For the next day, each time the user strikes a solid creature or object, the attack generates a burst of nanites that directly attack its organic cells. The target takes 1 additional point of damage. If the target's level is less than the cypher's level, it loses its next action; otherwise its next action is hindered. (388)

FANTASTIC CYPHER, 17



FARSIGHT

Level: 1d6 + 1

Effect: The user can observe a location they have visited previously, regardless of how far away it is (even across galaxies). This vision persists for up to ten minutes per cypher level. The character can switch between viewing this location and viewing their current location once per round. (388)

FANTASTIC CYPHER, 18



FLAME-RETARDANT WALL

Level: 1d6

Effect: Creates an immobile plane of permeable energy up to 20 feet by 20 feet (6 m by 6 m) for one hour per cypher level. The plane conforms to the space available. Flames passing through the plane are extinguished. (388)

FANTASTIC CYPHER, 19



FORCE CUBE

Level: 1d6 + 3

Effect: 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. (Although a force cube's walls are not gaseous permeable, there is likely enough air within for trapped creatures to breathe for the hour it lasts.) (388)

FANTASTIC CYPHER, 20



FORCE FIELD

Level: 1d6

Effect: For the next day, the user is surrounded by a powerful force field, granting them +1 to Armor (+2 to Armor if the cypher level is 5 or higher). (389)

Some force walls, shields, and cubes are transparent. Others are translucent. A few are opaque.

FANTASTIC CYPHER, 21-22



FORCE SCREEN PROJECTOR

Level: 1d6 + 3

Effect: 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. (389)

FANTASTIC CYPHER, 23



FORCE SHIELD PROJECTOR

Level: 1d6 + 3

Effect: Creates a shimmering energy shield around the user for one hour, during which time they gain +3 to Armor (or +4 to Armor if the cypher is level 5 or higher). (389)

FANTASTIC CYPHER, 24



FRIGID WALL

Level: 1d6 + 2

Effect: Creates a wall of supercooled air up to 30 feet by 30 feet by 1 foot (9 m by 9 m by 30 cm) 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 ten minutes. (389)

FANTASTIC CYPHER, 25



GRAVITY NULLIFIER

Level: 1d6 + 3

Effect: For one hour, the user can float into the air, moving vertically up to a short distance per round (but not horizontally without taking some other action, such as pushing along the ceiling). The user must weigh less than 50 pounds (23 kg) per level of the cypher. (390)

FANTASTIC CYPHER, 26-27



GRAVITY NULLIFYING APPLICATION

Level: 1d6 + 2

Effect: If a nonliving object no larger than a human (two humans if the cypher level is 6 or higher) is coated by this cypher, it floats 1d20 feet in the air permanently and no longer has weight if carried (though it needs to be strapped down). (390)

FANTASTIC CYPHER, 28



HEAT ATTACK

Level: 1d6

Effect: For the next day, each time the user strikes a solid creature or object, the attack generates a burst of heat that inflicts 2 additional points of damage. (390)

FANTASTIC CYPHER, 29–30



IMAGE PROJECTOR

Level: 1d6

Effect: Projects an immobile image in the area for one hour, up to a close distance from the user (long distance if the cypher level is 4 or higher, very long distance if the cypher level is 6 or higher). Scenes include movement, sound, and smell. Roll a d100 to determine the image. (390)

01–10: Creature (10-foot [3 m] cube);
21–40: Machine (30-foot [9 m] cube);
41–50: Pastoral (50-foot [15 m] cube);
51–60: Food (10-foot [3 m] cube); **61–80:** Solid color (50-foot [15 m] cube); **81–00:** Disorienting (20-foot [6 m] cube)

Read the full cypher details in the CSRD.

FANTASTIC CYPHER, 31



INFERNO WALL

Level: 1d6 + 2

Effect: Creates a wall of extreme heat up to 30 feet by 30 feet by 1 foot (9 m by 9 m by 30 cm) 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 ten minutes. (390)

FANTASTIC CYPHER, 32



INSTANT SERVANT

Level: 1d6

Effect: Creates a humanoid automaton 2 feet (60 cm) tall, with a level equal to the cypher's level. It can understand verbal commands of its master (no action required). It cannot speak. It can move a short distance, but never goes farther than long range from its master. 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. (391)

Read the full cypher details in the CSRD.

FANTASTIC CYPHER, 33–34



INSTANT SHELTER

Level: 1d6 + 3

Effect: With the addition of water and air, this cypher expands into a simple one-room structure with a door and a transparent window (two rooms with an internal door if the cypher level is 7 or higher). The structure is 10 feet by 10 feet by 20 feet (3 m by 3 m by 6 m). It is made from a durable, nonflammable material similar to sandstone, and is permanent and immobile once created. (391)

FANTASTIC CYPHER, 35



LIGHTNING WALL

Level: 1d6 + 2

Effect: Creates a wall of electric bolts up to 30 feet by 30 feet by 1 foot (9 m by 9 m by 30 cm) 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 ten minutes. (391)

FANTASTIC CYPHER, 36



MACHINE CONTROL

Level: 1d6 + 2

Effect: Splits into two pieces; one is affixed to a device and the other to a character. The character can then use their 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 ten minutes per cypher level, and once the device is chosen, it cannot be changed. (392)

FANTASTIC CYPHER, 37–38



MAGNETIC ATTACK DRILL

Level: 1d6 + 2

Effect: 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 attack is eased. (392)

FANTASTIC CYPHER, 39



MAGNETIC MASTER

Level: 1d6 + 2

Effect: Establishes a connection with one metal object within short range that a human could hold in one hand. The user can then move or manipulate the object anywhere within short range (each movement or manipulation is an action). For example, they could wield a weapon or drag a helm affixed to a foe's head to and fro. The connection lasts for ten rounds per cypher level. (392)

FANTASTIC CYPHER, 40



MAGNETIC SHIELD

Level: 1d6 + 2

Effect: For ten minutes per cypher level, metal objects cannot come within immediate range of the user. Metal items already in the area when the device is activated are slowly pushed out. (392)

FANTASTIC CYPHER, 41



MANIPULATION BEAM

Level: 1d6 + 2

Effect: Over the course of one day, the user can activate the cypher a number of times equal to its level. Each time, they can affect an object they can see within long range that is not too heavy for them to affect physically. The effect must occur over the course of a round (closing or opening a door, keying in a number on a keypad, transferring an object a short distance, wresting an object from another creature's grasp with a successful Might-based roll), or pushing a creature an immediate distance. (390)

Read the full cypher details in the CSRD.

FANTASTIC CYPHER, 42



MATTER TRANSFERENCE RAY

Level: 1d6 + 3

Effect: The user can target one nonliving object within long range that is their size or smaller of the cypher level or lower. The object is transferred directly to a random location at least 100 miles (160 km) away. If the GM feels it appropriate to the circumstances, only a portion of an object is transferred (a portion whose volume is no more than the user's). (392)

FANTASTIC CYPHER, 43



MEMORY SWITCH

Level: 1d6 + 2

Effect: The user selects a point within long range, and the minds of all thinking creatures within immediate range of that point are attacked. Victims are dazed and take no action for a round, and they have no memory of the preceding hour. (392)

FANTASTIC CYPHER, 44



MENTAL SCRAMBLER

Level: 1d6 + 2

Effect: 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. 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). Each mental scrambler is keyed to a specific effect. Roll a d100 to determine the effect. (392)

Read the full cypher details in the CSRD.

FANTASTIC CYPHER, 45



MIND MELD

Level: 1d6 + 2

Effect: Lets the user speak telepathically with creatures they can see within short range for up to one hour. The user can't read a target's thoughts, except those that are specifically "transmitted." (393)

In some games, telepathy transcends normal language barriers (if the target has a mind that allows for telepathic communication). In others, it might only pick up emotions or general concepts of thoughts in another language. It also might vary based on the ability used.

FANTASTIC CYPHER, 46



MIND-RESTRICTING WALL

Level: 1d6 + 2

Effect: 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. Intelligent creatures passing through the plane fall unconscious for up to one hour, or until slapped awake or damaged. (393)

FANTASTIC CYPHER, 47



MONOBLADE

Level: 1d6 + 2

Effect: 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 ten minutes. (393)

FANTASTIC CYPHER, 48-49



MONOHORN

Level: 1d6 + 3

Effect: The user gains a horn in the center of their forehead. The horn is deadly sharp and strong, and it spirals down to a solid base where it fuses with their flesh and bone. The user is specialized in making melee attacks with the horn, which is considered a medium weapon. The horn lasts for a number of hours equal to the cypher's level. (393)

Sometimes a monohorn cypher covers the user in a thin sheen of black hide-like material, which disguises their identity but doesn't interfere with their senses.

FANTASTIC CYPHER, 50



NULL FIELD

Level: 1d6 + 3

Effect: The user and all creatures within immediate range gain +3 to Armor (+5 if the cypher is level 8 or higher) against damage of a specified kind for one hour. Roll a d100 to determine the effect. (392)

01–12: Fire; **13–27:** Cold; **28–39:** Acid; **40–52:** Psychic; **53–65:** Sonic; **66–72:** Electrical; **73–84:** Poison; **85–95:** Blunt force; **96–00:** Slashing and piercing

FANTASTIC CYPHER, 51



PERSONAL ENVIRONMENT FIELDBEAM

Level: 1d6 + 2

Effect: Creates an aura of temperature and atmosphere that will sustain a human safely for a day. The aura extends to 1 foot (30 cm) around the user (double that radius if the cypher is level 7 or higher). 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. (394)

FANTASTIC CYPHER, 52–53



PHASE CHANGER

Level: 1d6 + 1

Effect: Puts the user out of phase for one minute (two minutes if the cypher is level 6 or higher). During this time, they can pass through solid objects as though they were entirely insubstantial, like a ghost. They cannot make physical attacks or be physically attacked. (394)

The phase changer is not assigned a level in the CSRD or Cypher System Rulebook. This level formula is an addition by the editor.

FANTASTIC CYPHER, 54–55



PHASE DISRUPTOR

Level: 1d6 + 2

Effect: Puts a portion of a physical structure (like a wall or floor) out of phase for one hour. It affects an area equal to one 5-foot (1.5 m) cube per cypher level. While the area is out of phase, creatures and objects can pass through it as if it were not there, although one cannot see through it, and it blocks light. (394)

FANTASTIC CYPHER, 56



POISON (EXPLOSIVE)

Level: 1d6 + 1

Effect: Once this substance enters the bloodstream, it travels to the brain and reorganizes into an explosive that detonates when activated, inflicting 10 points of damage (ignores Armor). Roll a d100 to determine what activates the poison. (392)

01–25: Activated, long range; **26–40:** Countdown timer; **41–50:** Trigger action; **51–55:** Sonic frequency; **56–60:** Scent trigger, immediate range; **61–80:** Enter long range of detonator; **81–00:** Exit long range from detonator

Read the full cypher details in the CSRD.

FANTASTIC CYPHER, 57



POISON (MIND CONTROLLING)

Level: 1d6 + 2

Effect: The victim must carry out a specific action in response to a specific trigger. Roll a d100 to determine the action. (394)

01–25: Lie down; **21–40:** Flee; **41–60:** Answer truthfully, one minute; **61–75:** Betray an ally within immediate range, one round; **76–85:** Obey verbal command (if understood); **86–95:** Become attracted to the next creature of own species seen, one day; **96–00:** Red object obsession, ignoring self-preservation

Read the full cypher details in the CSRD.

FANTASTIC CYPHER, 58



PSYCHIC COMMUNIQUE

Level: 1d6 + 2

Effect: Allows the user to project a one-time, one-way telepathic message of up to ten words per cypher level, with an unlimited range, to anyone they know. (395)

FANTASTIC CYPHER, 59



RAY EMITTER

Level: 1d6 + 2

Effect: Allows the user to project a ray of destructive energy up to very long range that inflicts damage equal to the cypher's level. Roll a d100 to determine the type of energy. (395)

01–50: Heat/concentrated light; **51–60:** Cell-disrupting radiation; **61–80:** Force; **81–87:** Magnetic wave; **88–93:** Molecular bond disruption; **94–00:** Cold

Even weirder ray emitters: Turns target inside out; Inflicts damage and turns flesh blue; Renders target mute; Damages only plants; Damages only inorganic matter; Turns flesh to dead, stonelike material

FANTASTIC CYPHER, 60



RAY EMITTER (COMMAND)

Level: 1d6 + 2

Effect: Allows the user to project a ray up to long range (very long range if the cypher is level 6 or higher) that forces a target to obey the next verbal command given (if it is understood) for one round per cypher level. (395)

FANTASTIC CYPHER, 61



RAY EMITTER (FEAR)

Level: 1d6 + 2

Effect: Allows the user to project a ray up to long range (very long range if the cypher is level 6 or higher) that causes the target to flee in terror for one minute. (395)

FANTASTIC CYPHER, 62



RAY EMITTER (FRIEND SLAYING)

Level: 1d6 + 2

Effect: Allows the user to project a ray up to long range (very long range if the cypher is level 6 or higher) that causes the target to attack its nearest ally for one round. (395)

FANTASTIC CYPHER, 63



RAY EMITTER (MIND DISRUPTING)

Level: 1d6 + 2

Effect: Allows the user to project a ray of destructive energy up to very long range that inflicts Intellect damage equal to the cypher's level. Also, the victim cannot take actions for a number of rounds equal to the cypher's level. (395)

FANTASTIC CYPHER, 64



RAY EMITTER (NUMBING)

Level: 1d6 + 2

Effect: Allows the user to project a ray of energy up to long range (very long range if the cypher is level 6 or higher) that numbs one limb of the target, making it useless for one minute. A small number of these devices (5%) induce numbness that lasts for one hour. (395)

FANTASTIC CYPHER, 65



RAY EMITTER (PARALYSIS)

Level: 1d6 + 2

Effect: Allows the user to project a ray of energy up to very long range that paralyzes the target for one minute. A small number of these devices (5%) induce paralysis that lasts for one hour. (395)

FANTASTIC CYPHER, 66



REALITY SPIKE

Level: 1d6 + 4

Effect: Once activated, the cypher does not move—ever—even if activated in midair. A Might action will dislodge it, but then it is ruined. (395)

FANTASTIC CYPHER, 67



REPAIR UNIT

Level: 1d10

Effect: The cypher becomes a multiarmed sphere that floats. It repairs one designated item (of its own level or lower) that has been damaged but not destroyed. The repair unit can also create spare parts, unless the GM rules that the parts are too specialized or rare (in which case, the unit repairs the device except for the specialized part). Repair time is 1d100 + 20 minutes. (396)

FANTASTIC CYPHER, 68



REPEATER

Level: 1d6 + 2

Effect: For the next minute, the user's ranged weapon fires one additional time with ammo fabricated by the cypher. The weapon wielder can aim the free shot at the same target, or at a different target next to the first one. (396)

FANTASTIC CYPHER, 69



RETALIATION

Level: 1d6

Effect: For the next day, anyone striking the user receives a small burst of electricity that inflicts 1 point of damage (2 points if the cypher is level 4 or higher, 3 points if the cypher is level 6 or higher). No action or roll is required by the user. (396)

FANTASTIC CYPHER, 70-71



SHEEN

Level: 1d6

Effect: For one week, the user's cells are coated with a protective veneer that resists damage (+1 to Armor, or +2 to Armor if the cypher is level 5 or higher) and eases Might defense rolls by two steps. However, healing is more difficult during this time; all recovery rolls suffer a -1 penalty. (396)

FANTASTIC CYPHER, 72



SHOCK ATTACK

Level: 1d6

Effect: For the next day, each time the user strikes a solid creature or object, the attack generates a burst of electricity, inflicting 1 additional point of damage (2 points if the cypher is level 4 or higher, 3 points if the cypher is level 6 or higher). (396)

FANTASTIC CYPHER, 73-74



SLAVE MAKER

Level: 1d6 + 2

Effect: To activate the cypher, the user must succeed on a melee attack against a creature about the size of the user and whose level does not exceed the cypher's level. The cypher bonds to the target, who immediately becomes calm. The target awaits the user's commands and carries out all orders to the best of its ability. The target remains so enslaved for a number of hours equal to the cypher's level minus the target's level. (If the result is 0, the target is enslaved for only one minute.) (397)

FANTASTIC CYPHER, 75



SONIC HOLE

Level: 1d6 + 2

Effect: Draws all sound within long range into the device for one round per cypher level. Within the affected area, no sound can be heard. (397)

Sonic holes are much-loved by thieves everywhere but can also be used for less nefarious purposes, such as hunting prey and sneaking past enemies.

FANTASTIC CYPHER, 76



SOUND DAMPENER

Level: 1d6 + 2

Effect: Dampens all sound within immediate range for one minute per cypher level, providing an asset on stealth actions by all creatures in the area. (397)

FANTASTIC CYPHER, 77-78



SPATIAL WARP

Level: 1d6 + 4

Effect: When affixed to a device that affects a single target at range, that range is increased to 1 mile (1.5 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. The spatial warp lasts 10 minutes per cypher level. (397)

FANTASTIC CYPHER, 79



STASIS KEEPER

Level: 1d6

Effect: Puts a subject into stasis for a number of days equal to the cypher's level, or until it is violently disturbed. An object in stasis does not age and comes out of the stasis alive and in the same condition as it went in, with no memory of the period of inactivity. (398)

FANTASTIC CYPHER, 80



SUBDUAL FIELD

Level: 1d6 + 3

Effect: Two rounds after being activated, the device creates an invisible field that fills a specified area (such as a cube a short distance across) within long range. 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). (398)

FANTASTIC CYPHER, 81



TELEPATHY

Level: 1d6 + 2

Effect: For one hour, the device enables long-range mental communication with anyone the user can see. (398)

FANTASTIC CYPHER, 82-83



TELEPORTER (BOUNDER)

Level: 1d6

Effect: User teleports up to $100 \times$ the cypher level in feet to a location they can see. They arrive safely with their possessions but cannot take anything else with them. (398)

FANTASTIC CYPHER, 84



TELEPORTER (INTERSTELLAR)

Level: 1d6 + 4

Effect: User teleports anywhere in the galaxy to a location they have previously visited or seen. They arrive safely with their possessions but cannot take anything else with them. (398)

FANTASTIC CYPHER, 85



TELEPORTER (PLANETARY)

Level: 1d6 + 4

Effect: User teleports anywhere on the planet to a location they have previously visited or seen. They arrive safely with their possessions but cannot take anything else with them. (398)

FANTASTIC CYPHER, 86



TELEPORTER (TRAVELER)

Level: 1d6 + 4

Effect: User teleports up to $100 \times$ the cypher level in miles to a location they have previously visited or seen. They arrive safely with their possessions but cannot take anything else with them. (398)

FANTASTIC CYPHER, 87



TEMPORAL VIEWER

Level: 1d6 + 4

Effect: Displays moving images and sound, up to ten minutes per cypher level 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. (399)

FANTASTIC CYPHER, 88



TIME DILATION (DEFENSIVE)

Level: 1d6

Effect: For the next twenty-four hours, when the user is attacked, they move in rapid, seemingly random jumps, a few inches to one side or the other. This is an asset that modifies the user's defense rolls by two steps (three steps if the cypher is level 6 or higher). (399)

FANTASTIC CYPHER, 89



TIME DILATION (OFFENSIVE)

Level: 1d6

Effect: For the next twenty-four hours, when the user makes a melee attack, they move at almost instantaneous speed, easing their attacks by two steps (three steps if the cypher is level 6 or higher). (399)

FANTASTIC CYPHER, 90



TRICK EMBEDDER

Level: 1d6

Effect: A nonintelligent animal immediately and perfectly learns one trick (two tricks if the cypher is level 4 or higher) it is capable of physically performing (roll over, heel, spin, shake, go to an indicated place within long range, and so on). The trick must be designated when the cypher is activated. (399)

FANTASTIC CYPHER, 91



VANISHER

Level: 1d6 + 2

Effect: The user becomes invisible for five minutes per cypher level, during which time they are specialized in stealth and Speed defense tasks. This effect ends if they do something to reveal their presence or position—attacking, using an ability, moving a large object, and so on. If this occurs, they can regain the remaining invisibility effect by taking an action to focus on hiding their position. (399)

FANTASTIC CYPHER, 92



VISAGE CHANGER

Level: 1d6

Effect: Changes the appearance of one human-sized creature, providing an asset to disguise tasks (easing them by two steps if the cypher is level 5 or higher). The change takes ten minutes to apply and lasts for twenty-four hours. (399)

FANTASTIC CYPHER, 93-94



VISUAL DISPLACEMENT DEVICE

Level: 1d6

Effect: Projects holographic images of the user to confuse attackers. The images appear around the user, giving them an asset to Speed defense actions for ten minutes per cypher level. (399)

FANTASTIC CYPHER, 95



VOCAL TRANSLATOR

Level: 1d6

Effect: For twenty-four hours per cypher level, translates everything said by the user into a language that anyone can understand. (399)

FANTASTIC CYPHER, 96



WEAPON ENHANCEMENT

Level: 1d6 + 2

Effect: Modifies a weapon's attack in a particular fashion for ten minutes per cypher level. Roll a d100 for the modification. (400)

01-10: Ease attack; **11-20:** Electrical; **21-30:** Cold; **31-40:** Poison; **41-50:** Acid; **51-60:** Fire; **61-70:** Sonic; **71-80:** Psychic; **81-90:** Knockback; **91-95:** Holding; **96-97:** Ease attack two steps; **98:** Banishing; **99:** Explodes within immediate range; **00:** Heart-seeking (kills on a roll of 18-20)

Read the full cypher details in the CSRD.

FANTASTIC CYPHER, 97-98



WINGS

Level: 1d6 + 2

Effect: User can fly at their normal running speed for ten minutes per cypher level. (400)

FANTASTIC CYPHER, 99



ZERO POINT FIELD

Level: 1d6 + 3

Effect: Renders an inanimate object outside the effects of most energy for one minute. This means the object cannot be harmed, moved, or manipulated in any way. It remains in place (even in midair). (400)

FANTASTIC CYPHER, 00



ANALEPTIC

Level: 1d6 + 2

Effect: Restores a number of points equal to the cypher's level to the user's Speed Pool. (384)

SUBTLE CYPHER, 01-04



BEST TOOL

Level: 1d6 + 2

Effect: Provides an additional asset for any one task using a tool, even if that means exceeding the normal limit of two assets. (384)

SUBTLE CYPHER, 05-07



BURST OF SPEED

Level: 1d6 + 2

Effect: For one minute, a user who normally can move a short distance as an action can move a long distance instead. (385)

SUBTLE CYPHER, 08-10



CONTINGENT ACTIVATOR

Level: 1d6 + 2

Effect: If the device is activated in conjunction with another cypher, the user can specify a condition under which the linked cypher will activate. The linked cypher retains the contingent command until it is used (either normally or contingently). For example, when this cypher is linked to a cypher that provides a form of healing or protection, the user could specify that the linked cypher will activate if they become damaged to a certain degree or are subject to a particular dangerous circumstance. Until the linked cypher is used, this cypher continues to count toward the maximum number of cyphers a PC can carry. (386)

SUBTLE CYPHER, 11-13



CURATIVE

Level: 1d6 + 2

Effect: Restores a number of points equal to the cypher's level to the user's Might Pool. (386)

SUBTLE CYPHER, 14-17



DARKSIGHT

Level: 1d6

Effect: Grants the ability to see in the dark for five hours per cypher level. (For a more realistic game, this cypher could instead make the user specialized in low-light spotting.) (386)

SUBTLE CYPHER, 18-20



DISARM

Level: 1d6 + 2

Effect: One NPC within immediate range whose level is lower than the cypher level drops whatever they are holding. (387)

SUBTLE CYPHER, 21-23



EAGLESEYE

Level: 1d6 + 2

Effect: Grants the ability to see ten times as far as normal for one hour per cypher level. (For a more realistic game, the eagleseye cypher could instead give the user two assets on tasks involving seeing to long distances.) (388)

SUBTLE CYPHER, 24-26



EFFECT RESISTANCE

Level: 1d6 + 1

Effect: Provides a chance for additional resistance to directly damaging effects of all kinds, such as fire, lightning, and the like, for one day. (It does not provide resistance to blunt force, slashing, or piercing attacks.) If the level of the effect is of the cypher level or lower, the user gains an additional defense roll to avoid it. On a successful defense roll, treat the attack as if the user had succeeded on their regular defense roll. (If the user is an NPC, a PC attacking them with this kind of effect must succeed on two attack rolls to harm them.) (388)

SUBTLE CYPHER, 27-29



EFFORT ENHANCER (COMBAT)

Level: 1d6 + 1

Effect: For the next hour, the user can apply one free level of Effort to any task (including a combat task) without spending points from a Pool. The free level of Effort provided by this cypher does not count toward the maximum amount of Effort a character can normally apply to one task. Once this free level of Effort is used, the effect of the cypher ends. (388)

SUBTLE CYPHER, 30-32



EFFORT ENHANCER (NONCOMBAT)

Level: 1d6

Effect: For the next hour, the user can apply one free level of Effort to a noncombat task without spending points from a Pool. The level of Effort provided by this cypher does not count toward the maximum amount of Effort a character can normally apply to one task. Once this free level of Effort is used, the effect of the cypher ends. (388)

SUBTLE CYPHER, 33-35



ENDURING SHIELD

Level: 1d6 + 4

Effect: For the next day, the user has an asset to Speed defense rolls. (388)

SUBTLE CYPHER, 36-39



INTELLECT BOOSTER

Level: 1d6 + 2

Effect: Adds 1 to the user's Intellect Edge for one hour (or 2 if the cypher is level 5 or higher). (391)

SUBTLE CYPHER, 40–42



INTELLIGENCE ENHANCEMENT

Level: 1d6

Effect: All of the user's tasks involving intelligent deduction—such as playing chess, inferring a connection between clues, solving a mathematical problem, finding a bug in computer code, and so on—are eased by two steps for one hour. In the subsequent hour, the strain hinders the same tasks by two steps. (391)

SUBTLE CYPHER, 43–45



KNOWLEDGE ENHANCEMENT

Level: 1d6 + 2

Effect: For the next day, the character has training in a predetermined skill (or two skills if the cypher is level 5 or higher). The skill could be anything (including something specific to the operation of a particular device), or roll a d100 to choose a common skill. (391)

01–10: Melee attacks; **11–20:** Ranged attacks; **21–40:** One type of academic or esoteric lore; **41–50:** Repairing; **51–60:** Crafting; **61–70:** Persuasion; **71–75:** Healing; **76–80:** Speed defense; **81–85:** Intellect defense; **86–90:** Swimming; **91–95:** Riding; **96–00:** Sneaking

Read the full cypher details in the CSRD.

SUBTLE CYPHER, 46–48



MEDITATION AID

Level: 1d6 + 2

Effect: Restores a number of points equal to the cypher's level to the user's Intellect Pool. (392)

SUBTLE CYPHER, 49–51



MIND STABILIZER

Level: 1d6

Effect: The user gains +5 to Armor against Intellect damage. (393)

SUBTLE CYPHER, 52–54



MOTION SENSOR

Level: 1d6 + 2

Effect: For one hour per cypher level, the user knows when any movement occurs within short range, and 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. (393)

SUBTLE CYPHER, 55–57



NUTRITION AND HYDRATION

Level: 1d6 + 1

Effect: The user can go without food and water for a number of days equal to the cypher's level without ill effect. (393)

SUBTLE CYPHER, 58–60



PERFECT MEMORY

Level: 1d6

Effect: Allows the user to mentally record everything they see for thirty seconds per cypher level and store the recording permanently in their 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. (393)

SUBTLE CYPHER, 61–63



PERFECTION

Level: 1d6 + 2

Effect: The user treats their next action as if they had rolled a natural 20. (393)

SUBTLE CYPHER, 64–66



REFLEX ENHANCER

Level: 1d6

Effect: All tasks involving manual dexterity—such as pickpocketing, lockpicking, juggling, operating on a patient, defusing a bomb, and so on—are eased by two steps for one hour. (395)

SUBTLE CYPHER, 67–69



REJUVENATOR

Level: 1d6 + 2

Effect: Restores a number of points equal to the cypher's level to one random stat Pool. (395)

01–50: Might Pool; **51–75:** Speed Pool;
76–00: Intellect Pool

SUBTLE CYPHER, 70–73



REMEMBERING

Level: 1d6

Effect: Allows the user to recall any one experience they've ever had. The experience can be no longer than one minute per cypher level, but the recall is perfect, so (for example) if they saw someone dial a phone, they will remember the number. (396)

SUBTLE CYPHER, 74–76



REPEL

Level: 1d6 + 1

Effect: One NPC within immediate range who is of a level lower than the cypher decides to leave, using their next five rounds to move away quickly. (396)

SUBTLE CYPHER, 77–79



SECRET

Level: 1d6 + 2

Effect: The user can ask the GM one question and get a general answer. The GM assigns a level to the question, so the more obscure the answer, the more difficult the task. Generally, knowledge that a PC could find by looking somewhere other than their current location is level 1, and obscure knowledge of the past is level 7. Gaining knowledge of the future is level 10, and such knowledge is always open to interpretation. The cypher cannot provide an answer to a question above its level. (396)

SUBTLE CYPHER, 80–82



SKILL BOOST

Level: 1d6

Effect: Dramatically but temporarily alters the user's mind and body so they can ease one specific kind of physical action by three steps. Once activated, this boost can be used a number of times equal to the cypher's level, but only within a twenty-four-hour period. The boost takes effect each time the action is performed. For example, a level 3 cypher boosts the first three times that action is attempted. Roll a d100 to determine the action. (397)

Read the full cypher details in the CSRD.

SUBTLE CYPHER, 83–85



SPEED BOOST

Level: 1d6 + 2

Effect: Adds 1 to the user's Speed Edge for one hour (adds 2 if the cypher is level 5 or higher). (398)

SUBTLE CYPHER, 86–88



STIM

Level: 1d6

Effect: Eases the user's next action taken by three steps. (398)

SUBTLE CYPHER, 89–91



STRENGTH BOOST

Level: 1d6 + 2

Effect: Adds 1 to Might Edge for one hour (or 2 if the cypher is level 5 or higher). (398)

SUBTLE CYPHER, 92–94



STRENGTH ENHANCER

Level: 1d6

Effect: All noncombat tasks involving raw strength—such as breaking down a door, lifting a heavy boulder, forcing open elevator doors, competing in a weightlifting competition, and so on—are eased by two steps for one hour. (398)

SUBTLE CYPHER, 95–97



TISSUE REGENERATION

Level: 1d6 + 4

Effect: For the next hour, the user regains 1 point lost to damage per round, up to a total number of points equal to twice the cypher's level. As each point is regained, they choose which Pool to add it to. If all their Pools are at maximum, the regeneration pauses until they take more damage, at which point it begins again (if any time remains in the hour) until the duration expires. (399)

Can regenerate a lost appendage or to repair scar tissue from burns and other tissue-related disfigurements. If the cypher is used in this fashion, it restores only 1d6 points over the hour duration.

SUBTLE CYPHER, 98–100



AREA BOOST

Level: 1d6 + 1

Effect: This cypher boosts an ability that affects a single target. The ability expands the effect so it includes the immediate area around that target. If the ability normally affects an immediate area, the area becomes short. Short areas are increased to long. Long areas are increased to very long. Abilities with very long areas become 1,000-foot (300 m) areas. All other areas double in radius. (401)

POWER BOOST CYPHER, 01–10



BURST BOOST

Level: 1d6 + 2

Effect: This cypher boosts an ability that affects a single target at short range or farther. The range decreases to immediate, but the ability affects all targets within immediate range. (401)

POWER BOOST CYPHER, 11–20



DAMAGE BOOST

Level: 1d6 + 2

Effect: This cypher boosts an ability that inflicts points of damage. The ability inflicts additional damage equal to this cypher's level. (401)

POWER BOOST CYPHER, 21–30



EFFICACY BOOST

Level: 1d6 + 2

Effect: This cypher boosts an ability that requires a skill roll. The use of the ability is eased (eased by two steps if the cypher is level 5 or higher). (CTS, 157)

In this presentation, the Efficacy Boost (Major) and Efficacy Boost (Minor) cyphers in the Cypher System Rulebook (401) are combined into one cypher with variable effects based on cypher level. Some power boost cyphers cyphers might be appropriate only in superhero campaigns, at least with any regularity.

POWER BOOST CYPHER, 31–40



ENERGY BOOST

Level: 1d6

Effect: This cypher boosts an ability that has a stat Pool cost. The cost is reduced to 0. (401)

POWER BOOST CYPHER, 41–50



RANGE BOOST

Level: 1d6 + 1

Effect: This cypher boosts the range of an ability. Something that affects only you can now affect someone you touch. Any other ability increases its range by one category (touch to immediate, immediate to short, short to long, long to very long, very long to 1,000 feet [300 m], or double for any range longer than very long). (387)

POWER BOOST CYPHER, 51–60



SHIFT BOOST

Level: 1d6 + 2

Effect: This cypher boosts one power shift that the user already has, granting them an additional power shift in that category that lasts for one round. For example, if the user has a shift in resilience, they can use this cypher to gain an additional shift in resilience for one round. If the user has more than one kind of power shift (such as dexterity and strength), they choose which kind of power shift to boost. (CTS, 158)

POWER BOOST CYPHER, 61–70



STUNT BOOST

Level: 1d6 + 2

Effect: This cypher eases the user's next difficult, formidable, or impossible power stunt task by four steps (eased by five steps if the cypher is level 7 or higher). It has no effect on power stunts that don't require a successful power stunt task. (CTS, 158)

POWER BOOST CYPHER, 81-90



TARGET BOOST

Level: 1d6 + 2

Effect: This cypher boosts an ability that affects a target at a range greater than touch. It can affect a second target within range (if the ability is an attack, make a separate attack roll for the second creature). (401)

POWER BOOST CYPHER, 91-00



ACID RESISTANCE

Level: 1d6 + 3

Effect: The user gains Armor against acid damage equal to the cypher's level for one hour. (GF, 141)

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

Read the full cypher details in the CSRD.

FANTASY CYPHER, 01-05



ANIMAL CONTROL

Level: 1d6 + 2

Effect: To activate the cypher, the user must succeed on an Intellect attack against a beast whose level does not exceed the cypher's level. If successful, the beast immediately becomes calm, awaits the user's commands, and carries out all orders to the best of its ability. The target remains so enslaved for a number of hours equal to the cypher's level minus the target's level. (minimum of one minute). "Beast" in this sense refers to creatures of animal-level intelligence and may include unintelligent magical creatures. (GF, 141)

Read the full cypher details in the CSRD.

FANTASY CYPHER, 06-11



BEAST SHAPE

Level: 1d6

Effect: The user transforms into an animal determined by the cypher's creator). The user gains the animal's type of movement and two assets on tasks to pretend to be that animal. The user also gains an asset on one skill appropriate to their animal form (or two skills for cypher level 5 and higher). The user can still use all of their abilities that don't rely specifically on their normal form. After about an hour, the user returns to their normal form. (GF, 141)

Read the full cypher details in the CSRD.

FANTASY CYPHER, 12-18



COLD RESISTANCE

Level: 1d6 + 3

Effect: The user gains Armor against cold damage equal to the cypher's level for one hour. (GF, 142)

FANTASY CYPHER, 19-27



DEMON WARD

Level: 1d6

Effect: For one hour, the user gains Armor equal to the cypher's level against damage from demons, devils, and similar malevolent creatures. (GF, 142)

In a typical fantasy campaign, a demon is a supernatural being from another dimension or plane of existence.

FANTASY CYPHER, 28-34



DRAGON WARD

Level: 1d6

Effect: For one hour, the user gains Armor equal to the cypher's level against damage from dragons, wyverns, and similar magical reptilian creatures. (GF, 142)

Read the full cypher details in the CSRD.

FANTASY CYPHER, 35-39



ELECTRICITY RESISTANCE

Level: 1d6 + 3

Effect: The user gains Armor against electricity damage equal to the cypher's level for one hour. (GF, 142)

FANTASY CYPHER, 40-44



ELEMENTAL CONJURATION

Level: 1d6

Effect: Summons an air, earth, fire, or water elemental that understands the verbal commands of the user (no action required). It cannot speak. The elemental never goes farther than long range away from the user.

The elemental is not particularly intelligent or capable of initiating action. It responds if attacked, but otherwise does only as commanded.

The elemental remains for one hour per cypher level or until its physical form is destroyed, after which it vanishes back to its native realm. (GF, 142)

Read the full cypher details in the CSRD.

FANTASY CYPHER, 45-48



FIRE RESISTANCE

Level: 1d6 + 2

Effect: The user gains Armor against fire damage equal to the cypher's level for one hour. (GF, 142)

FANTASY CYPHER, 49-57



GIANT SIZE

Level: 1d6

Effect: The user grows to about one and a half times their normal size. While at this larger size, they add 4 points to their Might Pool and +2 to their Might Edge, but their Speed defense rolls are hindered.

They return to their normal size after a minute. When the effect ends, their Might Edge returns to normal, they lose the penalty to Speed defense, and they subtract 4 points from their Might Pool (if this brings the Pool to 0, they subtract the overflow first from their Speed Pool and then, if necessary, from their Intellect Pool). (GF, 143)

Read the full cypher details in the CSRD.

FANTASY CYPHER, 58-61



INSTANT BOAT

Level: 1d6 + 2

Effect: Creates or transforms into a small sailboat that can carry up to eight people. The user or other characters must row, steer, and sail the boat as normal. At cypher level 5 and higher, the boat grants an asset on all tasks relating to its movement, and at cypher level 7 and higher, the boat can move a short distance each round under its own power. The boat lasts for a day, after which it vanishes. (GF, 143)

Read the full cypher details in the CSRD.

FANTASY CYPHER, 62-65



INSTANT TOWER

Level: 1d6 + 3

Effect: Creates a simple, squat stone tower with a door, three arrow slits, and a ceiling hatch leading to the roof. The tower is 10 feet (3 m) square and 12 feet (4 m) tall. If the cypher level is 7 or higher, the tower also has a second story (with four arrow slits), increasing its total height to 20 feet (6 m). If there isn't sufficient room for the tower to reach its full size, it fills the available space, but its appearance and growth does not apply any force or pressure against the confining surfaces.

The tower is permanent and immobile once created. (GF, 143)

FANTASY CYPHER, 66-68



LYCANTHROPE WARD

Level: 1d6

Effect: For one hour, the user gains Armor equal to the cypher's level against damage from werewolves and other lycanthropes. (GF, 143)

***Lycanthrope:** Formally, a human who can transform into a wolf. Informally, a human who can transform into an animal, such as a bear, rat, tiger, or wolf*

FANTASY CYPHER, 69-72



PENULTIMATE KEY

Level: 1d6 + 2

Effect: Locks or unlocks any one door, portal, chest, or other lockable item of the cypher's level or lower. The targeted item must have a keyhole for the cypher to work. (GF, 143)

Legends speak of the Ultimate Key, which can open any lock, even those sealed by a god.

FANTASY CYPHER, 73-76



POISON RESISTANCE

Level: 1d6 + 3

Effect: The user gains Armor against poison damage equal to the cypher's level for one hour. (GF, 143)

FANTASY CYPHER, 77-82



RESTORATIVE AURA

Level: 1d6

Effect: Creates an immediate area filled with aromatic smoke, reassuring sounds, gentle light, or other pleasing sensations that last for one hour. Creatures who rest within the area gain +2 on their recovery rolls (or +4 for cypher level 5 and higher). NPCs instead recover 2 health if they spend at least ten minutes within the area (or 4 health for cypher level 5 and higher). For a creature to gain this benefit, its entire rest must occur while the cypher is active. (387)

FANTASY CYPHER, 83-86



THOUGHT LISTENING

Level: 1d6 + 1

Effect: The user can read the surface thoughts of a creature within short range that they can see, even if the target doesn't want them to. Once the user has established contact, they can read the target's thoughts for up to one minute per cypher level. (GF, 144)

FANTASY CYPHER, 87-89



TINY SIZE

Level: 1d6

Effect: The user shrinks to about one-tenth their normal size. While at this smaller size, they add 4 points to their Speed Pool and +2 to their Speed Edge, but all of their Might actions are hindered by two steps. They return to their normal size after a minute. When the effect ends, their Speed Edge returns to normal, they lose the penalty to Might actions, and they subtract 4 points from their Speed Pool (if this brings the Pool to 0, they subtract the overflow first from their Intellect Pool and then, if necessary, from their Might Pool). (GF, 144)

Read the full cypher details in the CSRD.

FANTASY CYPHER, 90-93



UNDEAD WARD

Level: 1d6

Effect: For one hour, the user gains Armor equal to the cypher's level against damage from skeletons, zombies, ghosts, vampires, and other undead creatures. (GF, 144)

HORROR CYPHER, VARIOUS



WALKING CORPSE

Level: 1d6 + 2

Effect: Animates a corpse no larger than a typical human as a level 1 (or level 2 for cypher level 5 and higher) skeleton or zombie, depending on the condition of the body. The animated corpse has none of the intelligence, memories, or special abilities that it had in life. The creature follows the user's verbal commands for one hour, after which it becomes an inert corpse. Unless the creature is killed by damage, the user can reanimate it again when its time expires, but any damage it had when it became inert applies to its newly reanimated state. (GF, 144)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



ANATHEMA SIREN

Level: 1d6 + 2

Effect: Aggravates a creature within short range; hinders actions by two steps (three if level is 7 or higher). Requires an action to maintain effects, up to 1 minute per cypher level. Roll a d100 to determine what sort of creature is affected: (SA, 121)

01-10: Aliens; **11-16:** Dolls; **17-22:** Cryptids; **23-32:** Demons; **33-28:** Doppelgangers; **39-48:** Ghosts; **49-54:** Mummies; **55-64:** Robots; **65-70:** Simulacra; **71-80:** Vampires; **81-90:** Werewolves; **91-95:** Extradimensionals; **96-00:** Undead

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



ASCENDANT BRAIN VIVISECTOR

Level: 1d6 + 4

Effect: Enhances a beast's brain to near-human sapience, including language. The beast remembers its prior, simpler existence. This transformation lasts for one day per cypher level, and then the beast reverts to its normal self slowly over the same number of days, often with violent and erratic outbreaks. For example, if the beast becomes smarter for five days, it loses intelligence gradually over days 6 through 9 and is back to normal on day 10. Additional uses of the cypher tend to have diminishing returns. (SA, 121)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



ASCENDANT FLESH VIVISECTOR

Level: 1d6 + 4

Effect: If used on a beast no larger a human whose level is less than the cypher level, it transforms into beast-human that thinks and acts like a beast, but it looks like a human and can perform actions using its human dexterity. This transformation lasts for one day per cypher level, but after an equal amount of time the beast slowly reverts to its normal shape. Additional uses of the cypher tend to have diminishing returns. (SA, 121)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



CORRUPTED CANOPIC JAR

Level: 1d6 + 1

Effect: Breaking open the jar (which destroys the preserved organs inside) permanently grants the user an asset (two assets if the cypher level is 6 or higher) on all attacks and defenses against mummies within short range. (SA, 122)

HORROR CYPHER, VARIOUS



DECAPITATIVE LONGEVITY

Level: 1d6 + 4

Effect: Transforms a dead creature's head (not body) into an undead creature. The cypher can be used up to an hour before or after death, and requires up to ten minutes to take effect, after which the creature recovers 1d6 + 6 points to their Pools, with a maximum Might and Speed Pool of 3 each. The head has the mental abilities they had while alive and can speak, but all actions are hindered. The head remains in this active state for one day per cypher level, after which time it dies again and cannot be reanimated with this cypher.

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



GHOST DETECTOR

Level: 1d6 + 1

Effect: Automatically indicates if a ghost, spirit, or similar entity is within a short distance (a long distance if the cypher is level 6 or higher). If the user takes an action to study or focus their attention on the cypher, they can narrow down what quarter-arc of a circle the ghost is in. If the ghost is normally invisible, it becomes somewhat visible (hindering its stealth attempts by one step). The cypher remains active for ten minutes per cypher level. (SA, 122)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



GHOST TRAP

Level: 1d6 + 2

Effect: Can be thrown a short distance, where it releases a burst of transdimensional energy in an immediate area that absorbs ghosts, but does not affect corporeal entities. PCs who meet these criteria must use an Intellect-based action (difficulty equal to the cypher level) to avoid being trapped. The trap holds the ghosts for up to one hour per cypher level, after which they automatically break free (and are probably very angry). Ghosts in a trap can be permanently stored in a ghost vault. (SA, 123)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



HOMUNCULUS FLASK

Level: 1d6 + 1

Effect: To activate this cypher, you must open the bottle, add a few fresh drops of your blood (inflicting 1 point of Might damage to you), stopper it again, and leave it alone for one day. When the bottle is next unstopped, a hand-sized creature called a homunculus crawls out; it vaguely resembles you and serves you for one day per cypher level before dissolving into useless goo. Each time you give it an order, you must make an Intellect defense roll against it; if you fail, it becomes free to ignore your commands (but might pretend to be obedient so it can plot against you). (SA, 123)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



HORRIFIC ARM

Level: 1d6 + 2

Effect: The user's body rapidly grows a monstrous arm that is approximately the same size as one of their existing limbs. The arm is ugly and malformed, but fully functional.

The user can use this arm as if it were one of their own. The new arm does not grant the user additional actions or attacks in a round, but it can be useful for carrying things. Damage to the arm does not affect the user (the arm can take 6 points of damage directed at it before it becomes nonfunctional). The arm lasts for one day per cypher level. (SA, 123)

HORROR CYPHER, VARIOUS



HORRIFIC EYE

Level: 1d6 + 2

Effect: The user's body rapidly grows a monstrous eye (including a retractable eyestalk if the cypher level is 6 or higher) at the spot where the cypher is applied to their body. The user can see out of this eye as if it were one of their own (including any extraordinary vision-based senses the user normally has). The eye gives the user an asset on vision-based perception rolls, and depending on where it is located, it may allow the user to look around corners surreptitiously. Damage to the eye does not affect the user (the eye can take 1 point of damage directed at it before it becomes nonfunctional). The eye lasts for one day per cypher level. (SA, 123)

HORROR CYPHER, VARIOUS



HORRIFIC FACE

Level: 1d6 + 2

Effect: The user grows a monstrous face (or an entire head if level is 6 or higher). The user can use senses, talk, breathe, and eat with it. The face gives the user an asset on perception rolls when its senses can be used. Damage to the face does not affect the user (the face can take 3 points of damage directed at it before it becomes nonfunctional). Most people react with disgust to a creature with a visible extra face, hindering all interaction tasks. The face lasts for one day per cypher level (two days if the cypher is level 6 or higher). (SA, 124)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



HORRIFIC INTEGRATED WEAPON

Level: 1d6 + 2

Effect: The weapon physically connects itself to the user (one hour per cypher level). The user gains an asset on attacks with the weapon, and cannot be disarmed use that hand for anything else. The user can spend one minute to detach or reattach the weapon. When the duration ends, the weapon detaches and becomes a normal weapon. Roll a d20 to determine the kind of weapon: (SA, 124)

1-4: Hunting knife; **5-8:** Machete; **9-12:** Nightstick; **13-16:** Light handgun; **17-20:** Medium handgun

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



HORRIFIC OROFICE

Level: 1d6 + 2

Effect: The user's body rapidly grows a strange orifice in their torso, large enough to fit a human fist but flexible enough to hold a compact disc or videocassette tape. One cypher held within the orifice doesn't count toward the user's cypher limit. As an action, the user can cause the orifice to appear or disappear (when the orifice isn't present, anything contained within it is inaccessible except through surgery). The orifice remains for one hour per cypher level, after which it expels its contents and disappears. (SA, 124)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



HUMANITY TESTER

Level: 1d6 + 2

Effect: Reveals whether a targeted creature is human or some sort of inhuman impostor (such as an alien, demon, doppelganger, simulacrum, or vampire) if the cypher's level is greater than the creature's disguise level. If the cypher's level exceeds the impostor's level by 4 or more, it also marks the impostor for the next several hours so people can recognize it by this mark. (SA, 124)

The nature of a humanity tester depends on the setting. The tester might recognize one or more kind of fake. Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



INSANITY SUPPRESSOR

Level: 1d6

Effect: Temporarily negates insanity or a mental disorder in a creature (two such effects if the cypher level is 6 or higher). Example disorders include delusions, manias, compulsions, phobias, psychopathy, and schizophrenia. The creature loses all negative symptoms of their insanity or mental disorder for one day. Each day after that, the creature must make a level 1 Intellect defense roll to prolong the effect; failure means relapse. The roll is hindered by one step for each day that has passed since the cypher was used. (SA, 125)

HORROR CYPHER, VARIOUS



INVISIBILITY REVEALER

Level: 1d6 + 4

Effect: Sprays its contents up to a long distance, revealing all invisible creatures within short range of the targeted point for one round per cypher level. Affected invisible creatures remain visible if they move outside the area, and those outside the area become visible if they enter the area. (SA, 125)

HORROR CYPHER, VARIOUS



INVISIBILITY SERUM

Level: 1d6 + 2

Effect: The user's body becomes as transparent as air for one minute per cypher level. Clothes and equipment are not affected. While invisible, the user is specialized in stealth and Speed defense tasks. They remain invisible even if they do something to reveal their presence or position, but anyone trying to attack or physically interact with them on that turn gains an asset to do so. The serum has detrimental effects on the mind. Each minute it is in effect, the user takes 2 points of Intellect damage. (SA, 125)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



MIND SWAPPER

Level: 1d6 + 2

Effect: The user attempts to swap minds with a creature within short range no larger than a human. If the swap is successful, the user gains control of the creature's body (and vice versa). Physical abilities remain with the body, but mental abilities go with the mind. All actions of both creatures are hindered while the swap is in effect, although long-term practice in a mind-swapped body eventually overcomes this penalty. The swap lasts for one hour per cypher level, after which the two minds return to their previous bodies. (SA, 125)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



PRIMITIVE DOPPELGANGER

Level: 1d6 + 1

Effect: The user's body begins growing a physical duplicate of the user, which harmlessly tears free after a few rounds and exists as an independent level 1 creature that looks exactly like the user. The doppelganger can communicate in a language known to the user and obeys the user's simple instructions, but otherwise appears to know very little of the world. After one hour per cypher level, the duplicate dies, melts, burns out, falls apart, or otherwise becomes nonfunctional. (SA, 126)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



REANIMATOR

Level: 1d6 + 2

Effect: When used on a corpse of a creature no larger than a human, it reanimates as a violent zombie that is not under the user's control. This reanimation process takes a few minutes (a few rounds if the cypher is level 4 or higher, or one round if level 6 or higher). (SA, 126)

HORROR CYPHER, VARIOUS



REVENANT SERUM

Level: 1d6 + 4

Effect: Brings a dead person back to life as a revenant. The cypher can be used up to an hour before or after death, requires up to an hour to take effect, at which time the creature recovers 1d6 + 6 points to its Pools. It has when it was alive, but all its actions are hindered. It has the same appearance, any wounds that killed it are visible, and in general it has an unnatural look. It does not need to eat, drink, or sleep. It can make a recovery rolls. The revenant remains active for one hour per cypher level, then dies again and cannot be reanimated with this cypher. (SA, 126)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



SILGARHO INFUSION

Level: 1d6

Effect: Suffuses the user's body with a mixture repellent to most vampires. Vampire attacks with melee weapons against the user are hindered. A vampire who attempts to feed on the user gains no sustenance and all their actions are hindered for one minute. The cypher's effect persists in the user's body for one day (two days if the cypher is level 4 or higher). If used directly against a vampire instead of being applied to a living creature, it affects the vampire as silver, garlic, and holy water normally would. (SA, 126)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



UNPHANTOMED LIMB

Level: 1d6

Effect: Gives a user who is missing a limb the ability to create a psychic construct in the form of a limb (two if level is 5 or higher) that takes the place of and functions like their missing limb. The unphantomed limb even has fingerprints. Its motion is controlled by will rather than by muscles and nerves, so action the limb takes are Intellect-based. Damage to the limb affects the user as if the attack were on the user's body. The limb lasts for one day per cypher level. (SA, 127)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



VISAGE SCRUTINIZER

Level: 1d6 + 2

Effect: Grants the user a heightened ability to see disguised people and creatures for what they really are. Tasks to see through conventional disguises (makeup, prosthetics, wigs, and so on) are eased by three steps. If the disguise is instead a comprehensive change like a full-body illusion, mental projection, or hologram, the user automatically sees through it if the disguise's level is lower than the cypher's level. The cypher lasts for one hour. (SA, 127)

HORROR CYPHER, VARIOUS



WOLFSBANE POTION

Level: 1d6

Effect: Suffuses the user with a mixture repellent to werewolves (and similar werecreatures). Using this cypher inflicts Speed damage and Intellect damage equal to the cypher's level. Werewolf attacks with melee weapons against the user are hindered. Any werewolf who feeds on the user feels nauseous and its actions are hindered for ten minutes. The cypher's effect persists for one day (two if level 4 or higher). If used directly against a werewolf, it hinders all the werewolf's actions and stops it from regenerating for several minutes. (SA, 127)

Read the full cypher details in the CSRD.

HORROR CYPHER, VARIOUS



ADDERSTONE

Level: 1d6 + 3

Effect: For the next day, provides the character with one of the following benefits. Roll a d20 or choose from the table.

Adderstones are sometimes also called hagstones, seer stones, and holey stones. (WAAMH, 77)

1-3: See invisibility; **4-6:** Spirit ward; **7-9:** Armor charm; **10-12:** Toadstone; **13-15:** User and ally recovery roll increase; **16-18:** Become trained in two skills; **19-20:** Curse ward

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 01



AGATE EYE

Level: 1d6 + 2

Effect: When ground up and added to food or drink, or applied to the skin, renders the user immune to poisons of the cypher level or lower for one hour per cypher level (and ends any such ongoing effects, if any, already in the user's system). (WAAMH, 77)

FAIRY TALE CYPHER, 02



ANIMATED WOOD

Level: 1d6

Effect: Writing a word, such as "child," "horse," or "sword," on the wood causes it to become a living version of that word. The living version is no bigger than 10 feet by 10 feet by 20 feet (3 m by 3 m by 6 m) and its level is equal to the cypher level. It can make attacks or perform actions as commanded to the best of its abilities and lasts for one hour per cypher level. Commanding it is not an action. (WAAMH, 77)

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 03



ANYWHERE DOOR

Level: 1d6 + 3

Effect: Creates a door to anywhere. The door remains for one day, and then disappears. While the door exists, anyone or anything that can discern the door can use it. Erasing the drawn line erases the door. (WAAMH, 78)

FAIRY TALE CYPHER, 04



APPLE OF DISCORD

Level: 1d6 + 1

Effect: When tossed up to a long distance away, it affects all foes in short range of the apple, causing them to attempt to take it for themselves. Foes spend their next two actions doing nothing but fighting among themselves for possession of the apple. (WAAMH, 78)

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 05



AZURE DUST

Level: 1d6 + 1

Effect: Sprinkling the dust on someone's hair, skin, outfit, or other object permanently dyes it bright blue. (WAAMH, 78)

FAIRY TALE CYPHER, 06



BABA YAGA'S SPICED COOKIE

Level: 1d6

Effect: Eating the cookie increases the user's Intellect Edge by 1 for one hour. (WAAMH, 78)

FAIRY TALE CYPHER, 07



BELLMAN'S MAP OF THE OCEAN

Level: 1d6 + 2

Effect: When unrolled, convinces everyone within short range that the character holding the map knows far more than they do. For the next ten minutes, affected beings look upon the map-holder as their leader or guide, will not attack them, and generally will do as they ask (all social interactions with those affected are eased by two steps). (WAAMH, 78)

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 08



BELOVED'S KISS

Level: 1d6 + 2

Effect: When pressed to the lips of a character, beloved's kiss prevents the occurrence of one specific condition of the cypher level or lower. Additionally, it ends any such ongoing effect, if any, in the user's system. Roll a d6 to determine the result. (WAAMH, 78)

1-2: Poisons for one hour per cypher level (and ends any ongoing effects); **3-4:** Curses for one hour per cypher level (and ends any ongoing effects); **5-6:** Mental effects for one hour per cypher level (and ends any ongoing effects)

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 09



BIRD'S NEST CORONET

Level: 1d6 + 3

Effect: When worn like a crown, the bird's nest creates an illusion over the wearer, making them appear like royalty. Others are more likely to follow their suggestions, defer to their wishes, and treat them well. All social interactions are eased by two steps for one day. Seeing through the disguise is an Intellect task equal to the cypher's level. (WAAMH, 78)

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 10



BLACKBIRD PIE

Level: 1d6

Effect: When the pie is cut open, the blackbirds begin to sing a haunting dirge of pain and sorrow. All foes within long range who hear the song are hindered on all tasks for ten minutes. (WAAMH, 78)

FAIRY TALE CYPHER, 11



BLOOD PEARL BLOSSOM

Level: 1d6 + 4

Effect: When ingested, removes one curse (of the cypher level or lower) from the user. The curse-removal process can take from one round to one day, depending on the level, severity, and type of curse. (WAAMH, 79)

FAIRY TALE CYPHER, 12



BONE KEY

Level: 1d6 + 2

Effect: Unlocks one lock of the cypher level or lower, or provides an asset to open a lock of higher level. (WAAMH, 79)

FAIRY TALE CYPHER, 13



BONES OF THE BELOVED

Level: 1d6 + 3

Effect: When eaten, the bones begin a process of lowering the eater's apparent age. Over the next three days, the user begins to look younger and younger, until they reach the appearance of someone no younger than their mid-twenties. Their hair shines, their teeth glow, their wrinkles disappear, their back unstoops. The effect lasts for three days (five days if the cypher is level 6 or higher). This does not change the actual health or age of the character. (WAAMH, 79)

FAIRY TALE CYPHER, 14



BOWL OF PORRIDGE

Level: 1d6 + 3

Effect: Restores a number of points equal to the cypher level to the user's Might Pool. Also protects the user from the effects of cold for ten minutes. (WAAMH, 79)

FAIRY TALE CYPHER, 15



CAT SIDHE MEDALLION

Level: 1d6 + 2

Effect: When activated, the medallion protects the wearer from the next curse (of the cypher level or lower) that is cast upon them. The curse goes into the medallion, which shatters into thousands of tiny pieces. (WAAMH, 79)

FAIRY TALE CYPHER, 16



CHESHIRE SMILE

Level: 1d6

Effect: When hung in the air, the grin slowly transforms into a grey Cheshire Cat that seems to be made mostly of smoke and shadow. It has huge blue eyes and an enormous grin. The cat acts as a creature (level equal to the cypher's level) with a mind of its own, although it likely helps the person who activated the cypher. It sticks around for ten minutes, and then fades away slowly, until even the original smile has disappeared. (WAAMH, 79)

FAIRY TALE CYPHER, 17



COALHEART'S BEARD BALM

Level: 1d6

Effect: When rubbed on the face, the balm grows into a long, golden beard in about ten minutes. When the user tugs on their beard, it points them in the direction of valuable treasure, the location of which was previously unknown to the user. If someone else cuts the beard before the treasure is found, it loses its power. After the treasure is found, the beard remains. But once it is shaved or cut, it does not grow back. (WAAMH, 79)

Many dwarfs have beards with magical powers. It's possible to find other beard balm cyphers out in the world.

FAIRY TALE CYPHER, 18



CROC'S CLOCK

Level: 1d6

Effect: When attached to (or swallowed by) a living creature or an object, the clock ticks loudly, alerting everyone within long range to its presence for one day. (WAAMH, 79)

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 19



CROWN JEWEL

Level: 1d6 + 2

Effect: When attached to an item such as a weapon, shield, armor, cypher, or artifact, creates an exact duplicate of the item. The duplicate works just like the original and lasts for ten minutes or until it naturally depletes (whichever comes first). (WAAMH, 80)

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 20



DAME TROT'S CAT

Level: 1d6 + 3

Effect: When activated by feeding it a bit of milk or fish, the statue protects the user, yowling and hissing the next time it senses danger. The cat's level is equal to the cypher level. (WAAMH, 80)

FAIRY TALE CYPHER, 21



DARNING NEEDLE

Level: 1d6

Effect: When activated, grows into a larger version of itself that acts as a medium weapon. It inflicts 4 points of damage and causes anything it successfully hits to shrink to half its size. The needle lasts for a number of hours equal to the cypher's level. (WAAMH, 80)

FAIRY TALE CYPHER, 22



DEAD WATER

Level: 1d6 + 3

Effect: Brings a character back to life. However, they come back with a permanent 3-point reduction in their maximum Might Pool. (WAAMH, 80)

FAIRY TALE CYPHER, 23



DEATHLESS

Level: 1d6 + 4

Effect: When a character places their soul inside the needle and places the needle inside the egg, they are protected from their next death. When the character dies, they return to life on the next round, with all of their Pools full. Using the deathless does not protect the character from taking damage or moving down the damage track. Placing the soul and returning to life are actions. Once the cypher holds the user's soul, it no longer counts against their cypher limit. (WAAMH, 80)

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 24



DEATH'S CANDLE

Level: 1d6 + 4

Effect: Once the candle is lit, it burns for a number of rounds equal to the cypher's level. During that time, the user who lit it is protected from death or being moved down the damage track. While the candle burns, if the character would normally die, they do not and instead reject all damage. For example, if a character has 5 points left in their last Pool, and a foe inflicts 5 points of damage on them, putting all their Pools at 0, the user takes no damage. However, if a foe inflicts 4 points of damage, which is not enough to kill the user, the user takes the 4 points of damage. (WAAMH, 80)

FAIRY TALE CYPHER, 25



DEATH'S MESSENGERS

Level: 1d6 + 2

Effect: The three smoke wisps wrap around a creature within close range, causing them to feel dizzy, experience ringing in their ears, and have blurred vision. For the next three rounds, the cypher inflicts damage equal to the cypher's level (each round). (WAAMH, 80)

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 26



DIADEM OF DEATH

Level: 1d6 + 4

Effect: When worn on someone's head, looped over a limb, or otherwise placed upon their person, the crown inflicts damage equal to its level. (WAAMH, 81)

FAIRY TALE CYPHER, 27



DRAGON'S BLOOD

Level: 1d6 + 4

Effect: When mixed with liquid and painted on a living being, grants one of the following effects for a day. (WAAMH, 81)

01-2: +2 to Armor; **3-4:** Asset to all tasks involving magic; **5-6:** Asset to all tasks involving romance, sex, and fertility

FAIRY TALE CYPHER, 28



DRAGON'S TEETH

Level: 1d6

Effect: When planted, the dragon's teeth grow into three fully armed warriors. The warriors can understand the verbal commands of the person who planted them. Once they are grown, commanding them is not an action. They can make attacks and perform actions to the best of their abilities. The warriors can never go farther than long range from the character who planted them. Planting the teeth is an action. It takes two rounds for the teeth to grow into warriors. The warriors last for one hour per cypher level. (WAAMH, 81)

Warriors: level 3; Armor 1; swords inflict 3 points of damage

FAIRY TALE CYPHER, 39



DRESSMAKING NUT

Level: 1d6 + 2

Effect: The nut opens to reveal a stunning and spectacular ballgown, evening dress, or tuxedo. The outfit is the perfect size, shape, style, and color for the person who wishes to wear it. While worn, the outfit eases all tasks involving charm, persuasion, and etiquette for one hour. After that, the outfit may still be worn, but no longer offers any benefits. (WAAMH, 81)

Beings of all genders can wear any form of outfit from the dressmaking nut and receive the benefits.

FAIRY TALE CYPHER, 30



DRINK ME

Level: 1d6

Effect: Causes the imbiber to shrink down to half their size. The effect lasts for one hour or until the user can find another way to change their size (such as with an eat me). (WAAMH, 81)

FAIRY TALE CYPHER, 31



DUST OF THE DREAMER

Level: 1d6

Effect: When sprinkled in the eyes, grants the recipient all the benefits of a ten-hour recovery roll as a single action. This does not use up any of their recovery rolls. (WAAMH, 81)

FAIRY TALE CYPHER, 32



EAT ME

Level: 1d6

Effect: Causes the eater to grow to twice their size. The effect lasts for one hour or until the user can find another way to change their size (such as with a drink me). (WAAMH, 81)

FAIRY TALE CYPHER, 33



EMPEROR'S NEW CLOTHES

Level: 1d6

Effect: For the next day, the armor the thread is attached to is invisible, making the wearer appear to be unarmored). (WAAMH, 82)

FAIRY TALE CYPHER, 34



FAIRY CUP

Level: 1d6 + 1

Effect: When the cup is buried in the ground, it grants the person who buried it protection. They gain +2 Armor against all physical and mental attacks for one day. (WAAMH, 82)

It's believed that burying a fairy cup returns it to its rightful owners below ground, and it is they who offer protection by way of thanks.

FAIRY TALE CYPHER, 35



FALSE GRANDMOTHER

Level: 1d6 + 2

Effect: While wearing the glasses, the user designates one living creature that they can see. For the next ten minutes per cypher level, the user is disguised as someone the designated creature knows well. The user has no say in who that person is, but while the disguise is active, all interactions with the designated creature are eased by two steps. The user can remove the glasses to look like themselves again before the end of the duration. (WAAMH, 82)

FAIRY TALE CYPHER, 36



FATHER'S BETRAYAL

Level: 1d6 + 2

Effect: For the next ten minutes, a creature that the user can see is banished from an area 30 feet by 30 feet (9 m by 9 m) around the user. If the creature is within that area when the cypher is activated, they are knocked outside the area and are dazed for one round, hindering their next action. (WAAMH, 82)

FAIRY TALE CYPHER, 37



FLAMING ARROW

Level: 1d6 + 2

Effect: The arrow explodes into flame when it strikes something, inflicting its level in damage to all within immediate range. (WAAMH, 82)

FAIRY TALE CYPHER, 38



FLOWERS FOR GRANDMOTHER

Level: 1d6 + 2

Effect: Giving the flowers to someone else provides both the recipient and the giver an asset in defense against damage of a specified kind for one hour. Roll a d6 to determine the effect. (WAAMH, 82)

1: Curses; **2:** Fire/heat; **3:** Ice/cold; **4:** Poison; **5:** Intellect; **6:** Slashing and piercing

FAIRY TALE CYPHER, 39



FORGET-ME-KNOT

Level: 1d6 + 3

Effect: Knotting the rope together to form a loop allows the user to capture a memory from their past. They don't lose the memory when capturing it with the forget-me-knot. When the user unties the loop, everyone in close range spends one round doing nothing but experiencing the memory as if it were their own. If the memory is particularly sad, loving, scary, and so on, all affected beings likely spend an additional round dealing with the emotional impacts of that memory. Capturing the memory is an action, as is untying the loop. (WAAMH, 82)

FAIRY TALE CYPHER, 40



GENIE'S HANDKERCHIEF

Level: 1d6 + 3

Effect: Rubbing the cloth over a wound heals the wound (restores all points to the character's Pools), but also uses up one recovery roll for the day. (WAAMH, 82)

Genie's handkerchiefs come in many colors and materials. Some people find that after their magic is used up, they make fine blankets, curtains, or cloaks. Of course, extended exposure to mercury has its drawbacks.

FAIRY TALE CYPHER, 41



GILDED SHELL

Level: 1d6

Effect: When blown into softly, the shell expands into a simple structure with a front door and walls that let in a soft light. From inside the structure, it's about 10 feet by 10 feet by 20 feet (3 m by 3 m by 6 m). From the outside, the shell continues to look exactly the way it did before, in both size and shape, making it difficult for others to notice. Once expanded, the structure is permanent and immobile. (WAAMH, 83)

FAIRY TALE CYPHER, 42



GINGERBREAD MAN

Level: 1d6

Effect: After eating the cookie, the user has training in Speed defense for the next day. (WAAMH, 83)

FAIRY TALE CYPHER, 43



GODFATHER'S PICTURE BOOK

Level: 1d6 + 2

Effect: When someone flips through the pages quickly, time is altered. If the user flips through the book forward, time jumps forward. Flip backward and time jumps backward. Moving time forward gives the user an additional action on their turn. Moving it backward allows them to retry their previous action. After the book is used this way once, it becomes a regular book and does not count against the character's cypher limit. (WAAMH, 83)

FAIRY TALE CYPHER, 44



GOLDEN BEETLE

Level: 1d6

Effect: When dropped into liquid and cooked, it creates enough food to fill the stomachs of all friends and allies within long range. (WAAMH, 83)

FAIRY TALE CYPHER, 45



GOLDEN VANITY

Level: 1d6

Effect: Each item may be used once and has a different effect:

Golden brush: Creates difficult terrain in an immediate area.

Golden comb: Creates jagged rocks in an immediate area. Characters within the area take 1 point of damage each round from the rocks.

Golden mirror: Turns into a glass mountain 30 feet tall by 300 feet wide (9 m by 90 m). All climbing tasks are hindered, and falling inflicts 3 points of damage (ignores Armor).

The effects are permanent. (WAAMH, 83)

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 46



GREEN SPECTACLES

Level: 1d6

Effect: Once activated, protects the wearer from being blinded or having their vision affected in other ways for one day. The wearer can see through illusions of the cypher level or lower and can see in the dark as if it were daylight. (WAAMH, 83)

FAIRY TALE CYPHER, 47



HART'S HEART

Level: 1d6 + 3

Effect: When the user offers the heart to another living being, all attempts by the user to bribe, deceive, coerce, or convince the recipient are eased by two steps. (WAAMH, 83)

FAIRY TALE CYPHER, 48



HEART OF A STAR

Level: 1d6 + 2

Effect: For the next ten minutes, when the user helps another character while holding the star, that character's task is eased by an additional step. (If the user has an inability in the relevant skill, the other character's task is still eased.) (WAAMH, 84)

FAIRY TALE CYPHER, 49



HEART'S TART

Level: 1d6 + 2

Effect: When eaten, eases all tasks involving stealing, picking pockets, sneaking, running, surprise, and initiative for ten minutes. (WAAMH, 84)

FAIRY TALE CYPHER, 50



HOT CROSS BUNS

Level: 1d6

Effect: When eaten, restores a number of points equal to the cypher's level to the user's Might Pool. (WAAMH, 84)

FAIRY TALE CYPHER, 51



IRON BANDS OF THREE

Level: 1d6 + 3

Effect: Wrapping the iron bands around the user's heart keeps it from breaking with trouble and anxiety. While wearing the bands, the user automatically succeeds on their next three Intellect defense rolls against anything that would make them feel sad, fearful, intimidated, and so on. Each time the cypher activates to protect the user, one of the bands breaks. When all three bands are broken, the cypher is used up. (WAAMH, 84)

FAIRY TALE CYPHER, 52



ITSY BITSY SPIDER

Level: 1d6

Effect: When released, the spider sets up a web in a nearby corner. For the next ten minutes, the web catches thoughts, secrets, and information about the general area (up to about a square mile), including any creatures, people, weather, or goings on. At the end of that time, the user can read the web, gaining answers to a number of questions equal to the cypher's level. The questions must pertain to the area and must be simple enough that the spider can answer them in three words or less. (WAAMH, 84)

FAIRY TALE CYPHER, 53



JACK'S CANDLESTICK

Level: 1d6 + 3

Effect: Jumping over the candlestick restores a number of points equal to the cypher's level to the user's Speed Pool. (WAAMH, 84)

FAIRY TALE CYPHER, 54



JIMINY CRICKET

Level: 1d6

Effect: Allows the user to retry a task that they failed within the past minute, using the same difficulty and modifiers. (WAAMH, 84)

FAIRY TALE CYPHER, 55



THE KEY OF KNOWING

Level: 1d6 + 4

Effect: When used to open a lock (of the cypher level or lower), grants the user the opportunity to ask three yes-or-no questions about a person, place, or thing. The key answers to the best of its ability and knowledge, and it does not attempt to lie or trick the user with its answer. After the key is used in this way, the blood disappears from its surface and the key refuses to open anything (or speak) ever again. (WAAMH, 85)

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 56



KNAVE OF HEARTS

Level: 1d6 + 2

Effect: Turns the user into the knight depicted on the card. They take on the appearance, voice, and mannerisms of the knight. They also gain +1 Armor, +1 damage, and an asset in sneaking, hiding, and stealth. The effect lasts for ten minutes per cypher level. (WAAMH, 85)

FAIRY TALE CYPHER, 57



LION'S COURAGE

Level: 1d6 + 1

Effect: When activated, grants the user additional courage in the face of fear. For ten minutes per cypher level, any time the user is attacked and they attempt to make an attack on their next action, that attack is eased and they inflict +1 point of damage. (WAAMH, 85)

FAIRY TALE CYPHER, 58



LIVING WATER

Level: 1d6 + 3

Effect: Removes any ongoing damage, lasting damage, or permanent damage the character has. However, the character has a permanent 3-point reduction in their maximum Might Pool. When dead water and living water cyphers are used together, a dead character can be brought back to life without any permanent reductions of their Might Pool. (WAAMH, 85)

FAIRY TALE CYPHER, 59



MAGIC BEANS

Level: 1d6 + 4

Effect: When planted and watered, the beans grow into a giant beanstalk. It's almost impossible to know where the beanstalk leads until you climb it. Climbing the beanstalk is a level 5 task. (WAAMH, 85)

FAIRY TALE CYPHER, 60



MEMORY'S MATCH

Level: 1d6

Effect: Lighting the match causes everyone nearby to see a vision that comforts them. Those who watch the vision in the flame for one round feel rejuvenated and comforted. Anyone who makes a recovery roll in the next ten minutes gains +3 to the roll. After that, anyone who watched the vision but didn't make a recovery roll takes 3 points of Intellect damage (ignores Armor). (WAAMH, 85)

FAIRY TALE CYPHER, 61



MERMAID TEAR

Level: 1d6 + 2

Effect: When swallowed, fills the user with an overwhelming sense of sadness. The user takes 1 point of Intellect damage, but gains an asset on any tasks involving water for the next ten minutes. The task must involve water in a significant way (for example, swinging a sword while it's raining likely doesn't count, but crying as part of an attempt to persuade someone, casting a magic spell involving water, or using a pool to scry would all be appropriate). (WAAMH, 85)

FAIRY TALE CYPHER, 62



NEVERLOST

Level: 1d6

Effect: When dropped along a path or trail, the items become invisible to everyone except the user and any allies the user designates. The items last for one day per cypher level and can be seen by the user and their allies, even in complete darkness. (WAAMH, 85)

FAIRY TALE CYPHER, 63



NONSENSICAL POEM

Level: 1d6 + 4

Effect: Reading the poem aloud lets the user reverse one thing about their present situation for up to ten minutes. Up becomes down. Gravity works the other way. A river flows backward. The sun shines at night. (The player should work with the GM to come up with an appropriate and acceptable change.). (WAAMH, 86)

FAIRY TALE CYPHER, 64



OMNISCIENT BEAN

Level: 1d6 + 2

Effect: When eaten, the bean allows the user to tap into magic. They can ask the GM one question related to their current task, location, or action and get a general answer. The GM assigns a level to the question, so the more obscure the answer, the more difficult the task. Generally, knowledge that a PC could find by looking somewhere other than their current location is level 1, and obscure knowledge of the past is level 7. The cypher cannot provide an answer to a question above its level (which means it can't provide knowledge about the future, since that is level 10). (WAAMH, 86)

FAIRY TALE CYPHER, 65



PICTURELESS BOOK

Level: 1d6

Effect: Reading the book aloud for one round causes all who hear it within short range (except the user) to fall into a deep sleep for one round. While they sleep, they have intense dreams and cannot take any other actions. The dreams affect them in one of the following ways. (WAAMH, 86)

1-2: Dreamers Pools (or Health) restored to full; **3-4:** Dreamers take 5 points of Intellect damage; **5-6:** Dreamers temporarily learn a noncombat skill of their choice for the rest of the day

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 66



POISON FOR YOUR DAUGHTER

Level: 1d6 + 2

Effect: The poison creates a specific reaction for one hour in a creature who uses the object. Roll d100 to determine the reaction. (WAAMH, 86)

01-20: Sleep; **21-40:** Disappear; **41-60:** Alter; **61-75:** Lost; **76-85:** Breathless; **86-95:** Compulsion; **96-00:** Dutiful

FAIRY TALE CYPHER, 67



POISONED APPLE

Level: 1d6 + 2

Effect: Eating from the white half heals the user, restoring a number of points equal to the cypher's level to their Might Pool. Eating from the red half poisons the user, inflicting damage equal to the cypher's level. Each half of the apple has the power to affect only one creature. Both halves of the apple can be used by the same or different people as long as it's done within a few rounds of each other. However, in order for the cypher to take effect, the user must willingly take a bite. It's impossible, for instance, to force-feed someone part of the apple and have the cypher activate. (WAAMH, 86)

FAIRY TALE CYPHER, 68



POPPET (DAMAGE)

Level: 1d6 + 4

Effect: Writing the name of an object or living being on the figure connects the figure with that object or being. Destroying the poppet inflicts damage on the connected object or being equal to the cypher's level, no matter how far away it is. Writing the name and destroying the poppet are separate actions. (WAAMH, 87)

FAIRY TALE CYPHER, 69



POPPET (LOVE)

Level: 1d6 + 2

Effect: Giving the poppet to another living being in a short ceremony (usually simply saying the being's name and making an offer of deep positive emotion) protects them from all harmful effects the next time they are attacked. If the positive emotion is returned (such as between friends or lovers), the giver is also protected. For example, the next time someone swings a sword, speaks a curse, or tries to poison the creature, the attempt automatically fails, and if the creature were to slip near a deep pit, they would not fall into it. Giving the poppet to another is an action. (WAAMH, 87)

FAIRY TALE CYPHER, 70



POPPET (PROSPERITY)

Level: 1d6 + 2

Effect: Writing the name of an object or living being on the figure connects the figure with that object or being. Dirtying, tearing, and damaging the poppet causes the connected being or object to appear destitute and poor to all who see them. This effect lasts for a day. Writing the name and damaging the poppet are separate actions. (WAAMH, 87)

FAIRY TALE CYPHER, 71



POPPET (SILENCE)

Level: 1d6 + 2

Effect: Stuffing the open mouth with something that belongs to a living being (such as hair, teeth, or fabric) connects the figure to that being. For the following day, the being is unable to talk about, point to, see, or otherwise engage with the person who activated the poppet. (WAAMH, 88)

FAIRY TALE CYPHER, 72



POWDER OF LIFE

Level: 1d6 + 3

Effect: When sprinkled on an inanimate object, the powder brings it to life. The object doesn't change in any way—a small cat made of glass remains a small cat made of glass—except that now it is alive. The living object acts as a level 2 creature with a mind of its own. While it has an affinity or obligation for the one who brought it to life, it doesn't obey commands. (WAAMH, 88)

Objects animated by the powder of life should have stats that represent their form and nature.

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 73



PRINCESS'S PEA

Level: 1d6 + 3

Effect: For one hour per cypher level, allows the user to recognize disguises, optical illusions, sound mimicry, false claims, and other such tricks (for all senses) for what they are. (WAAMH, 88)

FAIRY TALE CYPHER, 74



RABBIT HOLE

Level: 1d6

Effect: Creates a rabbit hole that goes directly to a place the user has previously been to. The user must enter the rabbit hole before anyone else. Travel inside the hole is not instantaneous, but it is very fast, taking no more than a minute and feeling very much like riding a long, winding slide. The hole stays open for ten minutes, and it is possible to travel back to the starting place (but nowhere else) by again jumping in feet-first. (WAAMH, 88)

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 75



RAPUNZEL LEAF

Level: 1d6 + 4

Effect: After being buried beneath a rock, the rapunzel leaf begins to grow into a stone tower that stands 100 feet (30 m) tall. The tower, which takes ten minutes to fully form, has a large number of windows but only one exterior door, which can be unlocked only by the user. The tower's level is equal to the cypher level, and the structure is permanent and immobile. (WAAMH, 88)

FAIRY TALE CYPHER, 76



ROSE OF RED

Level: 1d6 + 1

Effect: Pricking a finger on the rose's thorns causes the user to bleed a single drop of blood. When flung into the air, the blood becomes a large red bird that flies toward a chosen target up to a long distance away. When it arrives, it bursts in an immediate radius, inflicting Intellect damage equal to the cypher level. The burst spawns 1d6 additional birds; in the next round, each one flies to a random spot within short range and explodes in an immediate radius, inflicting damage equal to the cypher level. (WAAMH, 88)

FAIRY TALE CYPHER, 77



SHADOW SOAP

Level: 4

Effect: When rubbed on your visible shadow, causes it to separate from yourself. The shadow acts as a level 4 creature under the user's control for one hour (or until there is no light). The shadow is two-dimensional and insubstantial, and when sneaking, hiding, and avoiding detection, it acts as a level 7 creature. When the effect ends, the shadow (usually) returns to the user. (WAAMH, 88)

Shadows are known to develop a mind of their own. Sometimes after tasting a bit of freedom, they refuse to return.

FAIRY TALE CYPHER, 78



SHARD OF THE MOON

Level: 1d6 + 2

Effect: Glows softly for ten minutes, drawing all moon-loving creatures (such as moths, moon hares, and werewolves) within long range. For as long as the effect lasts, any attracted creatures will not attack the user or their allies. The user can converse with the creatures and ask them questions, which the creatures will answer to the best of their ability, but always within their nature (so a trickster will still answer as a trickster would, for example). (WAAMH, 89)

FAIRY TALE CYPHER, 79



SHINING KNIFE

Level: 1d6 + 4

Effect: When stuck into an object, such as a tree or the side of a house, the knife connects the wielder and someone they choose. If one of them wants to know how the other is faring, all they have to do is return to the spot where the knife is stuck. If both are faring well, the knife shines bright gold. If harm has come to one, the knife is dull and rusted. (WAAMH, 89)

FAIRY TALE CYPHER, 80



SILVER SLIPPERS

Level: 1d6 + 2

Effect: When the wearer speaks aloud the name of the place they wish to go, the silver slippers take them there in three steps. Note that in most cases the slippers only transport the wearer (although companion animals and the like may sometimes travel with them). (WAAMH, 89)

Once the silver slippers are used to transport their wearer, they disappear. However, it is rumored that they magically return to the world in some form for someone else who needs them.

FAIRY TALE CYPHER, 81



SINGING BONE

Level: 1d6 + 3

Effect: When blown into, the bone sings a song that details the weaknesses and faults of one target (up to the level of the cypher) that the user chooses. For ten minutes, all tasks involving the target are eased for everyone in long range who heard the bone's song. (WAAMH, 89)

For most magical objects involving sound, it's not necessary to physically hear the item in order to gain the benefits. "Hearing" may involve sensing vibrations, magical mental telepathy, a sign language interpreter, and so on.

FAIRY TALE CYPHER, 82



SNAKE LEAVES

Level: 1d6 + 2

Effect: When placed upon a person, the leaves restore all Pools to full, move a character one step up the damage track, or bring a dead character back to life. However, the character also gains a permanent 3-point reduction in their maximum Intellect Pool. (WAAMH, 89)

FAIRY TALE CYPHER, 83



SNICKERSNEE

Level: 1d6 + 4

Effect: When attached to a weapon, causes it to grow two to five times its normal size. The weapon inflicts an additional +2 points of damage, but otherwise can be used as if it were a weapon of its original size. (WAAMH, 89)

FAIRY TALE CYPHER, 84



SONG OF THE DEAD

Level: 1d6

Effect: When the user spends ten minutes breathing into the mouth of the bird, it comes to life. It flies off, but now carries a piece of the user's life inside it. When the user dies, the bird flies back to their body and is able to communicate to those around it, but only for one day. After that, the bird returns to its lifeless form. (WAAMH, 89)

FAIRY TALE CYPHER, 85



SORCERER'S SKELETON KEY

Level: 1d6 + 2

Effect: When tapped three times against any locked door or other object (of the cypher level or lower), the key automatically unlocks it. (WAAMH, 89)

FAIRY TALE CYPHER, 86



SPIRIT RING

Level: 1d6

Effect: Summons a group of helpful fey who provide assistance for ten minutes. During this time, they do as the wearer commands as long as they're within long range. They can hinder any or all opponents' tasks, provide information, assist in small tasks, and so on. The fey will not do anything that goes against their basic nature and safety (such as self-harm, attacking their friends, or obvious suicide missions). (WAAMH, 90)

Read the full cypher details in the CSRD.

FAIRY TALE CYPHER, 87



TELEPORT HAT

Level: 1d6 + 3

Effect: Allows the wearer to wish for a creature that they know to appear at their side. The creature must agree to be teleported (or convinced via some type of interaction, such as persuasion or intimidation). The teleported creature stays for as long as both parties agree, but not more than a day. At that time, the creature is returned to their place of origination. (WAAMH, 90)

FAIRY TALE CYPHER, 88



THREE NEEDLES

Level: 1d6

Effect: For the next ten minutes per cypher level, the user can climb any solid surfaces (even vertical ones) as if doing so was a routine task. (WAAMH, 90)

FAIRY TALE CYPHER, 89



TIN MAN'S TEARS

Level: 1d6 + 2

Effect: When poured out, spreads out to cover an area about 2 feet by 2 feet (60 cm square), transforming any metal it touches into brittle rust, down to a depth of about 6 inches (15 cm). When used on a metal creature (such as a tin soldier), the rust inflicts damage equal to the cypher's level and hinders all movement actions for ten minutes. (WAAMH, 90)

FAIRY TALE CYPHER, 90



TO PETER WITH LOVE

Level: 1d6 + 3

Effect: Write a person's name on the tag, and the box will deliver itself to that person at a time and place you specify. When opened, the box does damage to the recipient equal to the cypher level. Traveling to the recipient takes at least a round and sometimes longer, depending on the distance and difficulty. (WAAMH, 90)

FAIRY TALE CYPHER, 91



VALOROUS WHETSTONE

Level: 1d6

Effect: After sharpening at least one of their weapons with the whetstone, the user instantly feels more brave. For the next ten minutes, all of their intimidation actions are eased, and their sharpened weapon inflicts +2 points of damage. (WAAMH, 90)

FAIRY TALE CYPHER, 92



VASE OF TEARS

Level: 1d6

Effect: Breaking the vase creates a protective spell around the character, preventing them from taking any Might damage the next time they are physically attacked. (WAAMH, 90)

FAIRY TALE CYPHER, 93



WHITE SNAKE

Level: 1d6 + 2

Effect: Upon swallowing the piece of the snake, the user gains the ability to understand and speak with all living things for ten minutes. (WAAMH, 90)

FAIRY TALE CYPHER, 94



WISH GRANTING PEARL

Level: 1d6 + 1

Effect: The user can make a single wish and have all or part of it come true. The GM assigns a level to the wish, so the larger and more difficult the wish, the more difficult it is to have the wish granted. Generally, a wish such as gaining an asset or inexpensive item is level 1, and a wish for an expensive item or for a foe to vanish is level 7. The cypher cannot grant a wish above its level. (WAAMH, 90)

FAIRY TALE CYPHER, 95



WITCH BOTTLE

Level: 1d6 + 1

Effect: Captures a witch (of a level up to the cypher's level). Upon entering the bottle, the witch takes damage equal to the cypher's level and is trapped until someone whispers their name into the bottle's mouth and releases them. (WAAMH, 90)

FAIRY TALE CYPHER, 96



WITCH'S LADDER

Level: 1d6 + 2

Effect: Safely stores one curse for use at a later time. The stored curse may be released and cast only by the person who stored it, or by someone who has received their permission to do so. (WAAMH, 91)

FAIRY TALE CYPHER, 97



WOODEN SPOON

Level: 1d6 + 4

Effect: When stirred through the air, restores the user's energy and vitality. The user gains two additional actions on their next turn. For example, they can move a long distance, use a one-action recovery roll, and activate a cypher as their turn, or attack a foe three times. (WAAMH, 91)

FAIRY TALE CYPHER, 98



YONDER YARN

Level: 1d6 + 2

Effect: Unravels to lead the user to their desired destination. The yarn unspools at the speed that the user would normally walk or ride. The yonder yarn will not enter territory it deems too dangerous, and it cannot go through solid obstacles. If the yarn is cut, it no longer works.. (WAAMH, 91)

It is difficult, but not impossible, to protect oneself from being found by yonder yarn. Witches, in particular, know ways to hide themselves (and others) from the yarn's power.

FAIRY TALE CYPHER, 99



TYPES OF CYPHERS



SUBTLE

Almost like inherent abilities that PCs have.



MANIFEST

Physical form; can be anything appropriate to genre or setting.



FANTASTIC

Magic, technology, or other factors make the impossible possible.



SUBTLE CYPHERS

Good fortune: You're in the right place at the right time.

Inspirations: Adrenaline mixed with the right motivation. Who can really define it? Life's funny that way.

Alien concepts: Complex and utterly inhuman memes enter our world and worm their way into and out of human consciousness.

Blessings: Some people believe that praying to different gods gives you different blessings.

Mysterious transmissions: Why can only some people hear it?

Supernatural powers: Mental or mystical energies constantly shift and change, ebb and flow.



MANIFEST CYPHERS

Physical objects among the possessions of a fallen foe, hidden in a secret room, or scattered amid the wreckage of a crashed starship. Scavenging is not the only way to obtain manifest cyphers. They can also be given as gifts, traded with merchants, or sometimes purchased in a shop.

A character can attempt to use a manifest cypher that has not been identified; this is usually an Intellect task using the cypher's level. Failure might mean that the PC can't figure out how to use the cypher or that they use it incorrectly (GM's discretion). Of course, even if the PC activates the unidentified cypher, they have no idea what its effect will be.



FANTASTIC CYPHERS

Normal effects are things that could reasonably happen or be explained in the normal physical world we're familiar with. Fantastic effects are things that can't. Fantastic cyphers can be subtle or manifest.

If the GM and players are willing to stretch their imaginations a bit, it's possible to include some fantastic cypher effects in a game where only normal cypher effects should exist, even if the PCs are only using subtle cyphers. The player using the cypher just needs to come up with a practical, realistic explanation for how the fantastic result occurred.

USING CYPHERS

The action to use a cypher is Intellect based unless described otherwise or logic suggests otherwise. For example, throwing an explosive might be Speed based because the device is physical and not really technical, but using a ray emitter is Intellect based.

Identified manifest cyphers can be used automatically. Once a manifest cypher is activated, if it has an ongoing effect, that effect applies only to the character who activated the cypher. A PC can't activate a cypher and then hand it to another character to reap the benefits.

CYPHER LEVELS AND EFFECTS

All cyphers have a level and an effect. The level sometimes determines an aspect of the cypher's power (how much damage it inflicts, for example) but otherwise it only determines the general efficacy, the way level works with any object. The Level entry for a cypher is usually a die roll, sometimes with a modifier, such as 1d6 or 1d6 + 4. The GM can roll to determine the cypher's level, or can allow the player to roll when they receive the cypher.

A cypher's level being lower than a target's doesn't mean the cypher is ineffective against that target.

CYPHER

OG-CSRD:



ORIGINAL AND UNOFFICIAL

OLD GUS' CYPHERS

HEROIC SUBTLE CYPHERS

Heroic subtle cyphers are a special kind of subtle cypher that mimic commonly used plot devices in stories. Heroic subtle cyphers often allow success without the need for a roll, and can allow a PC to step outside their usual role and perform an unexpected feat. They are especially useful for games and settings with a sense of melodrama, from slasher horror to gritty modern spy thrillers, and romantic comedies to high-octane post-apocalyptic action and wacky space operas.

Heroic subtle cyphers and incidental subtle cyphers can be a good way to encourage players to use cyphers, spend XP, develop roleplay, and come up with ideas for various kinds of player intrusions. Many of these cyphers are edited versions of cyphers drawn from Saki's Subtle Cypher Deck (with permission from the author).

d100	Heroic Subtle Cyphers
01	Actualize self
02	Adrenaline rush
03	Aquanaut
04	Awakened senses
05	Balancing act
06	Bondage breaker
07	Brainstorm
08	Brute force
09	Copycat
10	Cross counter
11	Dance forward
12	Daring climb
13	Dasher
14	Deadly duel
15	Defector
16	Deflect harm
17	Demolition
18	Demoralize
19	Desperate strike
20	Disposal
21	Double damage
22	Double dragon
23	Effortless

d100	Heroic Subtle Cyphers
24	En garde
25	Flagrant provocation
26	Full fury
27	Good impression
28	Hell-bent
29	Honeyed words
30	Hotwire
31	Impeccable toss
32	Inescapable sight
33	Inspirit ally
34	Interrogate
35	Intuitive insight
36	Iron gut
37	Lie detector
38	Makeshift construction
39	Mark for death
40	Mental focus
41	Mental fortress
42	Moment of truth
43	Momentum
44	Monkeywrench
45	Multitask
46	Nondescript
47	Oldest trick in the book
48	One-liner
49	Open sesame
50	Overload
51	Overstimulated
52	Part of the plan
53	Plot armor
54	Precision strikes
55	Premonition
56	Rallying cry
57	Ray of hope
58	Reach beyond
59	Rebuild
60	Recall knowledge
61	Recovery
62–65	Revitalize
66	Ricochet
67	Rumour mill
68	Sapping strike

d100 Heroic Subtle Cyphers

69	Savage strikes
70	Serendipity
71	Severing strike
72	Showstopper
73	Sinister gift
74	Staggering strike
75	Stakeout
76	Stalwart
77	Steel yourself
78	Strike first
79	Swirling strikes
80	Taunting words
81	Teamwork
82	Temporary combat expertise
83	Temporary expertise
84	Tenacious defense
85	Thieving strike
86	Tireless
87	Tomfoolery
88	Treacherous gambit
89	Treasure hunter
90	Triple jump
91	Triumph
92	Trust your gut
93	Ultra-Instinct
94	Ultimate endurance
95	Uneasy truce
96	Unexpected power
97	Unstoppable
98	Vigilance
99	Weak point
00	Wing clip

OPTIONAL RULE: HEROIC AND INCIDENTAL XP COSTS

Depending on the game GM might decide that the use of heroic subtle cyphers or incidental subtle cyphers do or do not count against your cypher limit. They might also place a cost of 1 XP to activate such cyphers.

If the GM refuses the use of an incidental subtle cypher, it is not expended. The GM might delay the onset of these cypher's effects until an appropriate time.

INCIDENTAL SUBTLE CYPHERS

Incidental subtle cyphers are a special kind of subtle cypher that have functions similar to player intrusions, in that they can cause objects, creatures, or events to appear, as if by a stroke of luck. Because of this, a GM might occasionally refuse their use to maintain the verisimilitude of the game. In such instances, an incidental subtle cypher is not expended. The GM might also delay the onset of an incidental subtle cypher's effects for some amount of time until it is more appropriate to the scene.

d100 Incidental Subtle Cyphers

01–03	Convenient assistance
04–06	Convenient backfire
07–09	Convenient barricade
10–12	Convenient cacophony
13–14	Convenient companion
15–18	Convenient cover
19–21	Convenient disguise
22–24	Convenient gear
25–32	Convenient hazard
33–35	Convenient interloper
36–38	Convenient landing
39–40	Convenient macguffin
41–43	Convenient mistake
44–46	Convenient passage
47–49	Convenient research
50–52	Convenient shelter
53–55	Convenient surveillance
56–57	Convenient survival
58–60	Convenient sustenance
61–63	Convenient tools
64–66	Convenient weapon
67–68	Sudden chasm
69–70	Sudden collapse
71–73	Sudden departure
74–76	Sudden entrapment
77–79	Sudden gust
80–82	Sudden impact
83–85	Sudden inferno
86–88	Sudden lethargy
89–91	Sudden storm
92–94	Sudden switcheroo
95–97	Sudden tremor

SUPPLEMENTAL CYPHERS

Supplemental cyphers might be best suited for games with fantastic elements. While these cyphers are listed as manifest cyphers, the GM might decide that certain such cyphers are also subtle cyphers.

Depending on the setting, these cyphers might be a spellcasting PC, or in a historical setting, a perfectly normal person drawing on a well of personal inspiration. Ultimately, the GM decides if, how, and when any given cypher enters the game world.

d100	Supplemental Cyphers
01–03	Adamant skin
04–09	Armor piercing ammunition
10–12	Blinding cloud
13–21	Contingency
22–24	Cypher amplification
25–27	Cypher extension
28–33	Dimensional folding
34–36	Door binding
37–39	Extradimensional inventory
40–45	First aid
46–48	Floatstep
49–51	Fortification
52–54	Haste
55–57	Healing factor
58–60	Inscription of enmity
61–63	Keratin enhancer
64–66	Kinetic thunderball
67–69	Leverage
70–72	Locks of love
73–76	Meat glue
77–81	Pixie dust
82–84	Polliwog
83–87	Quickdream
88–90	Ray emitter (perspective)
91–93	Secret pocket
94–96	Vermin swarm
97–99	Voice thief
00	Wonder clock

OG-CSRD

<https://callmepartario.github.io/og-csrd>



Cypher categories—subtle, manifest, and fantastic—are not definitive. In a fantasy or superhero setting, many these types of cyphers might be fantastic cyphers. Any of these cyphers might also be thought of as spells for a spellcasting PC, or in a historical setting, a perfectly normal person drawing on a well of personal inspiration. Ultimately, the GM decides if, how, and when a cypher enters the game world.

Manifest cyphers and subtle cyphers are covered in more detail in Chapter 24: Cyphers.

ACTUALIZE SELF

Level: 1d6

Effect: You temporarily overcome your limitations. For a number of hours equal to the cypher level, your inabilities and weaknesses are suppressed, and you are trained in resisting compulsions and all defense tasks. Additionally, you can choose one skill (including attacks or defense) in which you are already trained to become specialized in. (0G-00)

HEROIC SUBTLE CYPHER, 01



ADRENALINE RUSH

Level: 1d6

Effect: Your muscles surge with adrenaline. You gain a free level of effort to Strength and Speed tasks for 10 minutes per cypher level.. (0G-00)

A free level of Effort can exceed the Effort limit for your character, but not the six-step limit for easing a task.

HEROIC SUBTLE CYPHER, 02



AQUANAUT

Level: 1d6

Effect: For one hour, you ease all tasks related to swimming, diving, holding your breath, or enduring fatigue by two steps. If the level of the cypher is level 5 or higher, all such tasks are eased by three steps. (0G-00)

HEROIC SUBTLE CYPHER, 03



AWAKENED SENSES

Level: 1d6 + 3

Effect: For a number of hours equal to the cypher level, you can tell the location of invisible or hidden creatures within long range, provided their level is lower than the cypher's. Though you know their locations and general size and shape, you cannot make out details about these creatures. In addition, such creatures cannot make surprise attacks against you. (0G-00)

HEROIC SUBTLE CYPHER, 04



BALANCING ACT

Level: 1d6

Effect: You feel an extra spring in your step. For one day, you gain an asset to Speed defense tasks. If cypher level is 5 or higher, you also cannot be stunned or knocked prone. You can activate this cypher immediately if you become stunned or are knocked prone. (0G-00)

HEROIC SUBTLE CYPHER, 05



BONDAGE BREAKER

Level: 1d6 + 3

Effect: You instantly free yourself from anything. You instantly free yourself from anything restricting your movement&m-dash;a set of manacles, a force field, a heavy load, or a grapple—so long as your restraints' level doesn't exceed that of the cypher. Otherwise, the cypher provides easing the task to escape your restraints by two steps. Upon freeing yourself, you can immediately take another action. (0G-00)

HEROIC SUBTLE CYPHER, 06



BRAINSTORM

Level: 1d10

Effect: For one hour, you gain +1 to your Intellect Edge, and you are trained in all tasks related to reasoning, understanding, or learning. If the cypher level is 7 or higher, the bonus is increased to +2. If the cypher level is 10, the bonus is increased to +3. (0G-00)

HEROIC SUBTLE CYPHER, 07



BRUTE FORCE

Level: 1d10

Effect: For one hour, you gain +1 to your Might Edge, and you are trained in all tasks related to breaking, jumping, or climbing. If the cypher level is 7 or higher, the bonus is increased to +2. If the cypher level is 10, the bonus is increased to +3. (0G-00)

HEROIC SUBTLE CYPHER, 08



COPYCAT

Level: 1d6

Effect: For a number of hours equal to the cypher level, whenever you take the same action as an ally within one round of them, you gain an asset to the task. If the copied action includes a target, you must choose the same target. (0G-00)

HEROIC SUBTLE CYPHER, 09



CROSS COUNTER

Level: 1d6

Effect: For 1 hour, you can forgo Speed defense rolls against melee attacks. If you do, you gain +1 Armor against the triggering attack, and can immediately make one melee attack against your attacker. (0G-00)

HEROIC SUBTLE CYPHER, 10



DANCE FORWARD

Level: 1d6

Effect: For 1 hour, you adapt your rhythm, easing all tasks requiring grace, balance, or careful movement. If the cypher level is 5 or higher, all such tasks are eased by two steps instead. (0G-00)

When you use a Dance forward cypher, you might reveal you have spent practicing a certain dance, or recall time spent dancing in your youth, or practicing a similar high-coordination ability.

HEROIC SUBTLE CYPHER, 11



DARING CLIMB

Level: 1d6

Effect: For 10 minutes per cypher level, you can use your action to climb a short distance up, down, or around a natural feature, structure or object of your choice on each of your turns, no roll required. Additionally, you can climb an immediate distance and perform different action on your turn. (0G-00)

HEROIC SUBTLE CYPHER, 12



DASHER

Level: 1d6

Effect: For one minutes per cypher level, you can move a short distance in addition to taking another action during each of your turns. If the GM requires a check for you to run a distance, you gain two assets on the task. (0G-00)

HEROIC SUBTLE CYPHER, 13



DEADLY DUEL

Level: 1d6 + 4

Effect: You enter into a duel with a creature of your choice you can see whose level doesn't exceed the cypher's. Until one of you are knocked unconscious or killed, no one else can interfere. (0G-00)

HEROIC SUBTLE CYPHER, 14



DEFECTOR

Level: 1d6 + 1

Effect: You convince a hostile NPC whose level doesn't exceed the cypher's to defect to your side. The NPC will actively aid you, though there are lines it won't cross depending on its nature and situation—for example, it might be unwilling to directly attack its former comrades or masters. Within one hour, the NPC flees to safety. (0G-00)

HEROIC SUBTLE CYPHER, 15



DEFLECT HARM

Level: 1d6

Effect: You can activate this cypher when an ally within immediate range of you is hit by an attack or effect you become the target of the attack instead, but gain +3 Armor against any damage it deals. (0G-00)

A deflect harm cypher can deflect a falling log trap, acidic spit, fiery breath, energy rays, or any other type of attack that would damage the target's physical form, and the armor it grants provides protection against the attack's damage. However, it isn't effective against mental attacks.

HEROIC SUBTLE CYPHER, 16



DEMOLITION

Level: 1d6

Effect: You can activate this cypher as part of a smashing task—no matter if you are smashing an object or a structure, the task is eased by two steps. If the cypher level is 5 or higher, the task is eased by three steps. (0G-00)

HEROIC SUBTLE CYPHER, 17



DEMORALIZE

Level: 1d6 + 2

Effect: You call out to a creature with cutting words. The creature must be intelligent, but not necessarily able to understand your language. The creature takes Intellect damage equal to the cypher level, and the first action it takes on its next hindered. If this damage would reduce a creature to 0 health, it flees instead of dying or being knocked out. (0G-00)

HEROIC SUBTLE CYPHER, 18



DESPERATE STRIKE

Level: 1d6

Effect: You make an unarmed attack against a creature no more than twice your size. The attack is hindered, but on a hit, the target is dazed, hindering all their actions by three steps for one round. (OG-DD)

HEROIC SUBTLE CYPHER, 19



DISPOSAL

Level: 1d6 + 2

Effect: A single, small item disappears from the scene—likely never to be seen again. The method of disposal can be improbable but should be appropriate for the environment and type of object, such as falling to the bottom of a river, malfunctioning, or snapping in half. You can use this to remove an object from the possession of another creature within immediate range with a successful attack roll. (OG-DD)

Read the full cypher details in the OG-DD.

HEROIC SUBTLE CYPHER, 20



DOUBLE DAMAGE

Level: 1d6

Effect: You can activate this cypher as part of making an attack with a weapon or activating an ability that inflicts damage, before making your attack roll. If the attack is successful, the attack's damage is doubled. (OG-DD)

HEROIC SUBTLE CYPHER, 21



DOUBLE DRAGON

Level: 1d6

Effect: You can activate this cypher on your turn (no action required). At any time before the start of your next turn, you can take one additional action. (OG-DD)

HEROIC SUBTLE CYPHER, 22



EFFORTLESS

Level: 1d6

Effect: Putting forth Effort takes a little bit less out of you. For one hour, whenever you apply Effort from a Pool, you can apply a free level of Effort. Roll a d10 to determine the pool: (OG-DD)

1–3: Might; **4–6:** Speed; **7–9:** Intellect; **10:** All pools

HEROIC SUBTLE CYPHER, 23



EN GARDE

Level: 1d6

Effect: You can activate this cypher when you roll initiative, at the start of your turn, or in response to an attack (no action required). For one minute, all your defense tasks are eased. Additionally, if an NPC within your reach attempts to move past you, or takes an action you desire to prevent, you can attempt an eased Speed-based task to prevent that action. (OG-DD)

An en garde cypher counteracts the effects of Acting While Under Attack as described in the Cypher System Rulebook (426).

HEROIC SUBTLE CYPHER, 24



FULL FURY

Level: 1d6

Effect: You gain +1 Might Edge, +1 Speed Edge, and +2 Armor for one minute. If the cypher level is 5 or higher, these bonuses increase to +2 Might Edge, +2 Speed Edge, and +3 Armor. Either way, your Speed defense rolls are Hindered for the same duration. You can end the effect early (no action required). (OG-DD)

HEROIC SUBTLE CYPHER, 25



FLAGRANT PROVOCATION

Level: 1d6

Effect: You mock or anger a creature, who then focuses its attention on you. For the next minute, the creature is hostile to you if it wasn't already, and attacks only you. Even a previously friendly creature will attack until you are debilitated, though they probably won't kill you. To observers, it may appear that they attacked you unprovoked (the GM can require an additional deception task for this effect). (OG-DD)

HEROIC SUBTLE CYPHER, 26



GOOD IMPRESSION

Level: 1d6

Effect: You primp, prepare, and collect yourself. For a number of hours equal to the cypher level, all positive social interactions and tasks to make a good first impression are eased. If the cypher level is 5 or higher, such tasks are eased two steps. (OG-DD)

HEROIC SUBTLE CYPHER, 27



HELL-BENT

Level: 1d6

Effect: You single-mindedly pursue a goal of your choice. For a number of hours equal to the cypher level, tasks that push you towards achieving that goal gain an asset, but all other tasks are hindered. If the cypher's level is 5 or higher, you such tasks gain two assets instead, and all other tasks are hindered by two steps. You can end this effect early at any time. (0G-00)

HEROIC SUBTLE CYPHER, 28



HONEYED WORDS

Level: 1d6

Effect: You gain incredible insight as to what an NPC you can observe wants or needs. For the next ten minutes, your deception and persuasion tasks made toward that target gain an asset. If the cypher level is 5 or higher, you gain two assets instead. (0G-00)

HEROIC SUBTLE CYPHER, 29



HOTWIRE

Level: 1d6 + 3

Effect: You gain access—or activate in an intentional manner—a vehicle, device, mechanism, or lock, whose level equal to or less than the cypher's. If the object is in a state of disrepair, you can temporarily restore functionality to such a device for a number of minutes equal to the cypher level. (0G-00)

Unless the GM says otherwise, a hotwire cypher can't restore functionality to an expended cypher or depleted artifact.

HEROIC SUBTLE CYPHER, 30



IMPECCABLE TOSS

Level: 10

Effect: You throw an object, and it lands anywhere within long range you can see—exactly where you want it, how you want it, and following exactly whatever trajectory you choose, including any required ricochets, falls, or other changes along the way. If a creature is willing to catch the thrown object, you can designate them instead (without requiring a roll). (0G-00)

A PC might use an improvised construction cypher to make a primitive battery to power a radio out of a coconut, or a hanglider out of palm leaves.

HEROIC SUBTLE CYPHER, 31



INESCAPABLE SIGHT

Level: 1d6 + 4

Effect: For one hour per cypher level, you ignore any penalties to sight due to darkness, obscuring fog, deep water, or anything else which would obstruct your vision. You even can see fine details (up to a difficulty equal to the cypher level) within short range. (0G-00)

HEROIC SUBTLE CYPHER, 32



INSPIRIT ALLY

Level: 1d6

Effect: Choose an ally who can see or hear you. You cheer, encourage, inspire, or approvingly acknowledge them in your own unique way. One task they attempt before the start of your next turn is eased by two steps. (0G-00)

HEROIC SUBTLE CYPHER, 33



INTUITIVE INSIGHT

Level: 1d6

Effect: You notice, learn, or discover something about your current situation or location. The GM provides you with relevant, useful, and reliable information. You can ask the GM to determine the information on their own, or you can ask the GM one question relevant to your immediate situation, which they must answer truthfully with a simple, non-cryptic response. (0G-00)

Providing useful, reliable truth can be hard. It's okay if the GM takes a minute to formulate a response the use of an Intuitive insight cypher.

HEROIC SUBTLE CYPHER, 34



INTERROGATE

Level: 1d6 + 1

Effect: You question an NPC who can hear you whose level doesn't exceed the cypher's. The NPC answers three questions you ask them truthfully, and to the best of their ability. If the NPC is hostile, they answer only one question before resuming their hostilities. (0G-00)

HEROIC SUBTLE CYPHER, 35



IRON GUT

Level: 1d6

Effect: You can eat or drink anything that isn't obviously poisonous, provided you can either chew it or swallow it outright, and do not suffer any ill effects for doing so. (0G-00)

If the item you swallow when you use an Iron gut cypher ultimately vproves indigestible, you can retrieve at the end of your next ten-hour recovery roll if you wish. Just... wash your hands afterwards, please.

HEROIC SUBTLE CYPHER, 36



LIE DETECTOR

Level: 1d6 + 2

Effect: For one hour, you can tell when a creature knowingly lies to you, provided that creature's level is less than the cypher level. You cannot detect lies by omission or unintended lies due to a creature's lack of knowledge, nor do you gain any special insight as to what others might be concealing. (0G-00)

HEROIC SUBTLE CYPHER, 37



MAKESHIFT CONSTRUCTION

Level: 1d6

Effect: You quickly craft or repair an object whose level doesn't exceed the cypher's, provided you have access to at least primitive tools and materials to construct it. The process takes no more than 1 hour per crafting level. The object is of servicable, but questionable quality. When performing tasks with it, the GM intrusion range increase by 1, and continues to increase regular intervals determined by the GM. (0G-00)

A PC might use a Makeshift construction cypher to make a primitive battery to power a radio out of a coconut, or a hanglider out of palm leaves.

HEROIC SUBTLE CYPHER, 38



MARK FOR DEATH

Level: 1d6

Effect: You mark a creature that you can see for death. Each time that creature takes damage while you are within long range of it, it takes 1 additional point of damage. If the cypher level is level 3 or higher, the target takes 2 additional points of damage instead. If the cypher level is 5 or higher, the target takes 3 additional points of damage instead. This effect is permanent. (0G-00)

HEROIC SUBTLE CYPHER, 39



MENTAL FOCUS

Level: 1d6

Effect: For one day, you gain an asset to Intellect defense rolls. If the level of the Cypher level is 5 or higher, you are immune to fear effects or anything which would control your actions. You can activate this cypher even when under a fear or mind control effect, ending that effect on you. (0G-00)

HEROIC SUBTLE CYPHER, 40



MENTAL FORTRESS

Level: 1d6 + 4

Effect: For one hour, you gain +1 to your Intellect Edge, and you gain +2 Armor against mental attacks. (0G-00)

HEROIC SUBTLE CYPHER, 41



MOMENT OF TRUTH

Level: 1d6

Effect: You can activate this cypher as part of You can activate this cypher as part of any task (no action required). You cannot spend Effort to ease the task, only to increase damage or for other effects appropriate to the task. If the die's result is 1-10, it becomes a 1. If the die's result is 11-20, it becomes a 20. The result is final and cannot be rerolled for any reason short of a GM intrusion. (0G-00)

HEROIC SUBTLE CYPHER, 42



MOMENTUM

Level: 1d6

Effect: For a number of hours equal to the cypher level, when you spend Effort on a movement task such as running, climbing, or swimming, you apply the same amount as free levels of Effort on a task you perform on your next turn. (0G-00)

HEROIC SUBTLE CYPHER, 43



MONKEYWRENCH

Level: 1d6 + 3

Effect: You disturb a piece of advanced technology, magical spell, or supernatural effect, which malfunctions. If the cypher level exceeds that of the target, it ceases to function harmlessly. If the object or effect's level is higher than the cypher's, it behaves in unpredictable ways, resulting in a free GM intrusion. (0G-00)

HEROIC SUBTLE CYPHER, 44



MULTITASK

Level: 1d6

Effect: For ten minutes, you can act as if you have a free hand even if you don't, and you can take an additional non-combat action on your turn—for example, hacking a computer while participating in a gunfight. (0G-00)

HEROIC SUBTLE CYPHER, 45



NONDESCRIPT

Level: 1d6 + 2

Effect: When you activate this cypher, you aren't quite invisible, but you are unremarkable and able to keep a low profile. You can be seen and heard, but NPCs whose level doesn't exceed the cypher's pay you no mind and deem you unimportant. The effect lasts for ten minutes, or until you attack or use a special ability, or take a noticeable action. (0G-00)

HEROIC SUBTLE CYPHER, 46



OLDEST TRICK IN THE BOOK

Level: 1d6 + 2

Effect: You misdirect a creature that understands your words or gestures, and whose level doesn't exceed the cypher level. The next attack made against them is eased by two steps. If no attack is made against the creature, it take no action on their next turn. The effect lasts until the end of your next turn. (0G-00)

HEROIC SUBTLE CYPHER, 47



ONE-LINER

Level: 1d6

Effect: Immediately after you take down a foe or succeed at a non-combat task, you make a witty quip that grants each ally that can hear you an asset on their next task. If the cypher is level 5 or higher, you grant two assets to their next task instead. (0G-00)

HEROIC SUBTLE CYPHER, 48



OVERLOAD

Level: 1d6

Effect: You can activate this cypher at the start of a turn (no action required). For a number of rounds equal to the cypher level, you gain a bonus to your Might, Speed, or Intellect Edge (your choice) equal to the cypher level, but that stat Pool's maximum is reduced by the same amount. The reduction remains until you finish a 10-hour recovery roll. (0G-00)

HEROIC SUBTLE CYPHER, 50



OPEN SESAME

Level: 1d6 + 2

Effect: You gain access to a secure door, portal, vault, or data system whose level doesn't exceed the cypher's, provided you have an appropriate available physical access point, such as a keyhole or access terminal. (0G-00)

HEROIC SUBTLE CYPHER, 49



OVERSTIMULATED

Level: 1d10

Effect: Eases the user's next action taken by three steps. If the cypher level is 6 or higher, the benefit extends to the user's next two actions. If the cypher level is 10, the benefit applies to the user's next three actions. (0G-00)

HEROIC SUBTLE CYPHER, 51



PART OF THE PLAN

Level: 1d6 + 4

Effect: You can activate this cypher in response to an action undertaken by an NPC or the events of a GM intrusion—including one you triggered by rolling a 1 on a d20. You declare that this has been your plan all along, and your next two tasks are eased by two steps. (0G-00)

HEROIC SUBTLE CYPHER, 52



PLOT ARMOR

Level: 1d6

Effect: For one minute per cypher level, you gain +3 Armor (including against ambient damage and mental attacks that usually ignore Armor), you can't die or drop on the damage track, and your Speed Pool can't be reduced lower than 1. (0G-00)

HEROIC SUBTLE CYPHER, 53



PRECISION STRIKES

Level: 1d10

Effect: You attack with increased precision and accuracy. For the next minutes, your Speed-based attacks inflict 1 additional damage. If this cypher level is 7 or higher, your Speed-based attacks deal inflict 2 additional damage instead. If the cypher level is 10, your Speed-based attacks deal inflict 3 additional damage instead. (0G-00)

HEROIC SUBTLE CYPHER, 54



PREMONITION

Level: 1d6

Effect: When you use this cypher, describe a course of action your character might take. The GM will give you a truthful prediction, based on the likely results of that action: good, bad, good and bad, or neutral. If the cypher level is 5 or higher, the GM reveals one piece of specific relevant information about the outcome. (0G-00)

HEROIC SUBTLE CYPHER, 55



RALLYING CRY

Level: 1d6 + 1

Effect: You cheer on your allies who can hear you with a short speech or anecdote that bolsters their morale. Each friendly creature other than you in the area who can understand you regains Intellect points equal to the cypher level. (0G-00)

HEROIC SUBTLE CYPHER, 56



RAY OF HOPE

Level: 1d6 + 2

Effect: You can activate this cypher when you or an ally rolls a 20 on a task (no action required). When you do, designate yourself or the ally who rolled the 20 as the recipient. The recipient can restore a number of points to their Pools equal to the cypher's level, dividing among their Pools however they wish. (0G-00)

HEROIC SUBTLE CYPHER, 57



REACH BEYOND

Level: 1d6

Effect: For ten minutes per cypher level, you can use one ability of your choice available to your Type or Focus at your current tier or one higher. The first time you use the ability, the task is eased by two steps. (0G-00)

HEROIC SUBTLE CYPHER, 58



REBUILD

Level: 1d6 + 2

Effect: A broken installation, object, or vehicle you can touch is repaired to full functionality. The process takes up to an hour (determined by the GM). If this cypher is used on a creature, such as an automaton or a cyborg, it instead restores a number of Might points equal to the cypher level. (0G-00)

HEROIC SUBTLE CYPHER, 59



RECALL KNOWLEDGE

Level: 1d6

Effect: You recall time spent studying or in a similar high-focus activity. For 1 hour, any tasks requiring intense thought, focus, or dedication are eased. If the cypher level is 3 or 3, or higher, ease all such tasks by two steps. If the cypher level is 5 or higher, ease all such tasks by three steps. (0G-00)

HEROIC SUBTLE CYPHER, 60



RECOVERY

Level: 1d6

Effect: You make a free recovery roll, and gain +3 Armor until the start of your next turn. (0G-00)

HEROIC SUBTLE CYPHER, 61



REVITALIZE

Level: 1d6 + 2

Effect: You restore points to your a Pool equal to the cypher level. Roll a d10 to determine the Pool: (0G-00)

1-3: Might; 4-6: Speed; 7-9: Intellect; 10: All pools

HEROIC SUBTLE CYPHER, 62-65



REVITALIZE

Level: 1d6 + 2

Effect: You restore points to your a Pool equal to the cypher level. Roll a d10 to determine the Pool: (0G-00)

1-3: Might; 4-6: Speed; 7-9: Intellect; 10: All pools

HEROIC SUBTLE CYPHER, 62-65



REVITALIZE

Level: 1d6 + 2

Effect: You restore points to your a Pool equal to the cypher level. Roll a d10 to determine the Pool: (OG-DD)

1-3: Might; **4-6:** Speed; **7-9:** Intellect; **10:** All pools

HEROIC SUBTLE CYPHER, 62-65



REVITALIZE

Level: 1d6 + 2

Effect: You restore points to your a Pool equal to the cypher level. Roll a d10 to determine the Pool: (OG-DD)

1-3: Might; **4-6:** Speed; **7-9:** Intellect; **10:** All pools

HEROIC SUBTLE CYPHER, 62-65



RICOCHET

Level: 1d6 + 2

Effect: You can activate this cypher when you miss with a ranged attack using a physical projectile. The projectile ricochets off nearby walls or objects, striking the original target. This attack automatically hits, and inflicts additional damage equal to the cypher level. (OG-DD)

HEROIC SUBTLE CYPHER, 66



RUMOUR MILL

Level: 1d6 + 1

Effect: You say something—true or not—about a particular person or group. Creatures who hear and understand your words and whose level does not exceed the cypher's believe the statement until it is otherwise proven untrue. (OG-DD)

HEROIC SUBTLE CYPHER, 67



SAPPING STRIKE

Level: 1d6 + 1

Effect: You can activate this cypher as part of an attack with a weapon. On a hit, the target suffers a severe wound instead of taking damage normally. For a number of rounds equal to the cypher level, the target takes 2 points of ambient damage at the start of each of its turns, and all attacks against it are eased. A creature whose level exceeds the cypher level can use its action to end the effect early. (OG-DD)

HEROIC SUBTLE CYPHER, 68



SAVAGE STRIKES

Level: 1d10

Effect: You can activate this cypher as part of making an attack. For the next ten minutes, your melee attacks inflict an additional +1 damage. If this cypher level is 7 or higher, your attacks inflicts an additional +2 damage instead. If this cypher level is 10, your attacks inflicts an additional +3 damage instead. (OG-DD)

Read the full cypher details in the OG-DD.

HEROIC SUBTLE CYPHER, 69



SERENDIPITY

Level: 1d6

Effect: You reveal a single, but useful mundane item no larger than 2 feet (61 cm), such as a knife or a bundle of rope. The item cannot be unique (such as a one of a kind key, or specific person's diary). (OG-DD)

The serendipity cypher mimics the effects of the I Have That! optional rule.

HEROIC SUBTLE CYPHER, 70



SEVERING STRIKE

Level: 1d6 + 2

Effect: When you a hit a creature or object no more than twice your size with a weapon, you can immediately activate this cypher to sever a limb from the target if it is a creature, or slice it in two if it is an object. The target's level must be lower than the cypher level. (OG-DD)

HEROIC SUBTLE CYPHER, 71



SHOWSTOPPER

Level: 1d6 + 1

Effect: You gain the enraptured attention of creatures and NPCs whose level doesn't exceed the cypher's. You can attempt an Intellect-based task to enrapture any others, which the cypher eases by two steps. Enraptured creatures' perception tasks are hindered two steps. To maintain the effect, you must use your action to speak, sing, dance, or otherwise hold the creatures' attention. So long as you do nothing else and the enraptured creatures are not aware of any attacks made against their number, they pay attention to you and delay any other actions for up to an hour.. (OG-DD)

HEROIC SUBTLE CYPHER, 72



SINISTER GIFT

Level: 1d6 + 2

Effect: When you activate this cypher and offer a single item as a gift to an NPC whose level doesn't exceed the cypher's. So long as the gift doesn't appear immediately harmful, the NPC accepts it without suspicion, even if they are otherwise hostile to you, without requiring a roll. You also gain an asset on persuasion tasks directly related to the gift. (0G-00)

Examples of sinister gifts include a bottle of poisoned wine, a teddy bear with an implanted tracking device, or a weapon rigged to detonate when fired.

HEROIC SUBTLE CYPHER, 73



STAGGERING STRIKE

Level: 1d6

Effect: You can activate this cypher as part of an attack. If it hits, you push the target up to a short distance away from you. If the pushed creature collides with an object structure, it takes 2 additional points of damage, ignoring Armor. If it collides with a fragile or otherwise destructible object its own level or lower, the additional damage increases to 4 points, and the object is destroyed. (0G-00)

HEROIC SUBTLE CYPHER, 74



STAKEOUT

Level: 1d6

Effect: You quickly scan over a creature or container within short range. You learn all objects held and carried by the creature, or all contents of the container, without requiring a roll. (0G-00)

HEROIC SUBTLE CYPHER, 75



STALWART

Level: 1d6

Effect: For one day, if you have taken damage since your last turn, you gain an asset to a task you perform on your current turn. (0G-00)

HEROIC SUBTLE CYPHER, 76



STEEL YOURSELF

Level: 1d6

Effect: You can activate this cypher as part of making an attack with a weapon or activating an ability that inflicts damage, before making your attack roll. If the attack is successful, and inflicts at least 1 point of damage to the target, you restore points to your Intellect Pool equal to the cypher level. (0G-00)

HEROIC SUBTLE CYPHER, 77



STRIKE FIRST

Level: 10

Effect: You can expend this cypher as part of an initiative. You act first in the encounter, regardless of opponents' levels or allies' rolls, and on your first turn, you can take one additional action. (0G-00)

HEROIC SUBTLE CYPHER, 78



SWIRLING STRIKES

Level: 1d6

Effect: Once on your turn when you take down a foe with a melee weapon or unarmed strike, you can immediately make another attack against a new foe within your reach. If the cypher level is 5 or higher, you can need only hit a creature to make this additional attack. The cypher's effects persist for 10 minutes. (0G-00)

HEROIC SUBTLE CYPHER, 79



TAUNTING WORDS

Level: 1d6 + 2

Effect: You call out a particularly cutting insult to a creature. The creature must be able to understand at least one language, but not necessarily the one you are speaking. The creature takes Intellect damage equal to the cypher level (which can't reduce a creature to 0 health), and its attacks against anyone other than you are hindered until it hits you with an attack. (0G-00)

HEROIC SUBTLE CYPHER, 80



TEAMWORK

Level: 1d6

Effect: You can activate this cypher as part of helping an ally with a task. In addition to the normal benefits of helping, your ally can reroll the die once, taking the higher result. (0G-00)

HEROIC SUBTLE CYPHER, 81



TEMPORARY COMBAT EXPERTISE

Level: 1d6

Effect: For one day, you become trained in your choice of the following tasks:

- Attacks with one weapon type of your choice, choosing from light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged
 - One special ability which inflicts damage
 - One type of defense task, choosing from Might, Speed, or Intellect
- If the cypher level is 5 or higher, you can choose two such tasks, or one task to become specialized in. (OG-DD)

Read the full cypher details in the OG-DD.

HEROIC SUBTLE CYPHER, 82



TEMPORARY EXPERTISE

Level: 1d6

Effect: You choose any skill other than attacks or defense. For one day, you are trained in that task. If this cypher level is 5 or higher, you can either choose two skills to become trained in, or one skill to become specialized in. (OG-DD)

01–10: Table

Read the full cypher details in the OG-DD.

HEROIC SUBTLE CYPHER, 83



TENACIOUS DEFENSE

Level: 1d10

Effect: Your grit, determination, and tenacity favor you, causing you to take less harm. You gain +1 Armor for one hour. If the cypher level is 7 or higher, you gain +2 Armor instead. If the cypher level is 10, you gain +3 Armor instead. (OG-DD)

01–10: Table

Read the full cypher details in the OG-DD.

HEROIC SUBTLE CYPHER, 84



THIEVING STRIKE

Level: 1d6 + 1

Effect: You reach out and strike a foe with an unarmed attack using a free hand. If this attack is successful, you can inflict damage equal to the cypher level instead of your normal unarmed attack's damage. In addition, if the attack is successful, you can steal one item of your choice that is worn, held, or carried by the target. (OG-DD)

HEROIC SUBTLE CYPHER, 85



TIRELESS

Level: 1d6

Effect: For 1 hour, you gain +2 to your Speed Edge, and +2 Armor against Speed damage. (OG-DD)

HEROIC SUBTLE CYPHER, 86



TOMFOOLERY

Level: 1d6

Effect: You can activate this cypher as part of a Speed defense task, gaining two assets on the task and any similar tasks for the next minute, or until you attack another creature. Any time you succeed a speed defense roll, you cause the attack to target a different creature within immediate range of you. (OG-DD)

HEROIC SUBTLE CYPHER, 87



TREACHEROUS GAMBIT

Level: 1d6

Effect: You can expend this cypher before you roll for any non-combat task, causing a Major Effect on a success, or a GM intrusion on a failure. (OG-DD)

HEROIC SUBTLE CYPHER, 88



TREASURE HUNTER

Level: 1d6 + 3

Effect: You immediately find any hidden objects, doorways, or traps within a short range whose level doesn't exceed the cypher's. (OG-DD)

Read the full cypher details in the OG-DD.

HEROIC SUBTLE CYPHER, 89



TRIPLE JUMP

Level: 1d6

Effect: You can activate this cypher as a part of any jumping task. The task is eased by three steps. (OG-DD)

HEROIC SUBTLE CYPHER, 90



TRIUMPH

Level: 1d6

Effect: You can activate this cypher before you roll for a task (no action required). The outcome on the die becomes a 19. If the cypher level is 5 or higher, the outcome on the die becomes a 20. (0G-00)

HEROIC SUBTLE CYPHER, 91



TRUST YOUR GUT

Level: 1d6

Effect: You state a specific goal, you ask the GM to provides a hint towards the right direction to accomplish that task. If the cypher level is 5 or higher, the GM instead provides you with a specific location or course of action. (0G-00)

HEROIC SUBTLE CYPHER, 92



ULTIMATE ENDURANCE

Level: 1d6

Effect: For the next minute, you ignore any effect which would reduce your effectiveness, such as poison, exhaustion, or mental control. You also ignore any negative penalties due to the Damage Track. If you would die, your fate is sealed, but your death is delayed until the cypher's effects ends. (0G-00)

HEROIC SUBTLE CYPHER, 93



ULTRA-INSTINCT

Level: 1d6 + 2

Effect: For ten minutes, you are specialized in parkour, jumping, and acrobatics, and your unarmed attacks can't inflict less damage than the cypher level. (0G-00)

HEROIC SUBTLE CYPHER, 94



UNEASY TRUCE

Level: 1d6

Effect: You can use this cypher during a conversation with an NPC, provided neither of you are in combat. For the duration of the negotiation, the NPC does not lie outright, and will keep up their end of any agreements made to the best of their ability, so long as you and your allies do the same. If the cypher level is 5 or higher, the effects extend to any number of negotiating NPCs. (0G-00)

HEROIC SUBTLE CYPHER, 95



UNEXPECTED POWER

Level: 1d6 + 4

Effect: You can use this cypher when you activate or initiate an ability. When you do, you can modify the ability on the fly at a difficulty equal to the cypher level without requiring a roll. (0G-00)

Cypher System Rulebook contains optional rules for Modifying Abilities on the Fly (419). Power Stunts also provide a useful framework for modifying abilities and setting difficulties for doing so.

HEROIC SUBTLE CYPHER, 96



UNSTOPPABLE

Level: 1d6

Effect: For one hour, you gain +1 to your Might Edge and +2 Armor. (0G-00)

HEROIC SUBTLE CYPHER, 97



VIGILANCE

Level: 1d6

Effect: For one day, you gain an asset to initiative and perception tasks. (0G-00)

HEROIC SUBTLE CYPHER, 98



WEAK POINT

Level: 1d6

Effect: When you activate this cypher, you can target a specific part of a creature's body or an object. You immediately attack the target using a weapon, gaining two assets to the attack roll. If the attack hits, the GM determines the effects of your attack, which are equivalent to a Minor Effect. (0G-00)

HEROIC SUBTLE CYPHER, 99



WING CLIP

Level: 1d6 + 1

Effect: You can activate this cypher a part of attacking a flying creature within long range. If the attack hits, the target falls to the ground, and cannot fly again for a number of rounds equal to the cypher level. (0G-00)

HEROIC SUBTLE CYPHER, 00



CONVENIENT ASSISTANCE

Level: 1d6

Effect: A friendly NPC comes to your aid with information, an item, or the expertise that you need to solve a problem. They can come to help you even in an improbable way or situation. Optionally, you can specify an NPC of your choice. Otherwise, the GM dictates an amount of time that must pass before the assistance arrives, up to one day. (0G-00)

INCIDENTAL SUBTLE CYPHER, 01-03



CONVENIENT BACKFIRE

Level: 1d6 + 2

Effect: You find and exploit an explosive weakness in a creature or vehicle's equipment, usually something volatile or high tech, for example, a flamethrower, jetpack, or exposed power nacelle. If your attack succeeds, the equipment explodes, inflicting damage equal to the cypher level to the target and all creatures within immediate range (ignoring Armor). (0G-00)

INCIDENTAL SUBTLE CYPHER, 04-06



CONVENIENT BARRICADE

Level: 1d6 + 4

Effect: You create or find a barrier—for example, a thick closed door, a force field, a convenient wall collapse, or even something intangible, like a psychological block—between you and a source of danger. For a number of rounds equal to the cypher level, nothing can bypass the barrier in either direction. You cannot end this effect early. (0G-00)

INCIDENTAL SUBTLE CYPHER, 07-09



CONVENIENT COMPANION

Level: 1d6

Effect: You befriend a local creature or NPC. The GM determines the nature of the creature or NPC, which should be appropriate for the environment. This creature acts as a level 2 follower. If the cypher level is 5 or higher, the creature is instead a level 3 follower. The creature follows your orders to the best of its ability. After a day, it must part ways with you. (0G-00)

A convenient companion cypher calls for a fully autonomous NPC, not a follower. If the GM allows, you can spend 3 XP before the end of this time period to make the companion permanent.

INCIDENTAL SUBTLE CYPHER, 10-12



CONVENIENT CACOPHONY

Level: 1d6

Effect: For ten minutes per cypher level, an area with a short range radius you can see becomes loud due to an external event, for example, grinding machinery, heavy traffic, or howling wolves. Any stealth tasks or attempts to act without drawing attention are eased by two steps, and any speech below a yell cannot be overheard. (0G-00)

INCIDENTAL SUBTLE CYPHER, 13-14



CONVENIENT COVER

Level: 1d6

Effect: You find a source of excellent cover and leap behind it, even if there wasn't any clear sources of cover in your current area. Staying behind the cover eases defense tasks against ranged attacks by two steps, so long as you don't move from your position. The cover can protect a number of human-sized creatures equal to the cypher level. (0G-00)

INCIDENTAL SUBTLE CYPHER, 15-18



CONVENIENT DISGUISE

Level: 1d6

Effect: You quickly find a way to disguise yourself as someone else, over the course of one minute. You can't impersonate a specific individual, but you can pass yourself off as a member of a group or as a different sort of creature than you are. While disguised, you gain two assets towards any deception tasks you make to pass yourself off as something appropriate to the disguise, which lasts for one day. (0G-00)

INCIDENTAL SUBTLE CYPHER, 19-21



CONVENIENT GEAR

Level: 1d6

Effect: You find or reveal a specialized outfit—for example, a set of scuba gear, a hazmat suit, a space suit, a set of metal armor—and immediately suit up. If the cypher level is 5 or higher, duplicate suits are also provided for your allies. (0G-00)

INCIDENTAL SUBTLE CYPHER, 22-24



CONVENIENT HAZARD

Level: 1d6 + 4

Effect: A creature with the motive "hungers for flesh" enters into the current scene from another area. This creature is at least one level above the strongest creature in the current scene or the cypher level (whichever is higher). The new creature attacks a single creature you designate. While the creature is not immediately hostile to you or your party, it may turn its attention toward you in time. (0G-00)

INCIDENTAL SUBTLE CYPHER, 25-32



CONVENIENT HAZARD

Level: 1d6 + 4

Effect: A creature with the motive "hungers for flesh" enters into the current scene from another area. This creature is at least one level above the strongest creature in the current scene or the cypher level (whichever is higher). The new creature attacks a single creature you designate. While the creature is not immediately hostile to you or your party, it may turn its attention toward you in time. (0G-00)

INCIDENTAL SUBTLE CYPHER, 25-32



CONVENIENT INTERLOPER

Level: 1d6 + 4

Effect: A creature with the motive "hungers for flesh" enters into the current scene from another area. This creature is at least one level above the strongest creature in the current scene or the cypher level (whichever is higher). The new creature attacks a single creature you designate. While the creature is not immediately hostile to you or your party, it may turn its attention toward you in time. (0G-00)

INCIDENTAL SUBTLE CYPHER, 33-35



CONVENIENT LANDING

Level: 1d6

Effect: You can activate this cypher when falling (no action required). You avoid any damage inflicted from the fall, and gain an asset to your next task. If the cypher level is 5 or higher, you can affect any number of creatures within immediate range when you use it. (0G-00)

INCIDENTAL SUBTLE CYPHER, 36-38



CONVENIENT MACGUFFIN

Level: 1d6 + 4

Effect: This is a strange single, helpful item of the GM's choice. It might not be immediately helpful, but should be useful to solve a future problem you encounter. (0G-00)

INCIDENTAL SUBTLE CYPHER, 39-40



CONVENIENT MISTAKE

Level: 1d6 + 2

Effect: An enemy creature of your choice whose level doesn't exceed the cypher's takes an action which inadvertently helps you or your allies. The details are up to the GM. (0G-00)

INCIDENTAL SUBTLE CYPHER, 41-43



CONVENIENT PASSAGE

Level: 1d6

Effect: You find or reveal a hidden door, underground tunnel, or similar passage into another room or area. Choose a reasonable, if improbable, destination to connect to your current location. You do not need to have previously visited the destination. At most, the secret passage can take you to a location 1 mile (1.5 km) away. (0G-00)

INCIDENTAL SUBTLE CYPHER, 44-46



CONVENIENT RESEARCH

Level: 1d6

Effect: You find or produce a book, scroll, or other record about one topic of your choice. The book provides an asset to any roll made concerning the subject of the book as long as the character has the book in their possession, can read it, and can devote ten minutes to the task (or twice as long as normal, whichever is greater). (0G-00)

The book a convenient research cypher creates is permanent, and it doesn't count against your cypher limit.

INCIDENTAL SUBTLE CYPHER, 47-49



CONVENIENT SHELTER

Level: 1d6 + 4

Effect: You find a safe cranny, nook, or hidden area which can hide you and your allies for up to one hour. Creatures whose level does not exceed the cypher cannot find you for the duration. (0G-00)

INCIDENTAL SUBTLE CYPHER, 52-54



CONVENIENT SURVEILLANCE

Level: 1d6

Effect: Within the next hour, you uncover evidence of relevant events occurring nearby, for example, through a surveillance system, records, or a eye witness informant. You learn either what is going on in a nearby area, or you learn something that happened in a designated time in the past in your current area. (0G-00)

INCIDENTAL SUBTLE CYPHER, 55-57



CONVENIENT SURVIVAL

Level: 10

Effect: You or creature you witnessed the death of within the last 10 minutes is revealed to have miraculously survived. An NPC is restored to 1 Health, and a PC is restored to 1 Speed Pool point. (0G-00)

Unlike most cyphers, convenient survival can be activated by a PC from beyond the grave. Depending on the setting, the GM might provide a near- or actual-death experience for the character that is the target of the cypher's effects.

INCIDENTAL SUBTLE CYPHER, 56-57



CONVENIENT SUSTENANCE

Level: 1d6 + 4

Effect: You find out a non-sapient creature you killed or local flora is edible, and salvage enough meat or other provisions to eat, provided you take 10 minutes to prepare it. Eating it restores Might points equal to the cypher level. (0G-00)

INCIDENTAL SUBTLE CYPHER, 58-60



CONVENIENT TOOLS

Level: 1d6

Effect: You produce or discover a set of mundane tools which are perfect for the task at hand. You can complete a building, crafting, or repairing task of your choice, and the tools provide an asset to the task. If the cypher level is 5 or higher, the tools grant you two assets instead. (0G-00)

INCIDENTAL SUBTLE CYPHER, 61-63



CONVENIENT WEAPON

Level: 1d6 + 4

Effect: You find or otherwise produce an improbable, exotic weapon. You are practiced in its use, and it inflicts damage equal to the cypher level. The GM selects the exact form for the weapon. After it is used for three attacks, the weapon shatters dramatically, melts, explodes, or otherwise enters a state of permanent disrepair. (0G-00)

INCIDENTAL SUBTLE CYPHER, 64-66



SUDDEN CHASM

Level: 1d6 + 1

Effect: Choose a creature or object you can see. A chasm up to 1 mile across opens between you. Jumping across the chasm is a task with a difficulty equal to the cypher level. (0G-00)

INCIDENTAL SUBTLE CYPHER, 67-68



SUDDEN COLLAPSE

Level: 1d6 + 1

Effect: Rocks, debris, a shattered ceiling, or a similar effect crushes an area within immediate radius of a point you can see within long range. All creatures within the area take damage equal to the cyphers level. The area becomes difficult terrain, hindering all movement based tasks (including normal movement) by two steps. (0G-00)

INCIDENTAL SUBTLE CYPHER, 69-70



SUDDEN DEPARTURE

Level: 1d6 + 4

Effect: A creature or number of creatures whose total combined levels don't exceed the cypher's suddenly realize they have other matters to attend to. A creature remembers something it needs to do, or a distraction draws its attention away. It immediately leaves the scene in the most expeditious route possible. If attacked while fleeing, this effect ends for all fleeing creatures. (0G-00)

INCIDENTAL SUBTLE CYPHER, 71-73



SUDDEN ENTRAPMENT

Level: 1d6 + 2

Effect: You reveal that you set up a trap when no one was looking—and it activates, targeting a single enemy. The trap can be improbable, but should be appropriate for the environment. The trap can either inflict damage equal to the cypher level, or immobilize the target for up to ten minutes. A creature whose level exceeds the cypher level can use it's action to break free. (0G-00)

INCIDENTAL SUBTLE CYPHER, 74-76



SUDDEN GUST

Level: 1d6 + 4

Effect: A strong, sudden gust of wind buffets everything within very long range of you, blowing around loose, unattended objects and extinguishing unprotected flames. Perception tasks related to hearing are hindered two steps due to the noise. This wind lasts a number of rounds equal to the cypher level. (OG-DD)

INCIDENTAL SUBTLE CYPHER, 77-79



SUDDEN IMPACT

Level: 1d6 + 4

Effect: A heavy creature or object up to 30 feet (9 m) in length slams into a point you designate within long range. The GM chooses the exact form of the source and results of the impact, which must be appropriate to the environment, but can be improbable—for example, a city bus, escaped rhinoceros, or falling meteorite. Any creatures struck by the impact take damage equal to the cypher level, and any objects or structures are likely destroyed or heavily damaged. (OG-DD)

Read the full cypher details in the OG-DD.

INCIDENTAL SUBTLE CYPHER, 80-82



SUDDEN INFERNO

Level: 1d6 + 3

Effect: A raging fire starts, which quickly spreads to cover an area up to a long range away over the course of one round, no matter how unlikely or how few apparently flammable items were in the area. Any creature that ends a turn within the flames takes ambient damage equal to the cypher level. The fire burns out after ten minutes. (OG-DD)

INCIDENTAL SUBTLE CYPHER, 81-83



SUDDEN LETHARGY

Level: 1d6 + 4

Effect: A creature you can see within long range becomes lethargic for one minute. The creature's can move or take an action, but not both. If the creature is higher level than the cypher, it can use an action to regain its composure. (OG-DD)

INCIDENTAL SUBTLE CYPHER, 84-87



SUDDEN STORM

Level: 1d10

Effect: In 1 hour, the area within a one mile (1.5 km) radius per cypher level is affected by severe weather, for example rain, thunder, snow, hail, or sand. The storm should be appropriate for the climate and time of year, but can be improbable at the GM's discretion. The storm lasts for a number of hours equal to the cypher level. (OG-DD)

INCIDENTAL SUBTLE CYPHER, 88-90



SUDDEN SWITCHEROO

Level: 1d6 + 2

Effect: You swap places with one willing creature within 1 mile (1.5 km) of you. You must know where the target is, and the cypher cannot teleport through energy barriers of a higher level than the cypher's. (OG-DD)

INCIDENTAL SUBTLE CYPHER, 91-93



SUDDEN TREMOR

Level: 1d6

Effect: The area within long range rocks violently, due to an earthquake, rough wave, or large-scale collision. Each creature within very long range of you (including you) takes ambient damage equal to half the cypher level (rounded up), and must succeed on a Might defense task or fall prone. Fragile objects within the area (for example, pottery or windows) shatter. Difficult terrain becomes scattered throughout the area. (OG-DD)

INCIDENTAL SUBTLE CYPHER, 94-97



SUDDEN TRIBUTE

Level: 1d6

Effect: A friendly NPC grants you something within their means to give. The GM chooses the specific item. Roll a d20 to determine nature of the gift. (OG-DD)

01-40: Expensive item; **41-65:** Very expensive item; **66-85:** Cypher; **86-92:** Exorbitant item; **93-97:** Artifact; **99-00:** Priceless item;

Read the full cypher details in the OG-DD.

INCIDENTAL SUBTLE CYPHER, 97-00



ADAMANT SKIN

Level: 1d6 + 3

Effect: You and your equipment are covered in a durable, reflective metallic shell. For the next hour, you gain Armor equal to the cypher level, including against energy attacks, you can withstand extreme heat and cold, and you don't need to breathe. However, your Speed and Intellect tasks are hindered, you sink in most liquids, and you are unable to swim. (OG-DD)

SUPPLEMENTAL CYPHER, 01-03



ARMOR PIERCING AMMUNITION

Level: 1d6

Effect: When you attack with a ranged weapon that fires physical ammunition, they ignore the target's Armor. This benefit lasts for a number of attacks equal to the cypher level. (OG-DD)

In a fantasy setting, armor piercing ammo might be magical.

SUPPLEMENTAL CYPHER, 04-09



BLINDING CLOUD

Level: 1d6 + 4

Effect: An area within long range is blocked from vision. The effect lasts a number of rounds equal to the cypher level. (OG-DD)

1-2: Fog; **3-4:** Smoke; **5:** False flame; **6:** Blinding light

Read the full cypher details in the OG-DD.

SUPPLEMENTAL CYPHER, 10-12



CONTINGENCY

Level: 1d6

Effect: First, choose an ability that requires an Action to activate or initiate, or a cypher in your possession. Second, choose a condition. When your condition is met, your chosen ability or cypher activates immediately. This cypher continues to count against your cypher limit until the condition is met, and is consumed after activating. Alternatively, you can choose to end this effect early, but the cypher is lost. (OG-DD)

Read the full cypher details in the OG-DD.

SUPPLEMENTAL CYPHER, 13-21



CYPHER AMPLIFICATION

Level: 1d6

Effect: You can use this cypher to maximize the level of a manifest cypher in your possession or that of an ally (for example, a cypher with a level of 1d6 + 2 would become level 8). If this cypher's level is 5 or higher, you can maximize the level of two cyphers instead. (OG-DD)

SUPPLEMENTAL CYPHER, 22-24



CYPHER EXTENSION

Level: 1d6 + 4

Effect: You gain an artifact with effects identical to a manifest cypher in your possession. The target cypher's level must be a lower than this cypher's level, and it can't produce any permanent effects. The depletion chance of the created artifact is equal to the target cypher's level in 1d10 (for example, if you use this cypher to create a level 3 artifact, its depletion is 3 in 1d10). (OG-DD)

A cypher extension consumes the target cypher when used, and gaining the artifact it produces does not grant XP.

SUPPLEMENTAL CYPHER, 25-27



DIMENSIONAL FOLDING

Level: 1d6

Effect: For a number of minutes equal to the cypher's level, one of your three dimensions collapses into an extradimensional space. While transformed in this way, you gain an asset to stealth tasks and Speed and Intellect defense tasks, you can move through any available space as long as your remaining two dimensions can squeeze through it, and you take 1 additional damage from physical attacks. (OG-DD)

Read the full cypher details in the OG-DD.

SUPPLEMENTAL CYPHER, 28-33



DOOR BINDING

Level: 1d6

Effect: Connects a portal (for example, a window or doorway) no more than 10 feet (3 m) in any dimension to another portal for a number of hours equal to the cypher level. Choose the side of destination portal the exit leads to, and a passphrase to cause the two portals. When the passphrase is spoken, both portals open, allowing traversal between the two points for one round. After that, both portals shut, re-engaging any locking mechanisms that were in place before their opening. (OG-DD)

Read the full cypher details in the OG-DD.

SUPPLEMENTAL CYPHER, 34-36



EXTRADIMENSIONAL INVENTORY

Level: 1d6

Effect: For one day, a number of willing creatures equal to the cypher level can access any item in each other's inventory. This effect crosses any physical distance, but not across planes of existence, such as recursions, or realities. (OG-DD)

SUPPLEMENTAL CYPHER, 37-39



FIRST AID

Level: 1d6

Effect: You spend ten minutes patching up an ally's wounds, allowing them to make an immediate free recovery roll. For the next day, your healing tasks are eased two steps. (OG-DD)

SUPPLEMENTAL CYPHER, 40-45



FIRST AID

Level: 1d6

Effect: You spend ten minutes patching up an ally's wounds, allowing them to make an immediate free recovery roll. For the next day, your healing tasks are eased two steps. (OG-DD)

SUPPLEMENTAL CYPHER, 40–45



FLOATSTEP

Level: 1d6

Effect: For one hour, you ignore difficult terrain and uneven ground. Your steps are silent and you cannot set off pressure plates, tripwires, or similar traps. You gain an asset to all jumping tasks, and any falling damage you take is reduced by half. If the level of the Cypher is 5 or more, you cause the cypher to affect up to four other willing creatures within immediate range. (OG-DD)

SUPPLEMENTAL CYPHER, 46–48



FORTIFICATION

Level: 1d6

Effect: For one day, you are trained in Might defense, and each time you make a recovery roll, you can roll twice and select the higher result. If the cypher level is 5 or higher, you are immune to poison and disease, and if you are affected by a poison or disease when you activate the cypher, you are cured of its effects. (OG-DD)

SUPPLEMENTAL CYPHER, 49–51



HASTE

Level: 1d10

Effect: For the next minute, you can take an additional hasted action on each of your turns (including the turn you use this cypher). When you take this additional action, you can't apply Effort or Edge. If the cypher level is 8 or higher, you can apply either your Effort or Edge to the hasted action, but not both. If the cypher level is 10, you can apply both Effort and Edge to the hasted action. (OG-DD)

SUPPLEMENTAL CYPHER, 52–54



HEALING FACTOR

Level: 1d6 + 4

Effect: For a number of rounds equal to the cypher level, you restore 2 points to your Might Pool at the start of each of your turns, and you cannot drop on the damage track. When the effect ends, you drop on the damage track normally based on the status of your Pools. (OG-DD)

SUPPLEMENTAL CYPHER, 55–57



INSCRIPTION OF ENMITY

Level: 1d6 + 4

Effect: When you use this cypher, you designate—and customize—a melee weapon or piece of ammunition, as well as a creature you intend to kill with it. The first time you use the weapon or ammunition to attack that creature, the attack is eased by a number of steps equal to the cypher level, and on a hit, it inflicts additional damage equal to the cypher level. If you—or anyone else—uses the item to attack anything else, the effect ends. (OG-DD)

Once activated, an inscription of enmity cypher no longer counts against your cypher limit.

SUPPLEMENTAL CYPHER, 58–60



KERATIN ENHANCER

Level: 1d6 + 4

Effect: You cause your hair (or that of an ally) to grow or change into a coif of your liking, for example, you can instantly grow a beard or a fantastic puff of chest hair. Alternately, you can target an unwilling living creature within an immediate distance with the cypher's effects, causing wild growths in a tangled mess, blinding the creature, and reducing their movement speed by half. These effects last for 1 hour per cypher level. A creature can attempt a Might action with a difficulty against the cypher's level to end the effects early. (OG-DD)

Read the full cypher details in the OG-DD.

SUPPLEMENTAL CYPHER, 61–63



KINETIC THUNDERBALL

Level: 1d6 + 2

Effect: A sphere of energy appears in an immediate radius, enveloping willing creatures of your choice. The sphere lasts for 1 minute. Passengers in the sphere can use their action to roll it in a direction of their choosing. If the sphere collides with a creature or object, it inflicts damage equal to the cypher level. The sphere has health equal to 3 times the cypher level. The sphere and passengers are immune to falling damage, and any damage from physical collisions affect only the sphere's trajectory. If reduced to 0 health, the effects end early. (OG-DD)

Read the full cypher details in the OG-DD.

SUPPLEMENTAL CYPHER, 64–66



LEVERAGE

Level: 1d6 + 4

Effect: You can use this cypher as a part of any task to lift, shove, push, or drag an object. On that task, and for a number of rounds afterward equal to the cypher level, you succeed automatically on such task whose difficulty is equal to or lower than the cypher level. Any other such tasks are eased by two steps. (OG-DD)

Read the full cypher details in the OG-DD.

SUPPLEMENTAL CYPHER, 67–69



LOCKS OF LOVE

Level: 1d6

Effect: These braided or tied locks of hair are blessed by the bond of true love. You can burn the locks as a part of a one- or ten-hour recovery roll, consuming and destroying them. When the ritual is complete, the creature that donated their hair to create the braid knows it, and you are energized by your connection to them. For the next 24 hours, all your tasks are eased by one step. (OG-DD)

A creature can give their hair away to create a locks of love cypher only once in their lifetime.

SUPPLEMENTAL CYPHER, 70-72



PIXIE DUST

Level: 1d6 + 4

Effect: You can throw this bag of dust at target up to a short distance. On a hit, roll a d20 and consult the Pixie Dust Effects table. (OG-DD)

Read the full cypher details in the OG-DD.

SUPPLEMENTAL CYPHER, 77-81



POLLIWOG

Level: 1d6

Effect: Once ingested—and once every hour for the next 24 hours—the victim must roll a d10, and consult the Polliwog Poison Effects table. Before each roll, the victim returns to their original form. (OG-DD)

Read the full cypher details in the OG-DD.

SUPPLEMENTAL CYPHER, 82-84



QUICKDREAM

Level: 1d6 + 4

Effect: You fall asleep, choosing a creature you know. If the target is asleep, you enter their dreams, and you can wait inside the dream realm for them to fall asleep, or leave a message the target will receive when they do. In the dream, you can't damage physically, but you can make mental attacks. If the target tries to wake up on their own, you must succeed on an Intellect task to maintain the connection. The effects last for number of hours equal to the cypher level, but you can end the effect early using your action, immediately waking. (OG-DD)

Read the full cypher details in the OG-DD.

SUPPLEMENTAL CYPHER, 83-87



RAY EMITTER (PERSPECTIVE)

Level: 1d10

Effect: Allows the user to project a ray of strange energy up to very long range that causes a living target's consciousness to align with their own. For the duration, the creature experiences the world with the user's perspective, thinking about the world and their surroundings as the user does. The creature takes no actions that would directly harm or undermine the user, and the user gains two assets on pleasant social interactions with the target. The effects last for 1 minute per cypher level. (OG-DD)

Read the full cypher details in the OG-DD.

SUPPLEMENTAL CYPHER, 88-90



SECRET POCKET

Level: 1d6

Effect: When you use this cypher, designate number of objects equal to the cypher level in your possession. For one day, your chosen objects are treated as hidden and undetected while stowed, and can be retrieved by you, even in improbable moments, including when it isn't your turn. (OG-DD)

SUPPLEMENTAL CYPHER, 91-93



VERMIN SWARM

Level: 1d6 + 2

Effect: A swarm of rats, (or other similar vermin appropriate for the environment) burst forth from the ground or a wall at any point you choose within long range. The vermin are level 1 creatures, but will scratch and bite any creature within immediate range of them, inflicting damage equal to the cypher level each round and hindering all tasks in the area. After a number of rounds equal to the cypher level, the swarm will disperse, scattering in all directions. (OG-DD)

SUPPLEMENTAL CYPHER, 94-96



VOICE THIEF

Level: 1d6

Effect: You steal the voice of a creature within short range. For the next 24 hours, the creature cannot speak or make any sound from its mouth, and you can speak with a perfect facsimile of the creature's voice when you desire it. You can speak languages you know, or any language the creature you stole the voice from knows, although you have no special ability to understand any responses in languages you do not know yourself. (OG-DD)

SUPPLEMENTAL CYPHER, 97-99



WONDER CLOCK

Level: 10

Effect: Activating this cypher takes 10 minutes, at the end of which, you anchor your essence to the current coordinates of your timeline, creating a waypoint for your possible return. For a number of hours equal to ten times the cypher level, you can use an action to return to your waypoint. When you use the cypher, you can also set conditions that would trigger a return to your waypoint (for example, your death, the failure of a particular objective, or a spoken codeword). When you return, you retain all memories of your experiences. (OG-DD)

Read the full cypher details in the OG-DD.

SUPPLEMENTAL CYPHER, 00



Level:


Effect:

SUBTLE


MANIFEST

FANTASTIC


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Level:


Effect:

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