

The TRASCENDENT ORDER

The Ciphers



"Action without thought is the purest response.
Train body and mind to act in harmony, and the spirit becomes one with the
multiverse."



These guys say that for a body to become one with the multiverse, he's got to stop thinking and act. Action without thought is the purest form of thought. When a cutter can know what to do without even thinking about it, then he's become one with the multiverse.

It goes like this. Every berk's part of the multiverse, and nothing's apart from it. So it figures that every being knows the right action to take at just the right moment. Problem is, some folks start thinking and mess it all up. Thinking adds hesitation and doubt. It overrules instinct and separates a sod from the multiverse. By the time a poor sod's thought about something, the right action for the right moment is gone. So what's all this get a fellow, then? Once mind and body are in harmony, the spirit becomes in tune with the multiverse. A blood understands the purpose of multiverse and knows just where and how he should be.

BUILDING A CIPHER

Joining the Ciphers is very easy. A sod wishing to join simply goes up to a current members and says "I want to join your faction" or some other statement expressing one's intent to seek the harmony of body, mind, and multiverse. In order to achieve the balance with the multiverse that the faction espouses, all members of the Order must be at least partially neutral in alignment.

CIPHER TRAITS

Secondary Role: Defender

Power Source: Martial, Psionic

Granted Power: You can use your primary ability bonus instead of dexterity for initiative checks and you gain the *Action without Thought* power.

CIPHER POWERS

The following powers are available to any character who has chosen the cipher theme.

Action without Thought		Cipher Feature
<i>You take advantage of your foe acting without thought.</i>		
Encounter ♦ Psionic		
Minor action	Variable	
Requirement: your initiative is the highest except for other Ciphers at the start of the encounter. You must have at least 1 healing surge.		
Effect: You spend a healing surge but regain no hit points. You gain an action point that you must spend before the end of the turn.		

LEVEL 2 UTILITY EXPLOIT

No Hesitation		Cipher Utility 2
<i>Gaining a head start on the common berks allows you a significant advantage.</i>		
Daily ♦ Martial		
Free Action	Personal	
Effect: Use this power before rolling initiative. You gain a +5 power bonus to your initiative roll. You can take an extra move action during the first round of combat (or during the surprise round, if you are allowed to act during that round).		
Special: If your initiative check is higher than any other combatant by 5 or more you regain this power to the end of the encounter.		

LEVEL 3 ENCOUNTER EXPLOIT

Cipher Strike		Cipher Attack 3
<i>You take advantage of your foe acting without thought.</i>		
Encounter ♦ Martial		
Minor action	Personal	
Requirement: your initiative is the highest except for other Ciphers at the start of the encounter.		
Effect: Choose a primary target if the attack has multiple targets. If you hit the primary target with the next at-will or basic attack you make before the end of your turn, you gain an action point that you must spend before the end of the turn.		

LEVEL 5 DAILY DISCIPLINE

Strike without Thought		Cipher Attack 5
<i>Only those who act without thinking will achieve perfection.</i>		
Daily ♦ Psionic		
Standard action	Variable	
Effect: You may take an at will attack (critical 19-20). You also gain an action point that you must spend before the end of the turn.		
Level 15		
The critical range is 18-20		
Level 25		
The critical range is 17-20		

LEVEL 6 UTILITY DISCIPLINE

Cipher Resources		Cipher Utility 6
<i>In trance state you can find and summoning up forgotten reserves of strength.</i>		
Encounter ♦ Psionic		
No Action	Personal	
Requirement: your initiative is the highest except for other Ciphers at the start of the encounter.		
Trigger: You are required to roll a saving throw.		
Effect: You make the saving throw with a +5 power bonus.		

LEVEL 7 ENCOUNTER DISCIPLINE

Cadence Strike

Cipher Attack 7

Knowing the perfect action for a given moment can give terrific clarity in life-and-death situations, allowing one to strike in the precise location necessary to inflict grievous harm.

Encounter ♦ Psionic

Standard Action Ranged 5

Target: One creature

Effect: You gain a +2 power bonus to the attack roll of the next at will melee attack you make against the target before the end of your next turn. If that attack hits, it is automatically a critical hit.

Level 17

The range of this power improve to 10.

Level 27

You can use this power as move action

LEVEL 9 DAILY EXPLOIT

Strike without Time

Cipher Attack 9

Before your enemy can strike, you take a debilitating strike that inhibits its defenses and ability to attack.

Daily ♦ Martial, Weapon

Immediate Interrupt Melee weapon

Trigger: An adjacent creature hits you or an ally.

Target: the triggering enemy.

Attack: Primary Ability vs. Reflex

Hit: 1[W] + Primary Ability modifier damage and the target takes a -4 penalty to attack rolls against you or the ally (save ends). Until the target succeeded a save from this penalty it grants combat advantage to you.

Miss: Half damage. The target grants combat advantage to you until the end of your next turn.

Level 19

Hit: As above except for 3[W] + Primary Ability modifier damage.

Level 29

Hit: As above except for 5[W] + Primary Ability modifier damage.

LEVEL 10 UTILITY DISCIPLINE

Cipher Awareness

Cipher Utility 10

You perceive danger before it materializes and react accordingly.

Daily ♦ Psionic

No Action Personal

Trigger: You roll initiative or you are surprised at the beginning of an encounter.

Effect: You gain a +20 power bonus to the initiative check. In addition if you was surprised, you are no longer surprised.

CIPHER FEATS

- CIPHER CONTROL

Prerequisite: cipher theme

Benefit: When gain an action point that you must spend before the end of the turn you can spend it before the end of the encounter.
- EXTRA CIPHER ACTION

Prerequisite: cipher theme

Benefit: After each extended rest, you have 2 action points instead of 1. Each time you take this feat you increase the number of action points you gain after an extended rest by one.
- FOCUSED ACTION

Prerequisite: cipher theme, 11th level

Benefit: When you spend an action point to use an at-will or encounter attack power that misses all targets, you gain an extra action point that you must use before the end of the encounter.



GIFTS OF BELIEF

Action without thought is perfect, or so the Ciphers say. Any cutter who's ever seen a Cipher spend a day contemplating his navel in front of a wall'd be inclined to think they were half-right. But the truth is, Ciphers can achieve a remarkable state of coordination between mind and body that can leave other sods wondering how things happened so fast.

The Ciphers don't recognize factotums or factors. They simply reward those bloods who've proven their mastery of the Cipher meditations with the title of master. There are three ranks of masters: master of the heart, master of the mind, and master of the spirit. Masters of the spirit are roughly the equivalent of the factors of the other factions. Members of the Transcendental Order must be at least 6rd level to be recognized as a master of the heart, and at least 16th level to be recognized as a master of the mind. No body knows the dark of what it takes to become a master of the spirit except the masters themselves.

With time, the Cipher meditations can improve a character's reflexes to superhuman proportions. It takes a Cipher about three to four months of intensive exercise and deep meditation to absorb the teachings of his new rank. Another benefit of the Transcendental Order's teachings is the fortification of the mind against mental attack. It's hard to take control of a cutter's mind when the fellow isn't even thinking. Once a Cipher has invoked his action trance, he gains a resistance versus mind-affecting powers.

Cadence Whispers

Level 2

A cipher can tell you whether a particular action will bring good or bad results for you in the immediate future.

Cipher Gift 520 gp

Property: You can master and perform rituals in the divination category as if you had the Ritual Caster feat. One for day you can cast one without expend the component cost.

Power (At Will): Minor Action. *Requirement:* You must have at least 2 healing surges. *Effect:* You spend two healing surge but regain no hit points. You gain some insight into the course of action the Cadence of the Planes requires you to take. The cadence not reveal secret information, it should be enough to provide a push in the right direction. "Shemeska the Marauder may have relevant information" and "You should make sure there's nothing hidden behind that dresser" are both viable instructions.

Focused Mind

Level 2

Once you make up your mind, nothing can persuade you otherwise.

Cipher , Sign of One Gift 520 gp

Property: When you would make an Endurance check, you can make an Arcana check instead.

Cipher Training

Level 3+

In the Great Gymnasium you have learn to train your body to find the state of harmony with your within.

Lvl 3 680 gp

Lvl 23 425,000 gp

Lvl 13 17,000 gp

Cipher Gift

Property: You gain +2 item bonus to Acrobatics and Athletics checks, you may not use the delay or ready actions.

Level 13: +4 item bonus.

Level 23: +6 item bonus.

Master of the Heart

Level 6

Able to enter into trance states, a Cipher can abandon thought in favor of action, gaining improved coordination and reaction time. A Cipher that has reached this level is known as a Master of the Heart.

Cipher Gift 1,800 gp

Property: You gain +2 item bonus to initiative checks, you may not use the delay or ready actions.

Property: When your initiative is the highest except for other Ciphers at the start of the encounter you can spend unlimited action points for this encounter but only one for turn.

Power (At Will): No Action. *Trigger:* You spend an action point.

Effect: you gain +2 power bonus to AC and reflex until the end of your next turn.

Power (Encounter): No Action. *Requirement:* Your initiative is the highest except for other Ciphers *Trigger:* You are subject to a fear or charm effect. *Effect :* You make a saving throw against the triggering effect. On a save, the effect ends. You gain a bonus to this save as your initiative bonus.

Master of the Mind

Level 16

Able to enter into trance states, a Cipher can abandon thought in favor of action, gaining improved coordination and reaction time. A Cipher that has reached this level is known as a Master of the Mind.

Cipher Gift 45,000 gp

Property: You gain +4 item bonus to initiative checks you may not use the delay or ready actions.

Property: When your initiative is the highest except for other Ciphers at the start of the encounter you can spend unlimited action points for this encounter but only one for turn.

Power (At Will): No Action. *Trigger:* You spend an action point.

Effect: you gain +3 power bonus to AC, reflex and will until the end of your next turn.

Power (Encounter): No Action. *Requirement:* Your initiative is the highest except for other Ciphers *Trigger:* You are subject to a fear or charm effect. *Effect :* You make a saving throw against the triggering effect. On a save, the effect ends. You gain a bonus to this save as your initiative bonus.

Master of the Spirit

Level 26

Able to enter into trance states, a Cipher can abandon thought in favor of action, gaining improved coordination and reaction time. A Cipher that has reached this level is known as a Master of the Spirit.

Cipher Gift 1,125,000 gp

Property: You gain +6 item bonus to initiative checks you may not use the delay or ready actions.

Property: When your initiative is the highest except for other Ciphers at the start of the encounter you can spend unlimited action points for this encounter but only one for turn.

Power (At Will): No Action. *Trigger:* You spend an action point.

Effect: you gain +5 power bonus to AC, reflex and will until the end of your next turn.

Power (Encounter): No Action. *Requirement:* Your initiative is the highest except for other Ciphers *Trigger:* You are subject to a fear or charm effect. *Effect :* You make a saving throw against the triggering effect. On a save, the effect ends. You gain a bonus to this save as your initiative bonus.

CADENCE DANCER

Prerequisite: Transcendent Order Theme



There is a pattern, a rhythm, to the multiverse. The Cadence of the Planes beats through the multiverse - perfect, ineffable. Feel it. Let it guide you. Dance the dance of the planes. The Cadence Dancers are a group of monks devoted to the Cadence of the Planes. The Cadence can best be described as the rhythm of the multiverse, but it's more than that too. There's definitely a mystical aspect - indeed, many Cipher clerics devote themselves to the Cadence, and they get spells just like regular clerics do. The Cadence is alive because the multiverse is alive - it's the heartbeat of creation. The Cadence is important to all Ciphers, but perhaps most of all to the Cadence Dancers. By feeling the Cadence, and acting in time with it, one can know the perfect action for the moment.

CADENCE DANCER PATH FEATURES

Cadent Action (11th level): When you spend an action point to take an extra action, you shift your speed and are insubstantial until the end of your next turn. You ignore difficult terrain, and you can move across water and other liquid surfaces. You sink if you end your turn on such a surface.

Action Foreseen (11th level): The first time you fail a skill check, an ability check, or a saving throw during an encounter, you can reroll the check or the saving throw. You must use the second result.

Cadence Step (16th Level): You gain teleport 2 as an additional movement mode.

CADENCE DANCER DISCIPLINES

Follow the Rhythm

Cadence Dancer Attack 11

You style is a confusing pandemonium of swings, dodges, feints, and jumps

Encounter ♦ Psionic

Immediate Reaction Personal

Trigger: An enemy moves to a square where it flanks you

Effect: You shift 1 square and make a basic attack against the triggering enemy. If the attack hits, it deals 1d10 extra damage and knocks the target prone.

Cadence Dance

Cadence Dancer Utility 12

For a moment, your mind and body are in harmony, and you achieve the pinnacle of grace and speed

Daily ♦ Psionic

Minor Action

Personal

Effect: Until the end of the encounter, you gain a bonus to speed and saving throws equal to your primary ability modifier.

Ride The Cadence

Cadence Dancer Attack 20

You ride the waves of Cadence to your opponent and away to safety.

Daily ♦ Psionic, Teleportation

Standard Action Personal

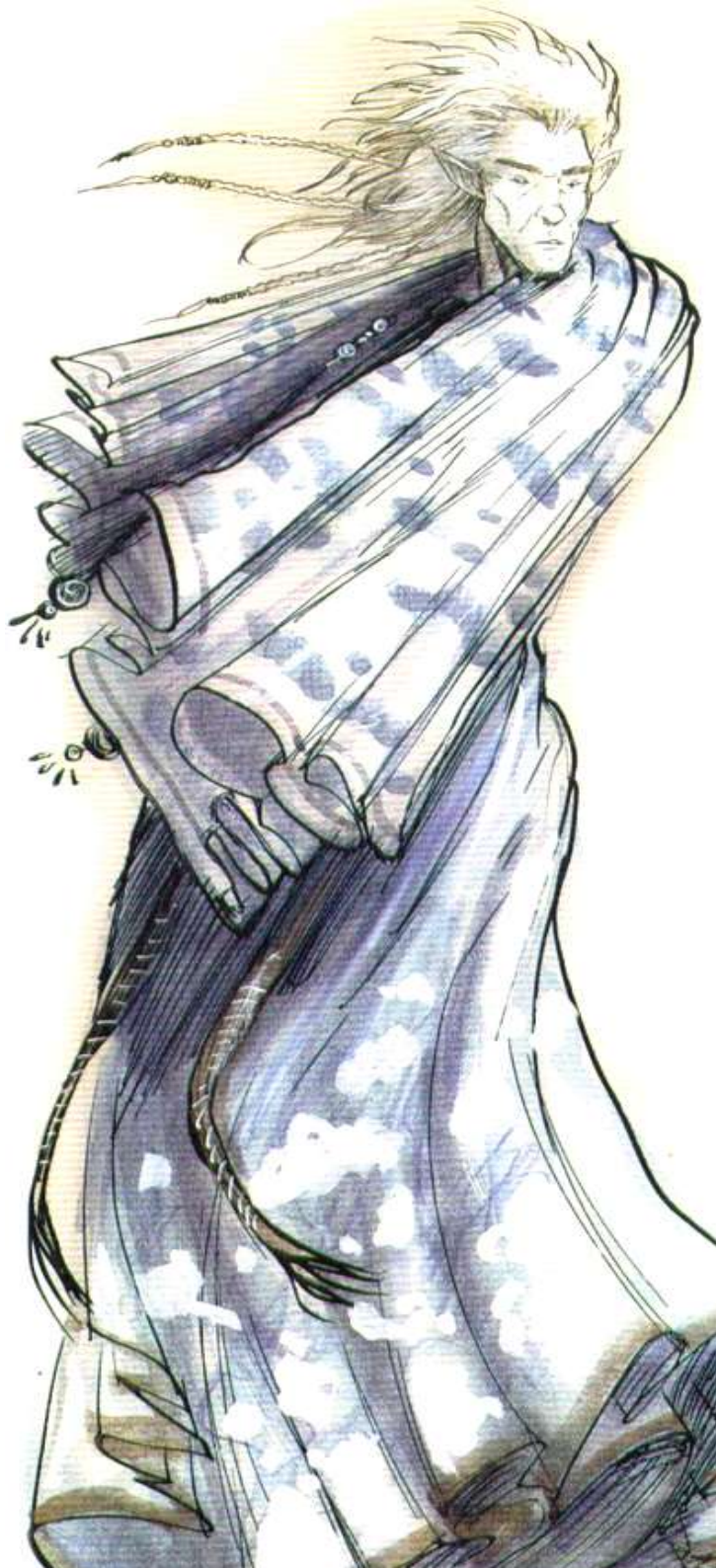
Effect: You shift 5 squares and use one of your encounter attack powers. You can use a power you have already expended this encounter, and using it does not expend it. The attack deals +1d10 damage and deals half damage on a miss. After the attack resolves, you can shift 5 squares and you are insubstantial and phasing until the end of the next turn.

TRANCECASTER

Prerequisite: Transcendent Order Theme, any class with Implement keyword attacks.

Trance magic is a relatively recent innovation by cipher standards. Though it was developed several centuries ago, it wasn't until recently that it finally came into its own, spreading across the Great Ring. No one member is credited with its teachings, but rather, it is believed to be the final product of many small discoveries. It is largely seen as the unity of magic with the Cadence of the Planes, learning to cast magic in an natural, swift fashion. The general idea is "magic as thought", and the ease and speed with which trancecasters work their magic is surprising and disturbing, especially to "learned" spellcasters. Unfortunately, this style of magic seems restricted to those who magic in a spontaneous fashion, and doesn't function with those that actually need to perform serious memorization or prayer behind their spells. It requires the ability to work magic without structure, casting spells according to whim and impulse, and adapt magic to the moment. While extremely flexible, has the drawback of being dependent on the trance state, which requires a fair amount of dedication to the cipher philosophy to achieve and maintain.

Trancecaster can draw on many power sources. These powers gain the keyword appropriate to the Trancecaster's class. For example, a cleric Trancecaster's powers have the divine keyword, while those of a psion have the psionic keyword.



TRANCECASTER PATH FEATURES

Power Knowledge (11th level): You gain an encounter attack power of 7th level or lower from your arcane, divine or primal class or an at will power from your psionic class. At 21st level, you can replace this power with an encounter attack power of 13th level or lower from your class. If you have the spellbook class feature you lose this feature and you gain an extra at will attack power from your class.

Magic as Thought (11th Level): When your initiative check is higher than any other combatant's except for other ciphers you gain an extra minor action to cast or sustain your powers until the encounter.

Trance Casting (11th Level): Whenever you are damaged by a melee attack, you can spend an action point to use an at-will power as an immediate reaction.

Quickened Casting (16th level): You gain a +2 bonus to attack rolls for opportunity attacks and immediate action attacks.

TRANCECASTER POWERS

Quickened Spell Trance Caster Utility 12

When casting spells in a trance, a trancecaster level reduces the casting time of any spell.

Daily ♦ Special

Minor Action

Personal

Effect: You gain an action point that you must spend to cast a chosen arcane, divine, primal or psionic power before the end of the turn.

Special: This power gain the keyword appropriate to your class.

Impulse Spells Trance Caster Attack 20

The trancecaster gains the ability to cast spells more quickly by casting with the rhythm of all creation.

Daily ♦ Special

Standard action

Variable

Effect: Until the end of the encounter, as a minor action once per turn, you can cast an at will arcane, divine, primal or psionic power.

Special: This power gain the keyword appropriate to your class.