

Analeptic	Level: 1d6 +2
Restores a number of points equal to the cypher's level to the user's Speed Pool.	

Best Tool	Level: 1d6
Provides an additional asset for any one task using a tool, even if that means exceeding the normal limit of two assets.	

Burst of Speed	Level: 1d6
For one minute, a user who normally can move a short distance as an action can move a long distance instead.	

Contingent Activator	Level: 1d6 + 2
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.	

Curative	Level: 1d6 +2
Restores a number of points equal to the cypher's level to the user's Might Pool.	

Darksight	Level: 1d6
Makes the user specialized in low-light spotting for five hours per cypher level.	

Disarm	Level: 1d6 + 1
One NPC within immediate range whose level is lower than the cypher level drops whatever they are holding.	

Eagle's Eye	Level: 1d6
Grants the ability to see ten times as far as normal for one hour per cypher level. give the user two assets on tasks involving seeing to long distances	

Effective Resistance	Level: 1d6 +1
For the remainder of the day, if an effect hurts the character and 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.	

Effort Enhancer (Combat)	Level: 1d6 +1
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.	

**Effort Enhancer
(NonCombat)**

Level: 1d6

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.

Enduring Shield

Level: 1d6+4

For the next day, the user has an asset to Speed defense rolls.

Intellect Booster

Level: 1d6+2

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

Intelligence Enhancement

Level: 1d6 + 2

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.

Mental Refresh

Level: 1d6 +2

Restores a number of points equal to the cypher's level to the user's Intellect Pool.

Sacrifice Strike

Level: 1d6

on you, you immediately land a blow without having to roll to strike. You deal an additional amount of damage equal to this cyphers level.

Mind Stabilizer

Level: 1d6

The user gains +5 to Armor against Intellect damage.

Motion Sensor

Level: 1d6+2

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.

Full Saited

Level: 1d3

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

Perfect Memory

Level: 1d6

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.

Reflex Enhancer Level: 1d6

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.

Rejuvenation Level: 1d6+2

Restores a number of points equal to the cypher's level to one random stat Pool.
Roll d6: 1-3 – Might, 4-5 Speed, 6 Intellect

Remembering Level: 1d6

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.

You Can't, Not Them Level: 1d6

Whenever someone you care about is attacked and would be hurt, you dive in front of the attack. You take the full damage of the attack minus half of this cypher's level.

Repel Level: 1d6+1

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.

Secret Level: 1d6+2

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.

The Perfect Opening Level: 1d6+2

Use upon a successful attack. Add the cypher's level to the damage of that attack.

Speed Boost Level: 1d6+2

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

The Perfect Moment Level: 1d6

Eases the user's next action taken by three steps.

Strength Boost Level: 1d6+2

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

<div>Strength Enhancer Level: 1d6</div> <div>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.</div>	<div>Not as bad as it looked Level: 1d6+2</div> <div>Reduce the damage of of an incoming attack by the Cyphers level.</div>
<div>Down, not out Level: 1d6+4</div> <div>Whenever you are reduced to a new damage level, you can use this cypher to heal the last pool you took damage in equal to the level of the cypher. This is your character grabbing deep reserves they didn't know they had.</div>	<div>What was that? Level: 1d6</div> <div>Gives an asset for every 2 levels of this cypher for stealth related tasks from a lucky distraction that happens when moving through the area. This can exceed the normal limit of 2 assets.</div>
<div></div> <div></div>	<div>Biting Words Level: 1d6</div> <div>You say something witty and biting, for the next Cypher level in turns, you get a free asset due to your target being shaken by your words.</div>
<div></div> <div></div>	<div>Now It's Serious Level: 1d6</div> <div>After taking damage for the first time in a fight, you take a moment to brush it off and roll up your sleeves. Your next attacks do 1 additional damage (2 if you use your bare hands) for a number of turns equal to the Cypher's level.</div>
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