



To print your Cypher Deck, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

If you don't have a double-sided printer, print the pages individually and then glue them back-to-back with a thin, even coat of adhesive. Before glueing, hold the back-to-back sheets up to a light source to ensure they are lining up correctly.

The gutters between the cards give you a little bit of leeway if the two sides do not line up exactly.

*The Strange*<sup>™</sup> GMs and players alike will find it easy to randomize and manage cyphers using the cards in this deck. When a PC finds a random cypher, rather than rolling on the charts in the book, the GM draws one form card and one power card. Looking at the form card, the GM knows the general shape the item, and can expound on the details. The GM then picks one of the powers on the power card to assign to the cypher. The player can hang on to the cards as a reminder of the cypher and its ability, turning it back in when she uses it.



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LEVEL 1d6



1. DARKSIGHT

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



2. DEATH MODULE

For the next minute, when the weapon or its ammunition strikes an NPC or creature whose level is equal to or less than the cypher's level, the weapon wielder can choose to make a second attack roll. If the second attack roll is a success, the target is slain outright. If used successfully against a PC, the character moves one step down the damage track.



3. MELEE ENHANCEMENT

User trained in melee attacks for 1 day.

LEVEL 1d6



1. EFFORT ENHANCER

User applies one level of Effort to a noncombat task without spending any 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.



2. FRACTAL SURFING ENHANCEMENT

For the next day, the character has training in fractal surfing.



3. RANGED ENHANCEMENT

User trained in ranged attacks for 1 day.

LEVEL 1d6



1. DARKSIGHT ENHANCEMENT

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



2. INTELLIGENCE FOCUS

The difficulty of any task 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, is decreased by two steps for the user for one hour. In the hour following the first, the strain increases the difficulty by two steps for the same tasks.



3. CHAOSPHERE NAVIGATION ENHANCEMENT

User trained in Chaosphere navigation for 1 day.

LEVEL 1d6



1. MIND STABILIZER

User gains a +5 Armor against Intellect damage, including damage gained from Alienation.



2. MULTIPHASIC MODULE

User's weapon can effect out-of-phase, transdimensional, ethereal, and incorporeal creatures within the context of a given recursion for one day. During this time, the weapon also inflicts 1 additional point of damage to any target. If the multiphasic module is attached to a ranged weapon, the ammunition fired from the weapon gains the multidimension property.



3. TYPE ABILITY ENHANCEMENT

For the next day, the character has training in one twist, revision, or move the user has.

LEVEL 1d6



1. REFLEX ENHANCER

The difficulty of any task involving manual dexterity is decreased by two steps for the user for one hour.



2. REMEMBERING

User mentally records everything experienced for thirty seconds. The memory is stored permanently in long-term memory.



3. FOCUS ABILITY ENHANCEMENT

For the next day, the character has training in one focus ability the user has.

LEVEL 1d6



1. SLEEP INDUCER

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



2. SNIPER MODULE

For the next hour, the ranged weapon's effective range this cypher is attached to increases to 2 miles (3.2 km).



3. ARDEYN LORE ENHANCEMENT

For the next day, the character has training in Ardeyn lore.

LEVEL 1d6



1. STASIS KEEPER

Subject enters stasis for a number of days equal to the cypher level, or until violently disturbed. An object in stasis does not age. A living creature comes out of the stasis alive and in the same condition as it went in, with no memory of the period of inactivity.



2. STIM

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



3. RUK LORE ENHANCEMENT

For the next day, the character has training in Ruk lore.

LEVEL 1d6



1. STRENGTH ENHANCER

The difficulty of any task involving raw strength is decreased by two steps for the user for one hour.



2. TEMPORARY SHIELD

User gains an asset to Speed defense rolls for one hour.



3. INTELLECT DEFENSE ENHANCEMENT

For the next day, the character has training in Intellect defense.





LEVEL 1d6

**1. SPEED DEFENSE ENHANCEMENT**  
For the next day, the character has training in Speed defense.

**2. TRACKER**  
Influence from the base device creates an invisible tracker that clings to any surface within short range. For the next day, the base device shows the distance and direction to the tracker, as long as both are in the same recursion. If the tracker moves into a different recursion, the base device shows distance and direction to nearest gate that leads to that recursion, in any.

**3. FORENSIC SCIENCE ENHANCEMENT**  
For the next day, the character has training in forensic science.

LEVEL 1d6

**1. TRICK EMPEDDER**  
A non-intelligent animal perfectly learns one trick it is capable of physically performing (roll over, heel, spin, shake, go to an indicated place within long range, and so on) designated when cypher is activated.

**2. VISUAL DISPLACEMENT DEVICE**  
Projects holographic images of the user to confuse attackers. The images appear around the wearer. This gives the wearer an asset to Speed defense actions for ten minutes.

**3. COMPUTER PROGRAMMING ENHANCEMENT**  
For the next day, the character has training in computer programming (and computer hacking).

LEVEL 1d6

**1. VOCAL TRANSLATOR**  
Translates everything said by user into a language that anyone can understand for a day.

**2. WATER ADAPTER**  
User can breathe underwater and operate at any depth (without facing debilitating consequences of changes in pressure) for eight hours.

**3. DISGUISE ENHANCEMENT**  
For the next day, the character has training in disguise.

LEVEL 1d6 + 1

**1. ABEYANCE TRAP**  
Target creature within short range whose level does not exceed the cypher's goes into abeyance, exactly as if it had translated to another recursion, except that no version of the creature appears in any other recursion. Instead, the affected creature simply doesn't exist for one hour.

**2. ARMOR REINFORCER +1**  
User's armor gains a +1 bonus to Armor for 1 day.

**3. CURSE BRINGER**  
When victim carrying activated cypher next tries an important task, the difficulty is modified by three steps to the victim's detriment.

LEVEL 1d6 + 1

**1. EFFECT RESISTANCE**  
User gains a second defense roll to avoid a failed defense roll against direct damage effects (except blunt force, slashing, or piercing) if the level of the attack is less than or equal to the cypher level for 1 day.

**2. ARMOR REINFORCER +2**  
User's armor gains a +2 bonus to Armor for 1 day.

**3. EFFORT ENHANCER**  
User can apply one level of Effort to a non-combat task without spending points. The level of Effort provided does not count toward the maximum amount of Effort a character can normally apply to one task.

LEVEL 1d6 + 1

**1. EFFORT ENHANCER (COMBAT)**  
After a few rounds of set-up leading to activation, user gains a 1 - hour window during which she can apply one level of Effort to any task without spending points. The level of Effort provided does not count toward the maximum amount of Effort a character can normally apply to one task.

**2. ARMOR REINFORCER +3**  
User's armor gains a +3 bonus to Armor for 1 day.

**3. GRENADE (RUK CREATURE)**  
Explodes and creates a momentary inapposite gate. A Ruk creature whose level is equal of less than the cypher's appears through the gate and attacks the closest target.

LEVEL 1d6 + 1

**1. EQUIPMENT CACHE (COMBAT)**  
User produces from the cypher a desired piece of equipment that is available on the current recursion (or any recursion with a transit time of less than a month if used in the Strange) whose level does not exceed the cypher's. The piece of equipment produced persists for up to 24 hours, unless its fundamental nature is one-use (such as a bottle of wine).

**2. ARMOR REINFORCER +3, FIRE**  
User's armor gains a +3 bonus to Armor (+5 vs. fire) for 1 day.

LEVEL 1d6 + 1

**1. GRENADE (ARDEYN CREATURE)**  
Explodes and creates a momentary inapposite gate. An Ardeyn creature whose level is equal to or less than the cypher's appears through the gate and attacks the closest target.

**2. ARMOR REINFORCER +3, COLD**  
User's armor gains a +3 bonus to Armor (+5 vs. cold) for 1 day.

**3. GRENADE (GRAVITY INVERSION)**  
Explodes, and gravity reverses for one hour within a long-range radius of the explosion.





LEVEL 1d6 + 1



**1. LIFT**  
User can float up into the air or back down again at a rate of 20 feet (6.1 m) per round for one hour. Winds or other effects can move the cypher user laterally.



**2. ARMOR REINFORCER +3, ACID**  
User's armor gains a +3 bonus to Armor (+5 vs. acid) for 1 day.



**3. MIND MELD**  
User can speak telepathically with creatures it can see within short range for one hour. The user can't read a target's thoughts, except those specifically transmitted. This effect transcends normal language barriers, but a target must have a kind of mind for communication to be possible.

LEVEL 1d6 + 1



**1. NUTRITION AND HYDRATION**  
User can go without food and water for a number of days equal to cypher level.



**2. PHASE CHANGER**  
User goes out of phase for 1 minute, and can pass through solid objects as though she were entirely insubstantial, like a ghost. She cannot make physical attacks or be physically attacked.



**3. REPEATING MODULE**  
For 1 minute, the ranged weapon the cypher is fixed to fires one additional time per user's action (extra ammo is fabricated by the module).

LEVEL 1d6 + 2



**1. ANALEPTIC**  
Points equal to the cypher level are restored to the user's Speed Pool.



**2. BLACKOUT**  
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 feed surveillance methods are also rendered inoperative within the area for the duration.



**3. CURATIVE**  
Points equal to the cypher level are restored to the user's Might Pool.

LEVEL 1d6 + 2



**1. ANTIDOTE**  
Ends an ongoing poison, paralysis, or disease condition, if any, already in the user's system.



**2. CONTEXTUALIZER**  
Explodes in an immediate radius, changing the context of any creature in the area to the context of the currently occupied recursion. Native creatures and translated visitors are unaffected, but affected creatures who arrived through an inapposite gate are treated as if they had stepped through a translation gate to arrive in the current recursion. As a result, certain items possessed by a target creature, or even a creature itself that does not possess the spark, is immediately returned to its native recursion.

LEVEL 1d6 + 2



**1. CONTINGENT ACTIVATOR**  
If 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 the cypher 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 activate for the user if the user ever becomes damaged to a certain degree or is 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.

LEVEL 1d6 + 2



**1. FLASHBURN**  
If thrown, travels to indicated spot within short range and explodes in an immediate radius, blinding all within it for one minute.



**2. DISGUISE MODULE**  
For the next hour, the wearer's features become almost identical to one designated person the wearer has previously interacted with. This lowers the difficulty by two steps when the wearer attempts to disguise herself as the designated person. Once designated, the user cannot shift the effect to look like another person, though the wearer could remove the module to look like herself again before the end of the hour.

LEVEL 1d6 + 2



**1. DRAINING CAPACITOR**  
An object connected to the cypher is drained of a portion or all its energy; an artifact's owner must make a depletion roll, a cypher is rendered useless, and another kind of powered machine or device becomes partly or wholly depowered, as the GM determines. Meanwhile, the draining capacitor now holds a charge of energy that can be used in one of the following ways.  
Detonation: The capacitor can be thrown at a target within short range where it detonates and deals damage (usually from fire and shrapnel) to all targets in immediate range, damage equal to the cypher's level.  
Detonation: The capacitor can be thrown at a target within short range where it detonates and deals damage (usually from fire and shrapnel) to all targets in immediate range, damage equal to the cypher's level.  
Improve Cypher: Give another unused cypher a second use, unless the cypher is fundamentally a one-use item, such as a detonation.  
Repower Cypher: A used cypher is revitalized, becoming as if unused.  
Intellect Hit: User gains 1d10 Intellect points.

LEVEL 1d6 + 2



**1. FOCUS HOOK**  
If used while translating or during the recovery period immediately after translating to another recursion or prime world, the user can retain the focus of the previous recursion or prime world even if that focus is not normally draggable. The focus is retained for as long as the user remains in the new recursion.



**2. THICK SMOKE AMMUNITION**  
When fired, the cypher bursts in a poisonous cloud within an immediate distance. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Sight is occluded while the cloud lasts.



**3. INTELLECT ENHANCEMENT**  
Adds 1 to Intellect Edge for one hour.





LEVEL 1d6 + 2



1. CELL · DISRUPTING GRENADE

Explodes in an immediate radius, inflicting damage equal to the cypher level, but only against flesh.



2. CHOKING GAS AMMUNITION

When fired, the cypher bursts in a poisonous cloud within an immediate distance. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Living creatures that breathe lose their actions to choking and coughing for a number of rounds equal to the cypher level.

LEVEL 1d6 + 2



1. CORROSIVE GRENADE

Explodes in an immediate radius, inflicting acid damage equal to the cypher level.



2. POISON GAS AMMUNITION

When fired, the cypher bursts in a poisonous cloud within an immediate distance. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Living creatures that breathe suffer damage equal to the cypher level.

LEVEL 1d6 + 2



1. ELECTRICAL GRENADE

Explodes in an immediate radius, inflicting damage equal to the cypher level with an electrical discharge.



2. CORROSIVE GAS AMMUNITION

When fired, the cypher bursts in a poisonous cloud within an immediate distance. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Everything in the cloud suffers damage equal to the cypher level.

LEVEL 1d6 + 2



1. HEAT DRAIN GRENADE

Explodes in an immediate radius, inflicting cold damage equal to the cypher level.



2. HALLUCINOGENIC GAS AMMUNITION

When fired, the cypher bursts in a poisonous cloud within an immediate distance. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Living creatures that breathe lose their actions to hallucinations and visions for a number of rounds equal to the cypher level.

LEVEL 1d6 + 2



1. AMNESIA GAS AMMUNITION

When fired, the cypher bursts in a poisonous cloud within an immediate distance. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Living creatures that breathe and think permanently lose all memory of the last minute.



2. NERVE GAS AMMUNITION

When fired, the cypher bursts in a poisonous cloud within an immediate distance. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Living creatures that breathe suffer Speed damage equal to the cypher level.

LEVEL 1d6 + 2



1. SHRAPNEL GRENADE

Explodes in an immediate radius, inflicting shrapnel damage equal to the cypher level.



2. MIND · NUMBING GAS AMMUNITION

When fired, the cypher bursts in a poisonous cloud within an immediate distance. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Living creatures that breathe suffer Intellect damage equal to the cypher level.

LEVEL 1d6 + 2



1. RECURSION · COLLAPSING GRENADE

Collapses the pocket dimension or young recursion in which it is detonated if the level of the recursion is half the level of the cypher or less. All contents of the recursion suffer damage equal to the cypher level and are dumped directly into the Strange.



2. FEAR GAS AMMUNITION

When fired, the cypher bursts in a poisonous cloud within an immediate distance. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Living creatures that breathe and think flee in a random direction in fear (or are paralyzed with fear) for a number of rounds equal to the cypher level.

LEVEL 1d6 + 2



1. INFORMATION

The wearer can activate the cypher's function a total number of times equal to the cypher's level during a day. Each time, the wearer can select a living creature within long range and learn the following about it: creature's level, creature's native recursion, creature's species, creature's name, and possibly other facts (such as an individual's accessible information on Earth, like credit score, home address, phone number, and related information).



2. FIRE GRENADE

Explodes in an immediate radius, inflicting fire damage equal to the cypher level.





LEVEL 1d6 + 2



1. MAGNETIC MASTER

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



2. RAY EMITTER (MIND-DISRUPTING)

Projects a ray of destructive energy up to 200 feet (61 m) that inflicts Intellect damage equal to the cypher's level. Victim cannot take actions for a number of rounds equal to the cypher's level.

LEVEL 1d6 + 2



1. MAPPER

When activated, the device displays a scale map of the currently occupied recursion for up to one hour. The user can focus in on specified geographic features to a resolution of about 8 feet (2.5 m) per map image section (in other words, a pixel). Features are not named, but the map is a real-time rendition of the recursion, so objects or creatures large enough to show up in the resolution can be seen.



2. MEDITATION AID

Points equal to the cypher level are restored to the user's Intellect Pool.

LEVEL 1d6 + 2



1. MANIPULATION BEAM

The user can activate the cypher a total number of times equal to the cypher's level during a day. Each time, the wearer can choose to affect an object she can see within long range that weighs no more than an object the wearer herself could physically affect. The effect must occur over the course of a round, and could range from 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 (on a successful Might-based roll), or pushing a creature an immediate distance.



2. RAY EMITTER (FEAR)

Projects a ray up to 200 feet (61 m) that causes target to flee in terror for one minute.

LEVEL 1d6 + 2



1. SLEEP GAS AMMUNITION

When fired, the cypher bursts in a poisonous cloud within an immediate distance. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Living creatures that breathe fall asleep for a number of rounds equal to the cypher level or until awoken by a violent action or an extremely loud noise.



2. RAGE GAS AMMUNITION

When fired, the cypher bursts in a poisonous cloud within an immediate distance. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Living creatures that breathe and think make a melee attack on the nearest creature and continue to do so for a number of rounds equal to the cypher level.

LEVEL 1d6 + 2



1. SPEECHLESS MENTAL SCRAMBLER

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



2. HEAT RAY EMITTER

Projects a ray of heat/concentrated light up to 200 feet (61 m) that inflicts damage equal to the cypher's level + 2.

LEVEL 1d6 + 2



1. PARALYZING MENTAL SCRAMBLER

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



2. RADIATION RAY EMITTER

Projects a ray of cell-disrupting radiation up to 200 feet (61 m) that inflicts damage equal to the cypher's level + 2.

LEVEL 1d6 + 2



1. SLOWING MENTAL SCRAMBLER

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



2. FORCE RAY EMITTER

Projects a ray of force up to 200 feet (61 m) that inflicts damage equal to the cypher's level + 2.

LEVEL 1d6 + 2



1. BLACKOUT MENTAL SCRAMBLER

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



2. MAGNETIC RAY EMITTER

Projects a ray of destructive magnetic energy up to 200 feet (61 m) that inflicts damage equal to the cypher's level + 2.





LEVEL 1d6 + 2



1. **FACE BLINDING MENTAL SCRAMBLER**

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



2. **DISINTEGRATION RAY EMITTER**

Projects a ray of that disrupts molecular bonds up to 200 feet (61 m) that inflicts damage equal to the cypher's level + 2.

LEVEL 1d6 + 2



1. **FORGETTING MENTAL SCRAMBLER**

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



2. **RAY EMITTER (COMMAND)**

Projects a ray up to 200 feet (61 m) that forces a target to obey the next verbal command given (if it is understood).

LEVEL 1d6 + 2



1. **FREEDOM MENTAL SCRAMBLER**

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



2. **RAY EMITTER (FRIEND-SLAYING)**

Projects a ray up to 200 feet (61 m) that causes target to attack a close friend for one round when within immediate range.

LEVEL 1d6 + 2



1. **ETHIC INVERTER MENTAL SCRAMBLER**

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



2. **SPEED BOOST**

Substance adds 1 to Speed Edge for one hour.

LEVEL 1d6 + 2



1. **MIND RESTRICTING WALL**

Creates an immobile plane of permeable energy up to 20 feet by 20 feet (6.1 m by 6.1 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.



2. **MONOBLADE**

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

LEVEL 1d6 + 2



1. **SLAVE MAKER**

A successful melee attack against creature similar in size to the user, and whose level does not exceed the cypher's, bonds cypher to the target. The target 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 its level minus the cypher's level. (If the result is 0, the target remains enslaved for one minute; if the result is a negative number, the target remains enslaved for just one round.)

LEVEL 1d6 + 2



1. **SPYING DETONATION**

Cypher produces a tiny spying object that resists detection as a level 8 creature due to its size and nature. The spying object moves at great speed, mapping and scanning an unknown area. It moves 500 feet (152 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. Its movement is blocked by any physical or energy barrier. At the end of its mapping run, it returns to the user and reports unless it discovers a predefined target during that period (such as a creature of level 5 or higher, a locked door, a major energy source, and so on), in which case it detonates. All creatures and objects within short range take damage (electrical and shrapnel usually) equal to the cypher's level.

LEVEL 1d6 + 2



1. **SNIPER STRANGE AMMUNITION**

If attached to a weapon that uses ammunition, decrease the difficulty of ranged attacks with that weapon by one step for one hour.



2. **STRENGTH BOOST**

Substance adds 1 to Might Edge for one hour.





LEVEL 1d6 + 2



1. **ELECTRIC STRANGE AMMUNITION**

If attached to a weapon that uses ammunition, ranged attacks with that weapon deal bonus electrical damage equal to the cypher level.



2. **SURVEILLANCE SET**

If one of the two pieces this cypher comes with is placed at a specific location, whoever holds the other matched piece can choose to see and hear everything going on at the target location as if she were there herself for up to a day. Checking on the remote location requires an action. The onsite piece of the cypher hides its location at a level equal to the cypher's plus two.

LEVEL 1d6 + 2



1. **COLD STRANGE AMMUNITION**

If attached to a weapon that uses ammunition, ranged attacks with that weapon deal bonus cold damage equal to the cypher level.



2. **TELEPATHIC BOND**

Device enables mental communication with anyone who has a matching implant, regardless of how far users are from each other (even if users are in different recursions) for one hour. These devices are always found in groups of two or more.

LEVEL 1d6 + 2



1. **POISON STRANGE AMMUNITION**

If attached to a weapon that uses ammunition, ranged attacks with that weapon deal bonus poison damage equal to the cypher level.



2. **TRANSLATION REMEDY**

Eases a translation attempt. If someone is already easing the attempt, the recovery time after the translation is only one round. If the recovery time is already reduced to one round by another method, all involved in the translation have the difficulty of tasks within one minute reduced by one step, post-translation.

LEVEL 1d6 + 2



1. **ACID STRANGE AMMUNITION**

If attached to a weapon that uses ammunition, ranged attacks with that weapon deal bonus acid damage equal to the cypher level.



2. **VANISHER**

User becomes invisible for ten minutes. While invisible, she is specialized in stealth and Speed defense tasks. This effect ends if the user does something to reveal presence or position—attacking, using an ability, moving a large object, and so on. If this occurs, the user can regain the remaining invisibility effect by taking an action to focus on hiding her position.

LEVEL 1d6 + 2



1. **FIRE STRANGE AMMUNITION**

If attached to a weapon that uses ammunition, ranged attacks with that weapon deal bonus fire damage equal to the cypher level.



2. **WINGS**

User can fly at her normal speed for one hour.

LEVEL 1d6 + 2



1. **SONIC STRANGE AMMUNITION**

If attached to a weapon that uses ammunition, ranged attacks with that weapon deal bonus sonic damage equal to the cypher level.



2. **HEART-SEEKING STRANGE AMMUNITION**

If attached to a weapon that uses ammunition, on an 18–20 successful attack roll, target is slain. damage equal to the cypher's level + 2.

LEVEL 1d6 + 2



1. **PSYCHIC STRANGE AMMUNITION**

If attached to a weapon that uses ammunition, ranged attacks with that weapon deal bonus psychic damage equal to the cypher level.



2. **EXPLODING STRANGE AMMUNITION**

If attached to a weapon that uses ammunition, ranged attacks with that weapon inflict damage equal to cypher level to all within immediate range of target (if target is hit).

LEVEL 1d6 + 2



1. **KNOCKBACK STRANGE AMMUNITION**

If attached to a weapon that uses ammunition, on an 18–20 successful attack roll, target knocked back 30 feet (9 m).



2. **ANALEPTIC**

Points equal to the cypher level are restored to the user's Speed Pool.





LEVEL 1d6 + 2



**1. HOLDING STRANGE AMMUNITION**  
If attached to a weapon that uses ammunition, on an 18–20 successful attack roll, target can't act on its next turn.



**2. CURATIVE**  
Points equal to the cypher level are restored to the user's Might Pool.

LEVEL 1d6 + 2



**1. SUPER-SNIPE STRANGE AMMUNITION**  
If attached to a weapon that uses ammunition, decrease the difficulty of ranged attacks with that weapon by two steps for one hour to the cypher level.



**2. STIM**  
Decreases the difficulty of the next action taken by three steps.

LEVEL 1d6 + 2



**1. BANISHING STRANGE AMMUNITION**  
If attached to a weapon that uses ammunition, on an 18–20 successful attack roll, target is sent to a random recursion.



**2. MEDITATIVE AID**  
Points equal to the cypher level are restored to the user's Intellect Pool.

LEVEL 1d6 + 3



**1. ADDICTION CONDITION RELIEVER**  
Cures one occurrence of addiction.



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



**3. AUTOIMMUNE DISEASE CONDITION RELIEVER**  
Cures one occurrence of autoimmune disease.

LEVEL 1d6 + 3



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



**2. BACTERIAL INFECTION CONDITION RELIEVER**  
Cures one occurrence of bacterial infection.

LEVEL 1d6 + 3



**1. BLOATING CONDITION RELIEVER**  
Cures one occurrence of bloating.



**2. CANCER CONDITION RELIEVER**  
Cures one occurrence of cancer.



**3. PSYCHOSIS CONDITION RELIEVER**  
Cures one occurrence of psychosis (including 1 factor of alienation).

LEVEL 1d6 + 3



**1. MATTER TRANSLATION RAY**  
The user can target one nonliving object within long range that is no larger than the user and whose level is less than or equal to the cypher's level. The object is translated directly into a random recursion. If the GM feels it appropriate to the circumstances, only a portion of an object is translated (a portion whose volume is no more than the user's).



**2. HANGOVER CONDITION RELIEVER**  
Cures one hangover.



**3. FIRE KILL FIELD**  
User and all creatures within immediate range of the user gains a +5 bonus to Armor against damage from fire for one hour.

LEVEL 1d6 + 3



**1. MONOHORN**  
User gains a single horn on the center of his forehead. The horn is deadly sharp, strong, and spirals down to a solid base where it fuses with the user's 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.



**2. HEARTBURN CONDITION RELIEVER**  
Cures one occurrence of heartburn.





LEVEL 1d6 + 3



1. COLD NULL FIELD

User and all creatures within immediate range of the user gains a +5 bonus to Armor against damage from cold for one hour.



2. HICCUPS CONDITION RELIEVER

Cures one occurrence of hiccups.



3. ACID NULL FIELD

User and all creatures within immediate range of the user gains a +5 bonus to Armor against damage from acid for one hour.

LEVEL 1d6 + 3



1. NULLIFICATION RAY

Immediately ends one ongoing effect within long range produced by an artifact, cypher, move, revision, or twist.



2. PSYCHIC NULL FIELD

User and all creatures within immediate range of the user gains a +5 bonus to Armor against damage from psychic abilities for one hour.



3. INSOMNIA CONDITION RELIEVER

Cures one occurrence of insomnia.



4. SONIC NULL FIELD

User and all creatures within immediate range of the user gains a +5 bonus to Armor against damage from extremely loud sounds for one hour.

LEVEL 1d6 + 3



1. SHELTERING RECURSION

A pocket-dimension sized recursion is created that operates under the same law as the recursion in which the cypher is used. A single inapposite gate is also created. The device becomes inactive, but the recursion is permanent.



2. JOINT LIGAMENT CONDITION RELIEVER

Cures one occurrence of degraded joints, rendering them good as new.



3. ELECTRICAL NULL FIELD

User and all creatures within immediate range of the user gains a +5 bonus to Armor against damage from electricity for one hour.

LEVEL 1d6 + 3



1. POISON RELIEVER

Cures one occurrence of poisoning.



2. BLUNT FORCE NULL FIELD

User and all creatures within immediate range of the user gains a +5 bonus to Armor against damage from bashing for one hour.



3. SLASHING & PIERCING NULL FIELD

User and all creatures within immediate range of the user gains a +5 bonus to Armor against damage from slashing and piercing for one hour.



4. VIRAL INFECTION CONDITION RELIEVER

Cures one occurrence of viral infection.

LEVEL 1d6 + 4



1. AGE TAKER

User sheds a number of years equal to three times the cypher's level over the next seven days, to physiological age regression limit of twenty-three years.



2. ENDURING SHIELD

User enjoys the effect of an asset to Speed defense rolls for 1 day.



3. ATTRACTOR

One unanchored item user's size or smaller within long range is drawn immediately to the device over the course of 1 round. The item has no momentum when it arrives.

LEVEL 1d6 + 4



1. GLUE

A permanent bond is created between any two physical objects. The strength of the bond is equal to the cypher level.



2. GRENADE (RECURSION)

Explodes and creates a momentary inapposite gate. Creatures within immediate range are sucked into a random recursion (all affected creatures go to the same recursion). Some recursion detonation cyphers transfer targets to a specified recursion. A character who succeeds at a Strange knowledge roll can determine this recursion ahead of time; the difficulty is equal to the cypher's level.

LEVEL 1d6 + 4



1. INSIGHT

User asks GM a question and gets a general answer (from whatever entity, institution, or object most associated with knowing in the particular recursion or area of the Chaosphere the cypher is used). 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 his 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.

LEVEL 1d6 + 4



1. RADIATION SPIKE

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



2. RECURSION ANCHOR

Creature or object affected by this cypher cannot translate or pass through an inapposite gate for a day. The cypher contains enough energy to affect up to five creatures in immediate range with one use.





LEVEL 1d6 + 4



1. RECURSION CODE

The cypher serves as a recursion key to a specific location within a recursion. A recursion key does not create a gate to the specified location--the recursor must initiate a translation and succeed on the translation roll normally. But on a successful roll, everyone participating in the translation appears in the location specified by the key (not the default location for the recursion, or the place the recursor initiating the translation left from).

LEVEL 1d6 + 4



1. STRANGE APOTHEOSIS

User can access any skill or ability she has ever gained by translating to another recursion or prime world for one hour. The user can also access the skills and abilities granted by her original focus, if that focus is not currently active.



2. BOND

A permanent bond is created between any two physical objects. The strength of the bond is equal to the cypher level.

LEVEL 1d6 + 4



1. TISSUE REGENERATION

User regenerates 1 point of damage per round for one hour, up to a total number of points equal to twice the cypher's level. The character can choose which Pool to add each point as it becomes available. If the character achieves maximum health, the regeneration pauses until the character becomes damaged again, at which point regeneration begins again (if any reserve regeneration remains) until the overall duration expires.



1. TRANSLOCATION

Once activated (a process requiring a few rounds of set-up), an instantaneous doorway to another specific location is created. The location can be within the same recursion, or to a specific location in another recursion. A doorway to a location in the Strange can also be created, but only if this cypher is not used on a prime world (such as Earth). The doorway lasts for up to one minute.

LEVEL 1d6 + 4



1. UNINTERRUPTIBLE POWER SOURCE

Once activated, the device provides power appropriate to some other device for up to a day. The device to be powered can be as simple as a light source to as complex as a small starcraft, assuming the cypher's level is equal to the item's power requirements; a desk lamp is the equivalent of a level 1 power requirement, a car engine is a level 5 power requirement, while a starship is a level 10 power requirement.

LEVEL 1d6 + 3



1. MELT ALL

Organic slime dissolves 1 cubic foot (0.3 m) of material each round. After one round per cypher level, the slime dies and becomes inert.



2. FORCE ARMOR PROJECTOR

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

LEVEL 1d6 + 1



1. EFFECT RESISTANCE

User gains a second defense roll to avoid a failed defense roll against direct damaging effects (except blunt force, slashing, or piercing) if the level of the attack is less than or equal to the cypher level for 1 day.



2. EFFORT ENHANCER

User can apply one level of Effort to a noncombat task without spending points. The level of Effort provided does not count toward the maximum amount of Effort a character can normally apply to one task.

LEVEL 1d6 + 2



1. VANISHER

User becomes invisible for ten minutes. While invisible, she is specialized in stealth and Speed defense tasks. This effect ends if the user does something to reveal presence or position—attacking, using an ability, moving a large object, and so on. If this occurs, the user can regain the remaining invisibility effect by taking an action to focus on hiding her position.



2. WINGS

User can fly at her normal speed for one hour.





LEVEL 1d6



1. TYPE ABILITY ENHANCEMENT

For the next day, the character has training in one twist, revision, or move the user has.



2. REFLEX ENHANCER

The difficulty of any task involving manual dexterity is decreased by two steps for the user for one hour.



3. FRACTAL SURFING ENHANCEMENT

User trained in fractal surfing for 1 day.

LEVEL 1d6



1. SNIPER MODULE

For the next hour, the ranged weapon's effective range this cypher is attached to increases to 2 miles (3.2 km).



2. EFFORT ENHANCER

User applies one level of Effort to a noncombat task without spending any 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.



3. DARKSIGHT

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

LEVEL 1d6



1. MELEE ENHANCEMENT

User trained in melee attacks for 1 day.



2. DARKSIGHT

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



3. CHAOSPHERE NAVIGATION ENHANCEMENT

User trained in Chaosphere navigation for 1 day.

LEVEL 1d6



1. INTELLIGENCE FOCUS

The difficulty of any task 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, is decreased by two steps for the user for one hour. In the hour following the first, the strain increases the difficulty by two steps for the same tasks.



2. RANGED ENHANCEMENT

For the next day, the character has training in ranged attacks.

LEVEL 1d6 + 1



1. ARMOR REINFORCER +2

User's armor gains a +2 bonus to Armor for 1 day.



2. NUTRITION AND HYDRATION

User can go without food and water for a number of days equal to cypher level.



3. EFFORT ENHANCER

User can apply one level of Effort to a noncombat task without spending points. The level of Effort provided does not count toward the maximum amount of Effort a character can normally apply to one task.

LEVEL 1d6 + 1



1. EFFECT RESISTANCE

User gains a second defense roll to avoid a failed defense roll against direct damaging effects (except blunt force, slashing, or piercing) if the level of the attack is less than or equal to the cypher level for 1 day.



2. ABEYANCE TRAP

Target creature within short range whose level does not exceed the cypher's goes into abeyance, exactly as if it had translated to another recursion, except that no version of the creature appears in any other recursion. Instead, the affected creature simply doesn't exist for one hour.

LEVEL 1d6 + 1



1. ARMOR REINFORCER +3, COLD

User's armor gains a +3 bonus to Armor (+5 vs. cold) for 1 day.



2. LIFT

User can float up into the air or back down again at a rate of 20 feet (6.1 m) per round for 1 hour. Winds or other effects can move the cypher user laterally.



3. ARMOR REINFORCER +3, ACID

User's armor gains a +3 bonus to Armor (+5 vs. acid) for 1 day.

LEVEL 1d6 + 2



1. MAGNETIC RAY EMITTER

Projects a ray of destructive magnetic energy up to 200 feet (61 m) that inflicts damage equal to the cypher's level + 2.



2. ANALEPTIC

Points equal to the cypher level are restored to the user's Speed Pool.





LEVEL 1d6 + 2



1. FLASHBURST

If thrown, travels to indicated spot within short range and explodes in an immediate radius, blinding all within it for one minute.



2. CURATIVE

Points equal to the cypher level are restored to the user's Might Pool.

LEVEL 1d6 + 2



1. MANIPULATION BEAM

The user can activate the cypher a total number of times equal to the cypher's level during a day. Each time, the wearer can choose to affect an object she can see within long range that weighs no more than an object the wearer herself could physically affect. The effect must occur over the course of a round, and could range from 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 (on a successful Might-based roll), or pushing a creature an immediate distance.



2. MEDITATION AID

Points equal to the cypher level are restored to the user's Intellect Pool.

LEVEL 1d6 + 2



1. INTELLECT ENHANCEMENT

Adds 1 to Intellect Edge for one hour.



2. SPEED ENHANCEMENT

Adds 1 to Speed Edge for one hour.



3. BLACKOUT

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 feed surveillance methods are also rendered inoperative within the area for the duration.

LEVEL 1d6 + 2



1. STRENGTH BOOST

Adds 1 to Might Edge for one hour.



2. FIRE STRANGE AMMUNITION

If attached to a weapon that uses ammunition, ranged attacks with that weapon deal bonus fire damage equal to the cypher level.

LEVEL 1d6 + 3



1. FORCE ARMOR PROJECTOR

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



2. FORCE SCREEN PROJECTOR

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

LEVEL 1d6 + 3



1. BLUNT FORCE NULL FIELD

User and all creatures within immediate range of the user gains a +5 bonus to Armor against damage from bashing for one hour.



2. ACID NULL FIELD

User and all creatures within immediate range of the user gains a +5 bonus to Armor against damage from acid for one hour.

LEVEL 1d6 + 2



1. SHRAPNEL GRENADE

Explodes in an immediate radius, inflicting shrapnel damage equal to the cypher level.



2. FOCUS HOOK

If used while translating or during the recovery period immediately after translating to another recursion or prime world, the user can retain the focus of the previous recursion or prime world even if that focus is not normally draggable. The focus is retained for as long as the user remains in the new recursion.



3. FIRE GRENADE

Explodes in an immediate radius, inflicting fire damage equal to the cypher level.

LEVEL 1d6 + 4



1. TRANSVOLUTION

Once activated (a process requiring a few rounds of set-up), an instantaneous doorway to another specific location is created. The location can be within the same recursion, or to a specific location in another recursion. A doorway to a location in the Strange can also be created, but only if this cypher is not used on a prime world (such as Earth). The doorway lasts for up to one minute.





LEVEL 1d6 + 2



**1. NERVE GAS AMMUNITION**

When fired, the cypher bursts in a poisonous cloud within an immediate distance. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Living creatures that breathe suffer Speed damage equal to the cypher level.



**2. MIND-NUMBING GAS AMMUNITION**

When fired, the cypher bursts in a poisonous cloud within an immediate distance. The cloud lingers for 1d6 rounds unless conditions dictate otherwise. Living creatures that breathe suffer Intellect damage equal to the cypher level.

LEVEL 1d6 + 4



**1. RECURSION ANCHOR**

Creature or object affected by this cypher cannot translate or pass through an inapposite gate for a day. The cypher contains enough energy to affect up to five creatures in immediate range with one use.



**2. RECURSION CODE**

The cypher serves as a recursion key to a specific location within a recursion. A recursion key does not create a gate to the specified location--the recursor must initiate a translation and succeed on the translation roll normally. But on a successful roll, everyone participating in the translation appears in the location specified by the key (not the default location for the recursion, or the place the recursor initiating the translation left from).

LEVEL 1d6 + 4



**1. TISSUE REGENERATION**

User regenerates 1 point of damage per round for one hour, up to a total number of points equal to twice the cypher's level. The character can choose which Pool to add each point as it becomes available. If the character achieves maximum health, the regeneration pauses until the character becomes damaged again, at which point regeneration begins again (if any reserve regeneration remains) until the overall duration expires.

LEVEL 1d6 + 4



**1. STRANGE APOTHEOSIS**

User can access any skill or ability she has ever gained by translating to another recursion or prime world for one hour. The user can also access the skills and abilities granted by her original focus, if that focus is not currently active.



**2. ATTRACTOR**

One unanchored item user's size or smaller within long range is drawn immediately to the device over the course of 1 round. The item has no momentum when it arrives.



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 **STANDARD PHYSICS** (Earth): Taser-like contraption


 **MAGIC** (Ardeyn): Elixir in glass vial


 **MAD SCIENCE** (Ruk): Flechette gun


**PSIONICS**: Crystal headpiece

**SUBSTANDARD PHYSICS**: Green rock

**EXOTIC**: Point of scarlet light

 **STANDARD PHYSICS** (Earth): Syringe filled with red fluid


 **MAGIC** (Ardeyn): Rod


 **MAD SCIENCE** (Ruk): Spine

**PSIONICS**: Bright-eyed rat

**SUBSTANDARD PHYSICS**: Reddish-blue rock

**EXOTIC**: Smell of lilacs

 **STANDARD PHYSICS** (Earth): Green pills


 **MAGIC** (Ardeyn): Jar of unguent


 **MAD SCIENCE** (Ruk): Injector


**PSIONICS**: Translucent cape

**SUBSTANDARD PHYSICS**: Length of hemp

**EXOTIC**: Sound of chimes

 **STANDARD PHYSICS** (Earth): Badge


 **MAGIC** (Ardeyn): Lavender Periapt


 **MAD SCIENCE** (Ruk): Machine graft


**PSIONICS**: Crystal glove

**SUBSTANDARD PHYSICS**: Fish scale

**EXOTIC**: Taste of bitter apples

 **STANDARD PHYSICS** (Earth): One-use smartphone app


 **MAGIC** (Ardeyn): Oil lamp


 **MAD SCIENCE** (Ruk): Spider that purrs

**PSIONICS**: Levitating periapt

**SUBSTANDARD PHYSICS**: Smoldering coal

**EXOTIC**: Dull pain

 **STANDARD PHYSICS** (Earth): Black leather glove


 **MAGIC** (Ardeyn): Candle


 **MAD SCIENCE** (Ruk): Palm graft


**PSIONICS**: Jade bracelet

**SUBSTANDARD PHYSICS**: Antelope thighbone

**EXOTIC**: Frog with the face of a woman

 **STANDARD PHYSICS** (Earth): Yellow pills

 **MAGIC** (Ardeyn): Tiny draconic imp


 **MAD SCIENCE** (Ruk): Tendril graft


**PSIONICS**: Silver torc

**SUBSTANDARD PHYSICS**: Fist-sized granite rock

**EXOTIC**: Lump of moldable flesh

 **STANDARD PHYSICS** (Earth): Packet of candy

 **MAGIC** (Ardeyn): Glowing elixir in glass vial

 **MAD SCIENCE** (Ruk): Sheath of living slime

**PSIONICS**: Gold torc

**SUBSTANDARD PHYSICS**: Human tooth

**EXOTIC**: Mathematical proof



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 **STANDARD PHYSICS** (Earth): Voltmeter-like device


 **MAGIC** (Ardeyn): Rune inscribed on scroll


 **MAD SCIENCE** (Ruk): Adhesive skin patch


**PSIONICS**: Orbiting psychic crystal

**SUBSTANDARD PHYSICS**: Shark tooth

**EXOTIC**: Patterned breeze

 **STANDARD PHYSICS** (Earth): Blue pills


 **MAGIC** (Ardeyn): Cloudy elixir in glass bottle


 **MAD SCIENCE** (Ruk): Spider that chirps


**PSIONICS**: Mood ring

**SUBSTANDARD PHYSICS**: Thorn headband

**EXOTIC**: Specific feeling of melancholy fear

 **STANDARD PHYSICS** (Earth): Copper coin


 **MAGIC** (Ardeyn): Golden crown


 **MAD SCIENCE** (Ruk): Umbilical

**PSIONICS**: Crystal strand

**SUBSTANDARD PHYSICS**: Boar tusk

**EXOTIC**: Point of utter darkness

 **STANDARD PHYSICS** (Earth): Goggles

 **MAGIC** (Ardeyn): Bone wand


 **MAD SCIENCE** (Ruk): Eye graft


**PSIONICS**: Floating third eye

**SUBSTANDARD PHYSICS**: Lion's claw

**EXOTIC**: Smell of sour milk

 **STANDARD PHYSICS** (Earth): Ball cap


 **MAGIC** (Ardeyn): Wizard's hat


 **MAD SCIENCE** (Ruk): Hair graft

**PSIONICS**: Crystal helmet

**SUBSTANDARD PHYSICS**: Scalp

**EXOTIC**: Sound of running water

 **STANDARD PHYSICS** (Earth): Scarf


 **MAGIC** (Ardeyn): Vest


 **MAD SCIENCE** (Ruk): Pod

**PSIONICS**: Crystal ring

**SUBSTANDARD PHYSICS**: Knucklebone

**EXOTIC**: Series of nonsense words

 **STANDARD PHYSICS** (Earth): Coffee mug with smiley face


 **MAGIC** (Ardeyn): Tiny golem


 **MAD SCIENCE** (Ruk): Biomodule


**PSIONICS**: Elegant facemask

**SUBSTANDARD PHYSICS**: Feathered mask

**EXOTIC**: Dream of an eyeless face

 **STANDARD PHYSICS** (Earth): Spare LED light

 **MAGIC** (Ardeyn): Glowing wand

 **MAD SCIENCE** (Ruk): Biocapacitor

**PSIONICS**: Ebony bracer

**SUBSTANDARD PHYSICS**: Dried leaves

**EXOTIC**: Living fire







**STANDARD PHYSICS** (Earth): Backpack



**MAGIC** (Ardeyn): Large leather bag



**MAD SCIENCE** (Ruk): Expandable locker

**PSIONICS**: Crystal necklace

**SUBSTANDARD PHYSICS**: River worn stone

**EXOTIC**: Specific feeling of happy sadness



**STANDARD PHYSICS** (Earth): Small grenade



**MAGIC** (Ardeyn): Dust in a pouch



**MAD SCIENCE** (Ruk): Pulsing organic pod

**PSIONICS**: Scarlet mask

**SUBSTANDARD PHYSICS**: Stone axe

**EXOTIC**: Smell of exotic perfume



**STANDARD PHYSICS** (Earth): Belt buckle with logo



**MAGIC** (Ardeyn): Silver dragon medallion



**MAD SCIENCE** (Ruk): Subdermal injection

**PSIONICS**: Flare of purple light caught in prism

**SUBSTANDARD PHYSICS**: Dried animal foot

**EXOTIC**: False proof



**STANDARD PHYSICS** (Earth): Tube of paste



**MAGIC** (Ardeyn): Rune stone



**MAD SCIENCE** (Ruk): Sealed test tube with red fluid

**PSIONICS**: Mirror that sometimes reflects nothing

**SUBSTANDARD PHYSICS**: Scrap of leather

**EXOTIC**: Moment of intense peace