



STAWICKI
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CYPHER LIST

When giving cyphers to characters, either choose from this table or roll a 1d100 for random cyphers.

01	Abeyance trap	36	Grenade (recursion collapsing)	68	Ray emitter (mind-disrupting)
02	Age taker	37	Information lenses	69	Recursion anchor
03-04	Analeptic	38	Insight	70	Recursion code
05	Antidote	39	Intellect booster	71	Reflex enhancer
06	Armor reinforcer	40	Intelligence enhancement	72	Remembering
07	Attractor	41	Knowledge enhancement	73	Repeating module
08	Blackout	42	Lift	74	Sheltering recursion
09	Condition remover	43	Magnetic master	75	Slave maker
10	Contextualizer	44	Manipulation beam	76	Sleep inducer
11	Contingent activator	45	Mapper	77	Sniper module
12-14	Curative	46	Matter translation ray	78	Speed boost
15	Curse bringer	47-48	Meditation aid	79	Spying grenade
16	Darksight	49	Melt all	80	Stasis keeper
17	Death module	50	Memory switch	81	Stim
18	Disguise module	51	Mental scrambler	82	Strange ammunition
19	Draining capacitor	52	Mind meld	83	Strange apotheosis
20-21	Effect resistance	53	Mind-restricting wall	84	Strength boost
22	Effort enhancer	54	Mind stabilizer	85	Strength enhancer
23	Effort enhancer (combat)	55	Monoblade	86	Surveillance set
24	Enduring shield	56	Monohorn	87	Telepathic bond
25	Equipment cache	57	Multiphasic module	88	Temporary shield
26	Flashburst	58	Null field	89	Tissue regeneration
27	Focus hook	59	Nullification ray	90	Tracker
28	Force armor projector	60	Nutrition and hydration	91	Translation remedy
29	Force screen projector	61	Phase changer	92	Transvolution
30	Gas ammunition	62	Phase wall	93	Trick embedder
31	Glue	63	Radiation spike	94	Uninterruptible power source
32	Grenade	64	Ray emitter	95-96	Vanisher
33	Grenade (creature)	65	Ray emitter (command)	97	Visual displacement device
34	Grenade (gravity inversion)	66	Ray emitter (friend slaying)	98	Vocal translator
35	Grenade (recursion)	67	Ray emitter (fear)	99	Water adapter
				00	Wings

TASK DIFFICULTY

Task Difficulty	Description	Target No.	Guidance
0	Routine	0	Anyone can do this basically every time.
1	Simple	3	Most people can do this most of the time.
2	Standard	6	Typical task requiring focus, but most people can usually do this.
3	Demanding	9	Requires full attention; most people have a 50/50 chance to succeed.
4	Difficult	12	Trained people have a 50/50 chance to succeed.
5	Challenging	15	Even trained people often fail.
6	Intimidating	18	Normal people almost never succeed.
7	Formidable	21	Impossible without skills or great effort.
8	Heroic	24	A task worthy of tales told for years afterward.
9	Immortal	27	A task worthy of legends that last lifetimes.
10	Impossible	30	A task that normal humans couldn't consider (but one that doesn't break the laws of physics).

ARMOR

Armor	Might cost per hour	Speed Pool reduction while worn
Light	1	2
Medium	2	3
Heavy	3	5

It's okay to tell players—particularly starting players—the difficulty of the task.

WEAPON DAMAGE

Light Weapon	2 points of damage (+ Reduces attack roll difficulty by one step)
Medium Weapon	4 points of damage
Heavy Weapon	6 points of damage

DISTANCE

Immediate	Right there. No more than 10 feet (3m). A character can move an immediate distance and do something else on his turn.
Short	Not far. 50 feet (15m) or so. A character can move a short distance as his turn.
Long	Pretty far. 100 feet (30m) or so. A character can move a long distance as his turn, but there is a roll involved.

DAMAGE FROM HAZARDS

Source	Damage	Notes
Falling	1 point per 10 feet (3 m) fallen (ambient damage)	—
Minor fire	3 points per round (ambient damage)	Torch
Major fire	6 points per round (ambient damage)	Engulfed in flames; lava
Acid splash	2 points per round (ambient damage)	—
Acid bath	6 points per round (ambient damage)	Immersed in acid
Cold	1 point per round (ambient damage)	Below freezing temperatures
Severe cold	3 points per round (ambient damage)	Liquid nitrogen
Shock	1 point per round (ambient damage)	Often involves losing next action
Electrocution	6 points per round (ambient damage)	Often involves losing next action
Crush	3 points	Object or creature falls on character
Huge crush	6 points	Roof collapse; cave-in
Collision	6 points	Large, fast object strikes character

RECOVERY ROLLS

Recovery Roll	Rest Time Needed
First recovery roll	One action
Second recovery roll	Ten minutes
Third recovery roll	One hour
Fourth recovery roll	Ten hours

Try to use three to four GM Intrusions per session. Remember to award 2 XP points to the player most affected.

SPECIAL ROLLS

1: Intrusion. The GM makes a free intrusion and doesn't award experience points (XP) for it.

17: Damage Bonus. If the roll was an attack, it deals 1 additional point of damage.

18: Damage Bonus. If the roll was an attack, it deals 2 additional points of damage.

19: Minor Effect. The PC gets a minor effect in addition to the normal results of the task if it was not an attack. If the roll was an attack, it deals 3 additional points of damage, or the PC gets a minor effect, such as:

Strike a specific body part: The attacker strikes a specific spot on the defender's body. The GM rules what special effect, if any, results.

Knock back: The foe is knocked or forced back a few feet.

Move past: The character can move a short distance at the end of the attack.

Distract: For one round, the difficulty of all tasks the foe attempts is modified by one step to its detriment.

20: Major Effect. If the PC spent points from a stat Pool on the action, the point cost for the action decreases to 0, meaning the character regains those points as if she had not spent them at all. The PC gets a major effect in addition to the normal results of the task if it was not an attack. If the roll was an attack, it deals 4 additional points of damage, or the PC gets a major effect, such as:

Knock down: The foe is knocked prone. It can get up on its turn if it wishes.

Disarm: The foe drops one object that it is holding.

Stun: The foe loses its next action.

Impair: For the rest of the combat, the difficulty of all tasks the foe attempts is modified by one step to its detriment.

DESIRED TRANSLATION RESULT

Desired Translation Result or Special Circumstance	Translation Difficulty
The initiating PC meets all normal prerequisites; he appears in the recursion where he left it on last visit (or in the recursion's default destination, if he never visited the recursion before).	Recursion level
The quickened creature initiated, eased, or hastened a translation in the last 24 hours; each additional translation attempt increases the difficulty by another step.	Recursion level + 1 step
The initiating PC relies on a target recursion likeness (or equivalent) that helped shape a recursion through fictional leakage, not a likeness of the <i>actual</i> recursion.	Recursion level + 3 steps

TRANCE AND ACCLIMATION TIME

Trance Time	Acclimation Time
<i>Three PCs (1 initiating, 1 hastening, 1 easing)</i>	
10 minutes	1 round (if vector eases and spinner hastens)
2 hours	10 minutes
<i>Two PCs (1 initiating, 1 hastening)</i>	
10 minutes	1 hour (if spinner hastens)
2 hours	1 hour
<i>Two PCs (1 initiating, 1 easing)</i>	
4 hours	1 round (if vector eases)
4 hours	10 minutes
<i>One PC (1 initiating)</i>	
4 hours	1 hour

TRANSLATION FAILURE

If the PCs fail their translation roll, roll on the following table to determine the result.

01–20	Complete Failure: The characters do not translate.
21–40	Altered Destination: The characters translate to a location they did not plan on, chosen by the GM. This might be a location they have no knowledge of.
41–45	Taxing: Acclimation time is doubled.
46–50	Blurred Senses: The difficulty of all perception-related tasks attempted by translating characters is increased by one step for one hour after acclimation.
51–55	Slowed Reactions: The difficulty of all Speed-based tasks attempted by translating characters is increased by one step for one hour after acclimation.
56–60	Weak: The difficulty of all Might-related tasks attempted by translating characters is increased by one step for one hour after acclimation.
61–65	Confused: The difficulty of all Intellect-related tasks attempted by translating characters is increased by one step for one hour after acclimation.
66–70	Somewhat out of Sync: The difficulty of <i>all</i> tasks attempted by translating characters is increased by one step for one hour after acclimation.
71–75	Entirely out of Sync: The difficulty of all tasks attempted by translating characters is increased by two steps for one hour after acclimation.
76–80	Memory Failure: Translating characters lose all memory of anything that happens one hour after arrival. They “wake up” after that hour and have no idea what happened.
81–85	Adaptation Failure: The difficulty of all tasks related to translating characters’ new foci is increased by one step for the duration of their stay in the new recursion.
86–90	Greatly Altered Destination: The characters translate to a location they did not plan on, chosen by the GM. This might be a location they have no knowledge of. The location and the situation occurring there is always dangerous—filled with enemies, in an environment hostile to character health, and so on. This could be the result of a NPC who has intruded upon the translation and placed the PCs in a peril of the NPC’s choosing, such as a prison, a desert island, the middle of a flash flood, and so on.
91–98	Interrupted Translation: The characters translate to an entirely different recursion than the one they had intended.
99–00	Catastrophic Failure: Roll twice on this table and take both results.