

ARLO COULTON

CYPHER AND ABILITIES CHEAT SHEET

CYPHERS

Sniper module (Level 6): For the next hour, the weapon's effective range increases to 2 miles (3 km).

Darksight (Level 5): Grants the ability to see in the dark for 8 hours.

SPECIAL ABILITIES

Pierce (1 Speed): +1 damage

Fleet of Foot: Can attempt Speed task (difficulty 2) to move short distance and take an action in the same turn.

VANESSA TORGUE

CYPHER AND ABILITIES CHEAT SHEET

CYPHERS

Curative (Level 6): Restores 6 points to user's Might pool.

Electrical Grenade (Level 5): Explodes in immediate radius, inflicting 5 damage.

SPECIAL ABILITIES

Bash (1 Might): -1 damage, but dazes target for 1 round.

Dual Light Wield: Use two light weapons at the same time, making two separate attacks on your turn as a single action. Anything that modifies your attack or damage (including Effort) applies to both attacks (unless it's specifically tied to one of the weapons).

L.G. BABCOCK

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Stim (Level 5): Decreases difficulty of next action taken by three steps.

Temporary Shield (Level 5): Wearer of activated cypher receives asset to Speed defense rolls.

SPECIAL ABILITIES

Enthrall (1 Intellect): While talking, you grab and keep another creature's attention, even if the creature can't understand you. For as long as you do nothing but speak (you can't even move), the other creature takes no actions other than to defend itself, even over multiple rounds. If the creature is attacked, the effect ends.

Spin Encouragement (1 Intellect): Maintain this twist through ongoing inspiring oration. Your allies within short range modify the difficulty of one of the following task types (your choice) by one step to their benefit: defense tasks, attack tasks, or tasks related to any skill that you are trained or specialized in.

TORAH BISHOP

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Strength Enhancer (Level 6): Difficulty of any non-combat task involving raw strength (breaking down a door, lifting a heavy boulder, etc.) is decreased by two steps for 1 hour.

Armor Reinforcer (Level 5): +2 Armor, +5 against damage from cold for 1 day.

SPECIAL ABILITIES

Fast Talk (1 Intellect): When speaking with an intelligent creature who can understand you and isn't hostile, you convince that creature to take one reasonable action on the next round. (GM must agree that it's reasonable; it should not put creature or its allies in obvious danger or be wildly out of character.)

Sleight of Hand (1 Speed): Perform small but seemingly impossible tricks. (Make object disappear from you hand and reappear in a desired spot within reach; make someone believe they have something in their possession when they do not; switch similar objects right in front of someone's eyes; etc.)

DR. SYBIL HOLLOWAY

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Force Screen Projector (Level 6): Creates immobile plane of solid force 20 feet by 20 feet for 1 hour. The plane conforms to the space available.

Meditation Aid (Level 6): Restores 6 points to user's Intellect pool.

Phase Changer (Level 5): Puts user out of phase for 1 minute. Can pass through solid objects as though they were insubstantial, like a ghost. Cannot make physical attacks or be physically attacked.

SPECIAL ABILITIES

Luck Pool: You an addition Luck pool of 3 points. You can spend these points as if they were Might, Speed, or Intellect points. When making a recovery roll, your Luck pool is one additional pool to which you can add recovered points. (A Luck pool at 0 points does not count against your damage track.)

Premonition (2 Intellect): Reality is quantum and noncausal, which means you can discover information leaks. You learn one random fact from a person or location that is pertinent to the topic you designate. Alternatively, you can learn a creature's level. (Either way, you cannot learn anything else about it later with this revision.)

Shatter (2 Intellect): You interrupt the fundamental force holding normal matter together for a moment, creating the detonation of an object you choose within long range. The object must be a small, mundane item composed of homogeneous matter (such as a clay cup, an iron ingot, a stone, etc.). The object explodes in an immediate radius, attacking all creatures and objects in the area for 1 damage. (Effort adds +2 damage because this is an area attack. If you expend Effort to increase damage, the detonation deals a minimum of 1 points of damage even if you fail the attack roll.)

Lab Analysis: You analyze a location and learn information about perpetrators, participants, or forces responsible. You must collect samples from the scene (paint scrapings, dirt, photographs, hair, etc.). You can discover up to three pertinent pices of information about the scene. GM will decide what you learn and difficulty of learning it. Difficulty modified 1 step in your favor if you take the time to transport the samples to a permanent lab. Action to initiate; 2d20 minutes to complete.

JONNY MCDANIEL

CYPHER AND ABILITIES CHEAT SHEET

CYPHERS

Corrosive Grenade (Level 6): Explodes in an immediate radius, inflicting 6 damage.

Disguise Module (Level 6): For 1 hour, wearer's features become almost identical to those of one designated person the wearer has previously interacted with. Lowers difficulty of disguise tasks by two steps. Once designated, user cannot shift the effect to look like another person (though the user can remove the module to look like themselves again before the end of the hour).

Lift (Level 5): User can float up into the air or back down again at a rate of 20 feet per round for up to 1 hour after activation. (Winds or other effects can move the user laterally.)

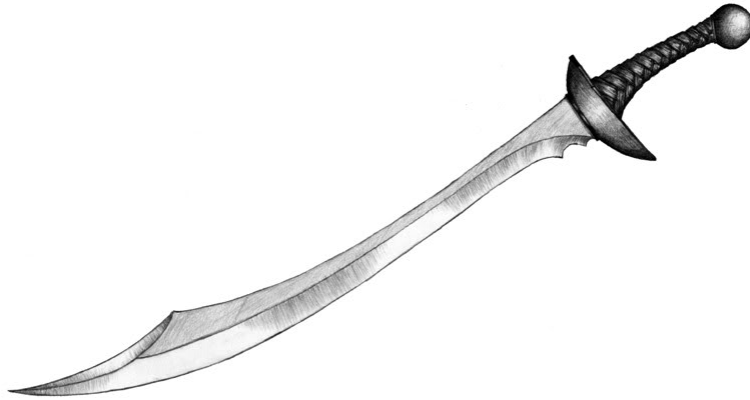
SPECIAL ABILITIES

Exception (1 Intellect): Target a creature within long range, 4 damage. If creature is not native to your current recursion, the first time it is exposed to this revision it also cannot act on its next turn due to its senses being overwhelmed.

TORAH BISHOP

ARDEYN FOCUS CHEAT SHEET

Shamshir: A type of saber.



Question the Spirits (2 Intellect): Call on the spirit of a dead creature and petition it to answer 3 questions.

Summon the Spirit. Must have personally known spirit when it was alive or know its name and have an object that was owned by it. Spirit must have once lived in Ardeyn and must be free to join you. (Spirit will manifest as insubstantial shade or inhabit an object or as an invisible presence.)

Persuade the Spirit. Attempt to “psychically wrestle” the spirit into submission (Intellect task) or you can attempt to convince it with diplomacy, blackmail, or the like.

DR. SYBIL HOLLOWAY

ARDEYN FOCUS CHEAT SHEET

Qephilim: Your ancestors were servitors of the Incarnations. During the Age of Myth, qephilim were semi-divine in their own right. Because a trace of the old blood remains strong in you, because you're covered in ancient scrolls regarding qephilim power, or due to a reason you don't yet fully comprehend, that power from days of yore wakes in you once more.



Mythlight Abilities: When you perform moves, revisions, or twists that would normally use force or other energy, they instead use the semi-divine energy of the mythlight which constantly surrounds you.

Death Kindred (1 Intellect): You invoke the visage of Death. Flesh-decaying energies attempt to wrestle the spirit from the flesh of a living creature that you can see. 2 damage that ignore Armor.

JONNY MCDANIEL

ARDEYN FOCUS CHEAT SHEET

Golem Body: +1 Armor, +5 Might pool, +1 Might Edge

- Add the +5 bonus to your Might pool as you transfer your ability pools to your Ardeyn recursion sheet.

Golem Healing: You are unable to use your first, single-action recovery roll of the day.