

BENTHRE

CYPHER AND ABILITIES CHEAT SHEET

CYPHERS

Magnetic Emitter (Level 6): Projects ray of destructive energy up to 200 feet. 6 damage.

Force Screen Projector (Level 5): Creates immobile plane of solid force 20 feet by 20 feet. Conforms to space available.

SPECIAL ABILITIES

Flex Skill: At the beginning of each day, pick 1 task (other than attack or defense) that you will be trained in that day.

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

Influential Contact: You have an important contact who is an influential person (such as minor noble, captain of the town guard, Aeon Priest, etc.). This can be determined during play (with GM approval/collaboration).

Flesh and Steel – Special Healing: When at full health, first 5 points of damage taken cannot be recovered normally. (You must repairing skills and abilities to restore these points.)

Interface: Directly plugging into a device allows you to identify and learn to operate it as though the task were one level lower.

DAYLEN

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Fire Detonation (Level 5): Thrown at short range, bursts in an immediate radius. 5 fire damage.

Might Rejuvenator (Level 6): Adhesive patch that restores 6 Might points.

SPECIAL ABILITIES

Flex Skill: At the beginning of each day, pick 1 task (other than attack or defense) that you will be trained in that day.

Pierce (1 Speed): +1 damage with a sharp-pointed ranged weapon.

Ice Armor (1 Intellect): Body covered in a sheen of ice for 10 minutes. +1 Armor, +2 vs. cold.

Frost Touch (1 Intellect): 3 cold damage with next unarmed attack. Or +1 damage on all attacks made with a specific weapon for next 10 minutes.

Push (2 Intellect): Push object or creature within short range an immediate distance. Must be able to see target; target must be your size or smaller; target must not be affixed to anything. (Force is quick and crude; cannot be used to pull a lever or even close a door.)

HAWMETT

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Detonation – Web (Level 6): Thrown at short range. Explodes in an immediate radius and creates sticky strands of goo. Might task (difficulty 6) to get out.

Eagleseye (Level 4): Monocle that grants the ability to see ten times as far as normal for one hour.

SPECIAL ABILITIES

Thrust (1 Might): +1 damage with sharp-edged melee weapon.

Trained Without Armor: You are trained in Speed defense when not wearing armor.

Sense “Magic”: By studying an object/location for 1 minute, you can sense whether the numenera is active in situations where its presence is not obvious.

Hedge Magic (1 Intellect): Perform small tricks – temporarily change the color or basic appearance of a small object; cause small objects to float through the air; clean a small area; mend a broken object; prepare (but not create) food; etc. Cannot be used to harm another creature or object.

Hover (1 Intellect): As your action, you can float up a short distance or concentrate to remain motionless. You drift with the motion of the wind or with momentum you have gained. Effect lasts for 10 minutes.

Successive Attack (2 Speed): If you take down a foe, you can immediately make another attack on that same turn against a new foe within reach. (Can be used with both melee and ranged attacks.)

LEVE

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Density Module (Level 4): Crystal nodule affixed to a melee weapon. For next 28 hours, weapon increases in weight on impact, granting +2 damage.

Gas Bomb – Fear (Level 5): Ceramic sphere (thrown, short range) that explodes in a poisonous cloud within immediate distance. Cloud lingers 1d6 rounds unless conditions dictate otherwise. Living creatures that breathe the gas flee in a random direction in fear for 5 rounds.

Image Projector (Level 6): Projects an immobile image of an incomprehensible, disorienting scene 25 feet away from the user (20-foot cube).

SPECIAL ABILITIES

Onslaught (1 Intellect): As physical attack, emit short-range ray that inflicts 4 damage. As mental attack, send telepathic mindslice that deals 2 damage (bypassing Armor). In either case, you must be able to see your target.

Ward: Shield of energy around you at all times. +1 Armor.

Flash (4 Intellect): Explosion of energy within close range, affecting immediate area. 2 points of damage to all creatures/objects in area. (Using Effort for damage grants +2 damage and even if you fail your attack roll you deal 1 damage.)

REMINEL

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Instant Servant (Level 4): Small device expands into a humanoid automaton that is roughly 2 feet tall. It can understand the verbal commands of the creature that activates it. Once active, commanding the servant is not an action. It can make attacks or perform actions as ordered to the best of its abilities, but it cannot speak.

Automaton: Level 4, short movement (never moves farther than long range from activator), may possess specialized knowledge at GM's discretion. Operates for 4 hours.

Magnetic Attack Drill (Level 5): Small sphere with a thick screw protrusion. User throws sphere at target and it drills into the target for one round, inflicting 5 damage. Against targets of metal (or wearing metal), the difficulty of the attack is decreased by one step.

SPECIAL ABILITIES

Push (2 Intellect): Push object or creature within short range an immediate distance. Must be able to see target; target must be your size or smaller; target must not be affixed to anything. (Force is quick and crude; cannot be used to pull a lever or even close a door.)

Scan (2 Intellect): Scan 10-foot cube within short range, including all objects/creatures. Reveals level of object/creature and whatever facts the GM feels are pertinent.

Distant Activation (1 Intellect): Activate or deactivate any machine you can see within short range. You must understand the function of the machine; it must be your size or smaller; it can't be connected to another intelligence (or intelligent itself).

Coaxing Power (2 Intellect): Boost power or function of a machine so that it operates at +1 level.

Charm Machine (2 Intellect): Convince an unintelligent machine to "like" you. Machines that likes you is 50% less likely to function if said function would harm you.

Stasis (3 Intellect): Surround foe with scintillating energy. Target cannot move or act for 1 minute as if frozen solid. Must be able to see the target; it must be within short range; it must be your size or smaller. While in stasis, the target is impervious to harm, cannot be moved, and is immune to all effects.

SATHA

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Might Rejuvenator (Level 7): Adhesive patch that restores 7 Might points.

Shock Nodule (Level 5): Crystal nodule affixed to a melee weapon. For the next 28 hours, weapon deals +1 electrical damage.

SPECIAL ABILITIES

Pierce (1 Speed): +1 damage with a sharp-pointed ranged weapon.

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

Reload (1 Speed): Can reload and fire in the same action.

Weapon Defense: With your chosen weapon in your hand, you are trained in Speed defense rolls.