

NUMENÉRA



LIMINAL SHORES GLIMMER BURST: **CYPHERS**

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LIMINAL CYPHERS

The eye of mind speaking disc remains adhered to the wearer's head even after the cypher burns out.

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Throughout the Ninth World, people of all walks of life report random glimmers of images or information that seem to come from nowhere. These unexpected bursts of data are often nonsensical, rarely useful or pertinent, and sometimes disturbing.

While some call them visions, nanos and other experts in the numenera believe that the “glimmers” are malfunctions of the datasphere that still permeates the world.

This glimmer is one of those rare bursts of information that contains mostly useful information related to cyphers.

But keep vigilant; more glimmer bursts with useful information might yet arrive.

BITING GLOVE

Level: 1d6 + 1

Wearable: Three-fingered biomechanical glove

Effect: When first worn, the cypher inflicts 1 point of damage as the glove constricts and makes a connection. For the next 28 hours, while the glove remains active and worn, any task requiring the wearer to hold or manipulate an object is hindered. During the same period, the user can extend short, synthsteel, needlelike teeth from the glove as part of another action. While the teeth are extended, the wearer's unarmed melee attacks inflict additional damage equal to the cypher level.



EYE OF MIND SPEAKING

Level: 1d6

Usable: Small metallic disk

Effect: When applied to a creature's head, the disk immediately unleashes microfilaments that enter the brain. After five minutes, an eyelike milky orb opens in the center of the disk. For the next 28 hours, the wearer gains a sixth sense, allowing them to see all creatures with minds limned in a glowing aura within long range. This allows the wearer to gauge the creature's relative mental strength (its level) and see its silhouette even in otherwise lightless conditions, or if the wearer's line of sight is blocked. The wearer can attempt mental communication with a creature they can sense, but the target can refuse contact.

HELPFUL THREAD

Level: 1d6 + 2

Usable: Injector

Effect: Injects a tiny, wormlike thread that visibly travels just beneath the user's skin. For the next 28 hours, the helpful thread can communicate telepathically with the user. The helpful thread remembers everything that happens to the user, can have limited conversations regarding the user and its experiences, and generally makes an ideal sounding board for the user. The helpful thread provides an asset to Intellect tasks.

MASK OF MACHINE SPEAKING

Level: 1d6 + 1

Wearable: Mask

Effect: Once activated, this mask covers the wearer's face, neck, arms, and hands with a silvery-gold tracery that pulses with threads of light. For the next 28 hours, the wearer gains an asset to all tasks related to tracking, salvaging, communicating, attacking, or defending against machines. During this period, the wearer can attempt to take command of a machine within short range that they can sense. An affected machine obeys the wearer's will for one hour, until the wearer tries to command a different machine or the machine breaks free of the control in some fashion.

METAL MELDING HELM

Level: 1d6 + 1

Wearable: Head-covering helm studded with strange devices

Effect: Once activated, the wearer can exert force on metal objects within short range for up to one hour. The force exerted is approximately equal to the strength of a fit, capable, adult human. The wearer can use it to slowly move or push off from metal objects, and so on. This force lacks the fine control to wield a weapon or move quickly, so in most situations, it's not a means of attack.

ADDITIONAL GLIMMER TRANSMISSIONS

In addition to definitive information in this glimmer, the following additional data is transmitted:

- The smell of what seems to be the color red.
- An image of a dark pyramidal structure, howling in darkness.
- Static-filled transmission in an unknown language that seems urgent.
- An image of a buried ruin bursting up through the surface of the ground.
- The sound of a wild animal baying.
- An image of a humanoid mouth that seems to be several feet in diameter with mottled-green synth lips.
- A picture of a vast machine crawling across a dead plain.
- An image of a world covered in water save for a single mega-continent consumed by flame as its sun inexorably brightens.

PENUMBRA GLOVE

Level: 1d6 + 2

Wearable: Six-fingered black metal gauntlet

Effect: When first worn, the cypher inflicts 1 point of damage as the glove constricts and makes a connection. For the next 28 hours while the glove remains active and worn, the wearer can extend a light-eating shadow to cover a weapon they wield as part of another action. The shadow dissipates if the wearer stops holding or carrying the weapon. While the shadow cover persists, the weapon inflicts additional cold damage equal to the cypher level.

A shadow-covered weapon held by a penumbra glove ripples and sometimes drips oily blots that stain. The blots evaporate within a few minutes.

SKIN OF PHASING

Level: 1d6 + 4

Wearable: Thin wrap of glistening material that lays itself across large sections of wearer's natural skin

Effect: Once activated, the wearer gains control of their phase state for 28 hours. The wearer can slowly pass through physical barriers at a rate of 1 inch per round (minimum of one round to pass through any barrier). They can't act on or perceive anything until they pass entirely through the barrier. Force fields repel movement, returning the wearer to the point of entry. Alternatively, the wearer can change their phase when they make a Speed defense roll, easing it. Each time they do so, the remaining duration of the cypher drops by one hour.

SUN SHROUD

Level: 1d6 + 1

Wearable: Cloak of translucent fabric

Effect: When activated, the wearer's body is shrouded in flames for up to one hour. The fire doesn't burn the wearer, but it automatically inflicts fire damage equal to its cypher level to anyone who tries to touch or strike the wearer. While the shroud is active, the wearer also gains +2 Armor that protects only against fire damage from another source.