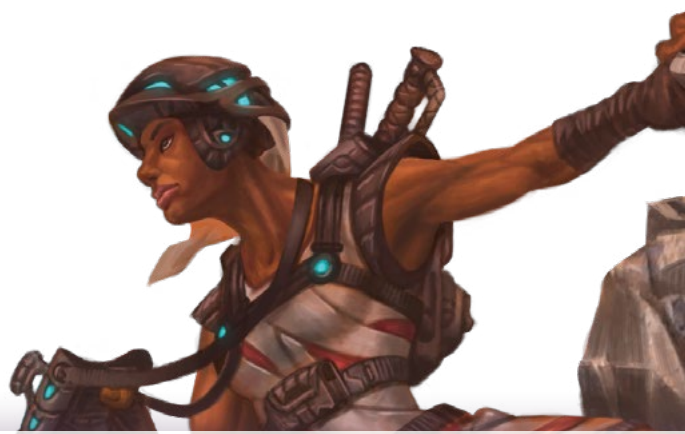
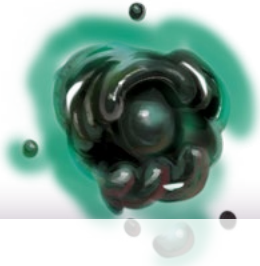


NUMENÉRA

CHARACTER OPTIONS 2



BY MONTE COOK AND BRUCE R. CORDELL



NUMENÉRA

CHARACTER OPTIONS 2



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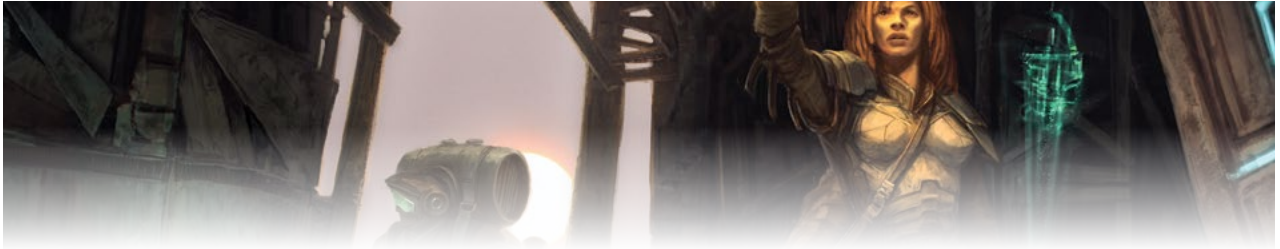
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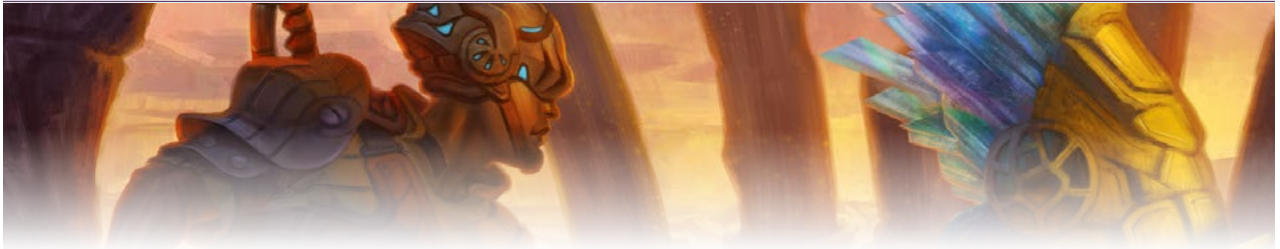
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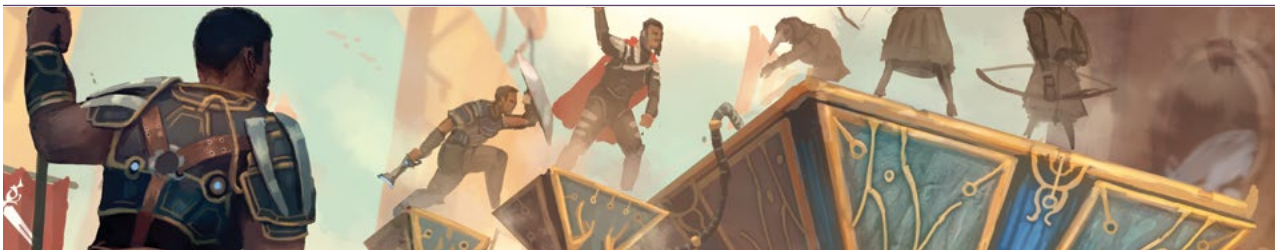
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I like choices. When I created Numenera, I intentionally made it so that there were lots of interesting choices available to players, with descriptors, types, and foci. What soon became evident to many players, of course, is that it's not just a matter of the choices available in those three categories, but the combinations created. A Strong Jack who Works Miracles is different from an Intelligent Jack who Works Miracles in interesting ways, and they're both very different from a Charming Jack who Carries a Quiver.

That's why the original *Numenera Character Options* book was such a natural fit. More choices. More descriptors, more foci, and more type abilities, plus some other miscellaneous stuff. It was fun to write, added a lot of variety, and was very popular with players.

So as we expanded the world of Numenera even further, with books like the *Ninth World Guidebook*, *Into the Night*, and *Into the Deep*, it felt very natural to do another book filled with more options. As the world grew bigger, it made sense that more options would be available. Some—like location-based descriptors—sprang right from those new locations. And the ability of characters to travel into the night, for example, made foci like Fell From Another World or Ventures Into the Night much-needed additions. But of course, lots of the new options in this book are actually just fun additions to the game no matter where the action takes place.

However, probably the biggest news for Numenera fans is that this book contains two entirely new character types, bringing the total number of types from three to five. The Glint and the Seeker will really expand the horizons of players making new characters. In particular, I like how both of these types are so heavily focused on activities like interaction and exploration, which both lead to the core focus of Numenera, and that's discovery.

~Monte



Throughout this book, you'll see page references to various items accompanied by this symbol. These are page references to the *Numenera* corebook, where you can find additional details about that item, place, creature, or concept. It isn't necessary to look up the referenced items in the corebook, but doing so will provide useful information for character creation and gameplay.

CHAPTER 1

NEW CHARACTER TYPES

Character type is the core of your character. Your type helps determine your character's place in the world and relationship with other people in the setting. It's the noun of the sentence "I am an *adjective noun* who *verbs*."

The *Numenera* corebook offers three types: the Glaive, Nano, and Jack. This chapter offers two additional types: the Glint and the Seeker. Neither the Glint nor the Seeker focuses heavily on combat. Instead, the Glint is a master of interaction—making friends, persuading people, speaking in public, and even (perhaps) speaking the occasional untruth. Seekers spend their time looking for discoveries. They are resourceful explorers, steeped in numenera lore.

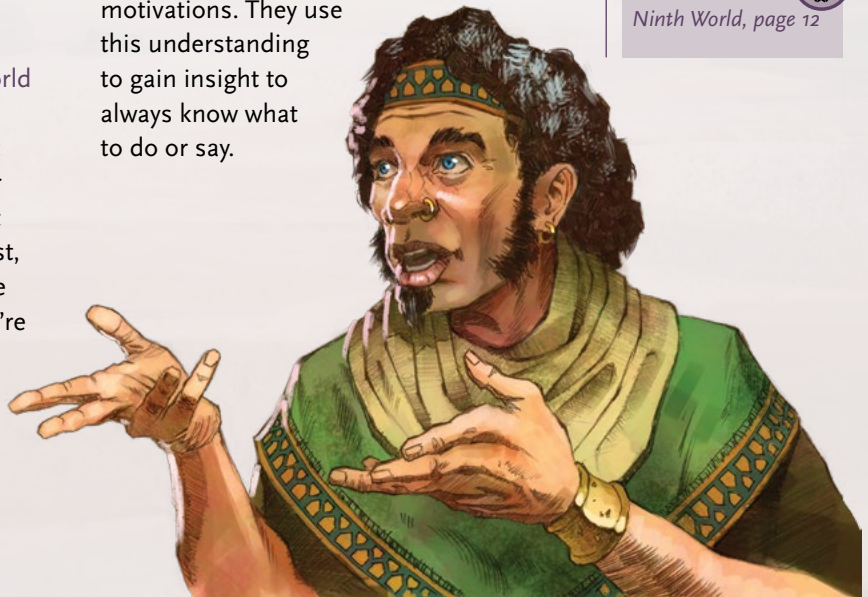
Players can feel free to add Glint and Seeker to the original core three types to increase their possible options.

GLINT

"Glint" is a term used in the *Ninth World* to describe anyone who's good with people. This might be a positive thing: a diplomat, salesperson, performer, or charmer. Or it could carry a somewhat more negative connotation: a con artist, swindler, or charlatan. Glints, then, are people who focus on interaction. They're negotiators, information gatherers, and spokespeople. Glints aren't just pretty faces or smooth talkers, however. They're really something special, with capabilities that extend far beyond an ease with interpersonal interaction.

Glints focus primarily on Intellect—particularly the aspect of Intellect that is a measure of charm and charisma. They also often have a decent Speed Pool, useful for when their words go wrong or just aren't enough. They rarely wear heavy armor or carry large weapons. Most of the time, they avoid combat if they can, or stay to the edges of a fight, helping allies with their abilities and observations rather than diving into the melee.

Glints in Society: In many cases, Glints are the hubs around which the wheels of society turn. It's not unusual for Glints to become leaders—whether officially, with a title, or unofficially, by simply wielding a great deal of influence. Other times, they operate at a lower level, as diplomats, merchants, or even entertainers. Glints aren't just good talkers. They're good listeners as well. They understand people, and can quickly glean others' motivations. They use this understanding to gain insight to always know what to do or say.



Intellect, page 20

Ninth World, page 12



Glaive, page 26

Nano, page 32

Glints get along with everyone. They can trade rough jokes with a group of stalwart Glaives just as easily as exchanging puns with a cadre of scholarly Nanos, and they can do and say all the right things to get either group to like them as well.

Glints in the Group: No one's likely to ever be sad that there's a Glint in the group, because the Glint can serve as the group's spokesperson. The face. A Glint talks to the merchant to get the best deal, interacts with the guards to see if they'll let the group past, or helps convince everyone in town that the group isn't responsible for all the destruction they caused. The Glint might even be the leader of the group (although the Glint most often leads from the back). The group wants the Glint to be in a place where they can observe, and provide advice, aid, and inspiration.

Glints and the Numenera: Glints have a great many advantages, but it's a dangerous world out there and they are not Glaives with armor and large weapons or Nanos with offensive and defensive esoterics. In other words, many Glints rely on the numenera to defend themselves.

Advanced Glints: A Glint might start out as a fast-talking con artist, but as they advance they might use their skills to gather companions and friends that travel with them. They make contacts and connections with the world, so that they always know what's going on around them. Eventually they can predict the actions of others with astounding accuracy. They can sway or terrify large groups of people and even serve as a leader in a dangerous situation.

GLINT BACKGROUND

When you're a Glint, you're more than just someone with "people skills." You wield the ability to change minds, and thus societies—and even shift the tide of history. Something in your background explains these unique talents, whether it is genetics, enhancements, training, or something else. Choose one of those three options described below as the source of your skills, knowledge, and abilities (or create your own). This choice will provide the foundation of your background and give

you an idea of how you can improve. The game master (GM) can use this information to develop adventures and quests that are specific to your character and play a role in your advancement.

GENETICS

You were born this way. Everyone always took to you. You always seemed to know the right thing to say. It all came naturally. Your voice was pleasant, your eyes shining and honest, your face attractive. These qualities have always been strong enough that you could rely on them. While others learned a craft, or learned to fight, steal, or tinker with the numenera, you found that you could usually get what you needed, and what you wanted, by talking to people. It wasn't necessarily a con—you liked talking as well as listening, and did that better than anyone else.

Now, all this might just come from a heritage of quality forebears, but it could come from something more. A silver-tongued Glint like yourself might have inherited those qualities from your family or you might even benefit from some subtle mutations that alter your voice and mannerisms to be perfect for influencing others. You don't really know. You just know that you've always been this way, and that while you look just like everyone else, you're different. Of course, no one ever need know that but you.

Advancement: Just as you don't know the ultimate source behind your talents, you don't know their limits, either. You have to continually test them and push yourself into trying new things. You might need to share your secrets with someone knowledgeable one day so that they can help you. Perhaps you'll even discover the source of your abilities. Regardless, when your stats improve and you gain new abilities, it's because you've taken the gifts you were born with and pushed them to the next level.

ENHANCEMENTS

Not everything is as it seems. You have numenera components—cybernetic implants or biomechanical modifications



Esoterics, page 35

that have an intelligence all their own. These components help you determine the right thing to say. They analyze the expressions, gestures, and words of everyone you talk to and provide insights into their mood, reactions, honesty, and vulnerabilities. This all comes to you as second nature—these things are a part of you and have been for quite some time. You are as much a product of the numenera as you are of nature.

Advancement: Your artificial parts need to be continually maintained and—ideally—upgraded. Perhaps this is the kind of thing you'll learn to do yourself. Potential spare parts and new components are everywhere in the Ninth World for those who know what they're looking for. But you might not be able to do it all on your own. Chiurgeons, specialists, and mechanical experts might be required. Maybe even the *Aeon Priests* or the *Convergence* can help. At some point, you might find yourself in need of very specific, very rare parts to complete your enhancements. Such components might be found only in particular ruins of the prior worlds, or perhaps they're available elsewhere for a high price. Either way, getting them won't be easy.

When you improve your skills and abilities, it's because you've altered your enhancements in some way. Some of them may even produce a more overt effect, modulating your voice and further honing your appearance.

TRAINING AND EXPERIENCE

You showed plenty of aptitude on your own, but you really began to shine when a mentor took notice of you. Your mentor taught you how to speak and how to listen. From your mentor, you learned how to “read” people to ascertain their moods, distinguish their truths from their lies, and learn what they need and what they need to hear. Your mentor frequently took you out to practice your skills in public. You became more than pupil and instructor—you became friends.

Advancement: Future consultations with your mentor are likely necessary in order for you to advance further, or perhaps one day gain the attention of an even more skilled teacher. Of course, eventually the

student must become the master, and you will develop some of your greatest skills and abilities on your own. Perhaps when the time comes, you should consider taking on a pupil of your own, not only to pay back what's been given to you, but because through teaching comes discovery.

GLINT CONNECTION

Your type helps determine some connection you have to the setting. Roll a d20 or choose from the list on page 8 to determine a specific fact about your background that provides a connection to the rest of the world. You can also create your own fact.

GLINT STAT POOLS

Stat	Pool Starting Value
Might	8
Speed	9
Intellect	11

You get 6 additional points to divide among your stat Pools however you wish.

GLINT TIERS

FIRST-TIER GLINT

First-tier Glints have the following abilities:

Effort: Your Effort is 1.

Physical Nature: You have an Intellect Edge of 1, a Might Edge of 0, and a Speed Edge of 0.

Cypher Use: You can bear two cyphers at a time.

Practiced With Light Weapons: You can use light weapons without penalty. If you wield a medium weapon, increase the difficulty of the attack by one step. If you wield a heavy weapon, increase it by two steps.

Interaction Skills: You are trained in two skills in which you are not already trained. Choose two of the following: deceiving, persuading, public speaking, seeing through deception, or intimidating. *Enabler.*

Starting Equipment: You start with stylish clothing and a light weapon of your choice, two cyphers (chosen for you by the GM), one oddity, and 9 shins (coins). If you start with a ranged weapon that requires ammunition



Aeon Priest,
page 269

The Convergence,
page 223



Tier, page 23

Effort, page 21

Intellect, page 20

Might, page 20

Speed, page 20



Trained, page 86

Skills, page 25

Enabler, page 25

Roll Glint Background

- 1 You are married, but your spouse has no interest in doing anything but staying at home and working as a tailor.
- 2 When you were a teenager, one of your siblings went missing and is presumed dead. The shock rent your family, and it's something you've never gotten over.
- 3 You worked as a small-time thief in your younger days, and spent a short time in prison.
- 4 You trained as a teenager to be a leatherworker, and still have a strong connection to your old mentor.
- 5 You used to work in a mill, and many of your good friends from that time still do.
- 6 Your grandparents raised you and instilled in you a number of folksy sayings and ideas.
- 7 As an orphan, you had a difficult childhood, and your entry into adulthood was challenging.
- 8 You grew up in extreme poverty, among criminals. You still have some connections with the old neighborhood.
- 9 You served as an envoy for a powerful and influential woman in the past, and she still looks upon you with favor.
- 10 You have an annoying rival who always seems to get in your way or foil your plans.
- 11 You've worked yourself into the position of spokesperson for an organization of some importance.
- 12 Your neighbors were murdered, and the mystery remains unsolved.
- 13 You have traveled extensively, and during that time you accumulated quite a collection of strange souvenirs.
- 14 Your childhood sweetheart ended up with your now ex-best friend.
- 15 You are a member of a small, secret society.
- 16 You are part owner of a local bar, where you're something of a whiz at creating specialty cocktails.
- 17 You once ran a con that cheated important people out of money, and they want revenge.
- 18 You used to act in a traveling theater, and they remember you fondly (as do people in the places you visited).
- 19 One of your parents was a minor official, with access to many privileges and much information.
- 20 Your best friend from your youth is now a traveling merchant, and you run into her from time to time.

(arrows, for example), you start with 12 of that type of ammunition. Before choosing your weapon and other gear, you might want to wait until after you've chosen your pronouncements, descriptor, and focus.

Pronouncements: Glints have a variety of special abilities that they can use called pronouncements. Almost all require that you can speak to use them. Unless otherwise described, if they affect another creature, that creature must be able to perceive and understand you. Some pronouncements specify a duration, but you can always end one of your own pronouncements anytime you wish. Choose two pronouncements from the abilities described below. You can't choose the same ability more than once unless its description says otherwise.

Coax Information (1 Intellect point): If you have a conversation with someone (lasting at least a minute), you can

get that someone to give you some information you desire during the course of the conversation. If this information is extremely secret or vital, the difficulty may be higher than simply their level (likewise, if it is not very vital, it might be lower). Best of all, if you are successful, the person either doesn't realize the information slipped out, or they are not alarmed that they gave it to you. Enabler.

Connection With an Organization: You have a general connection with an important organization, such as the *Order of Truth*, the *Angulan Knights*, the *Twelfth Ode* (a criminal gang), the aristocracy of the region, a merchant guild, and so on. The difficulty of all tasks related to interacting with members of that group is decreased by one step. Further, you can use this connection to get help, lower prices on goods, or whatever is appropriate. You and the GM should work out the details



Order of Truth,
page 222

Angulan Knights,
page 224

Twelfth Ode, page 91



together. You can choose this ability more than once, and choose a new organization each time. Enabler.

Contact: You have an important contact who is in an influential position, such as a minor noble, the captain of the town guard, an Aeon Priest, or the head of a large gang of thieves. You and the GM should work out the details together. You can choose this ability more than once, and gain a new contact each time. Enabler.

Encouragement (1 Intellect point): While you maintain this ability 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. Action.

Fast Talk (1 Intellect point): When speaking with an intelligent creature who can understand you and isn't hostile, you convince that creature to take one reasonable action in the next round. A reasonable action should not put the creature or its allies in obvious danger or be

wildly out of character, but it might be more than could be accomplished with a simple persuasion task. Action.

Friendship (1 Intellect point): You convince a sentient creature to regard you positively, as they would a potential friend. You gain an **asset** in all future interactions with the creature until you give them a reason to no longer regard you well, at which point this effect ends (and may result in the difficulty of future interactions increasing by one step, because scorn is a powerful emotion). The affected creature isn't "charmed" supernaturally—they are not compelled or controlled in any way. A target affected by this is simply more likely to perceive you as a friend if you give them a reason to believe this to be so. This isn't enough to keep a hostile foe from attacking, but it can help in a subsequent interaction task to do that.

Influence: You can, at a later date (in the course of play), leverage influence over an individual or even a group. Using this influence, the difficulty of tasks related to interacting with this individual or group is

Asset, page 16

Short range,
page 18

Generally speaking, if a nonplayer character (NPC) is already distrustful, the difficulty of any kind of interaction with them—including the use of most Glint abilities—is increased by at least one step. If they are outright hostile, the difficulty is increased by at least two, if not three steps.

Remember that “sentient creature” could be an animal as easily as a person, or even a machine intelligence, but probably not an automaton. An “intelligent creature” is probably one with a language, so not an animal.

Almost all Glint abilities require some kind of direct interaction—and probably an exchange of actual words—to function. Thus, language can be a barrier. In some cases, a lack of a common language will increase the difficulty or even make it impossible.

But tricky Glints get past this by using gestures, expressions, body language, and so forth when possible and appropriate.

decreased by three steps. However, once you declare whom you have influence with, you cannot change it unless you select this ability again when you gain a new tier. Further, depending on the circumstances that you and the GM work out, the influence may be temporary. For example, you might have incriminating evidence over the mayor of a city about his lurid romantic affair with the chief constable. However, if that affair ends, so does your influence. Enabler.

can attempt to convince the creature to refrain from being hostile longer-term, but if you fail, the creature acts as it wishes.

False Identity (2 Intellect points): You make a very convincing argument to a sentient creature that you are someone else. The difficulty of this kind of deception is reduced by one step. This is useful when bluffing past a guard, or as the supplement to a physical disguise. If you apply a level of Effort, you gain an asset in any attempt



In many cases, Glints are the hubs around which the very wheels of society turn.

SECOND-TIER GLINT

Second-tier Glints have the following abilities:

Pronouncements: Choose one of the following Glint pronouncements (or a pronouncement from a lower tier) to add to your repertoire. In addition, you can replace one of your first-tier pronouncements with a different first-tier pronouncement.

Beast Companion: A level 2 creature of your size or smaller accompanies you and follows your instructions. You and the GM must work out the details of your creature. You'll probably make rolls for it in combat or when it takes actions, although most of the time the companion will use its actions to provide an asset in whatever it is you are doing, if in a position and capable to do so. The beast companion acts on your turn. As a level 2 creature, it has a target number of 6 and a health of 6, and it inflicts 2 points of damage. Its movement is based on its creature type (avian, swimmer, and so on). If your beast companion dies, you can hunt in the wild for 1d6 days to find a new companion. You can take this ability more than once, each time gaining an additional companion or increasing the level of your existing companion by 2 (maximum level 6). Enabler.

Calm Aggression (3 Intellect points): You can convince a hostile creature to refrain from taking violent action for one round. On your next action, you (or someone else)

to convince the creature that you are something else—a being of some other species. This almost certainly needs the supplement of a physical disguise. Enabler.

Gather Intelligence (2 Intellect points): When in a group of people (a caravan, a palace, a village, a city) you can ask around about any topic you choose and come away with useful information. You can ask a specific question, or you can simply obtain general facts. You also get a good idea of the general layout of the location involved, note the presence of all major sites, and perhaps even notice obscure details. For example, not only do you find out if anyone in the palace has seen the missing boy, but you get a working knowledge of the layout of the palace itself, note all the entrances and which are used more often than others, and take notice that everyone seems to avoid the well in the eastern courtyard for some reason. This ability takes about an hour to use.

Impart Ideal (3 Intellect points): After interacting with another creature who can hear and understand you for at least one minute, you can attempt to temporarily impart an ideal to the target that you can't otherwise convince it of. An ideal is different than a specific suggestion or command; an ideal is an overarching value such as “all life is sacred,” “my political party is the best,” “children should be seen, not heard,” and so on. An ideal influences a



creature's behavior but doesn't control it. The imparted ideal lasts for as long as befits the situation, but usually at least a few hours. The implanted ideal is jeopardized if someone friendly to the creature spends a minute or more bringing the target back to its senses. Action.

Personal Insight (2 Intellect points): You get an idea of what is wanted by a sentient creature that you have interacted with (or perhaps merely closely observed) for at least a few rounds. This might be their goal, one of their needs, or their orders. It might be long-term or immediate. The specifics vary from creature to creature. Although the use of this insight can take many forms, at the very least it can be an asset in future (non-combat) interactions with the creature, for as long as the insight remains true. Action.

Skill With Defense: Choose one type of defense task in which you are not already trained: Might, Speed, or Intellect. You are trained in defense tasks of that type. You can select this pronouncement up to three times. Each time you select it, you must choose a different type of defense task. Enabler.

THIRD-TIER GLINT

Third-tier Glints have the following abilities:

Expert Cypher Use: You can bear three cyphers at a time.

Pronouncements: Choose one of the following Glint pronouncements (or a pronouncement from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier pronouncements with a different lower-tier pronouncement.

Companion: You gain a level 2 NPC companion who is completely devoted to you. You and the GM must work out the details of the companion. You'll probably make rolls for it in combat or when it takes actions, although most of the time the companion will use its actions to provide an asset in whatever it is you are doing, if in a position and capable to do so. The companion acts on your turn. As a level 2 companion, it has a target number of 6 and a health of 6, and it inflicts 2 points of damage. If the companion dies, you gain a new one after at least two weeks and proper recruitment. You can take this ability more than once, each time gaining an additional



companion or increasing the level of your existing companion by 2 (maximum 8).
Enabler.

Dangerous Personal Insight (3 Intellect points): If you interact with or study a sentient creature for at least a round, you gain an advantage over them in combat, having spotted a weakness or devised a viable tactic. You gain an asset on attacks made against that creature for 28 hours.
Action.

Further Personal Insight (3 Intellect points): If you have used Personal Insight on a creature, you can use this ability once at any later point to ask a question about how to get that creature to act in a desired manner. For example, “What do I have to do to draw the callerail out of the ravine so I can pass through?” “What can I do to convince the merchant to give me the key to the back entrance?” The answer assumes you are successful in any tasks in question (if you need to make a roll to imitate the roar of a jiraskar to get the callerail to leave, the answer assumes you succeed). The answer might also be out of your means,

such as “bribe the merchant with a level 6 artifact” when you don’t currently have one. Still, the answer “you cannot” or even “you likely cannot” is a valid answer—and valuable information in its own right.
Action.

Group Friendship (3 Intellect points): You convince a sentient creature to regard you and up to ten creatures you designate that are within immediate distance of you positively, as they would a potential friend.
Action.

Oratory (4 Intellect points): When speaking with a group of intelligent creatures that can understand you and aren’t hostile, you convince them to take one reasonable action in the next round. A reasonable action should not put the creature or its allies in obvious danger or be wildly out of character.
Action.

Pay No Heed (4 Intellect points): You convince a creature that something it observed within the last round is nothing of import—even if it is dramatic or dangerous, like the collapse of a nearby wall, the theft of one of its items, or even the death of



Callerail, page 234

Jiraskar, page 242



a companion. The complete effect lasts only one round. That is to say, the creature ignores the event for one round, and if presented with no further evidence that it happened, it is forgotten. But if after one round the creature cannot help but notice the result of the event (the collapsed remains of a wall, the absence of the item, or a nearby corpse), they react appropriately. Action.

FOURTH-TIER GLINT

Fourth-tier Glints have the following abilities:

Pronouncements: Choose one of the following Glint pronouncements (or a pronouncement from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier pronouncements with a different lower-tier pronouncement.

Blend In (4 Intellect points): Creatures still see you, but they attach no importance to your presence for about a minute. While blending in, you are specialized in stealth and Speed defense tasks. This effect ends if you do something to reveal your presence or position—attacking, using an ability, moving a large object, and so on. If this occurs, you can regain the remaining period of effect by taking an action to focus on seeming innocuous and as if you belong. Action to initiate or reinitiate.

False Group Identity (4 Intellect points): You make a very convincing argument to a sentient creature that you and a group of up to ten creatures you designate are not who you truly are. The difficulty of this kind of deception is reduced by one step. This is useful when bluffing past a guard, or as the supplement to a physical disguise.

If you apply a level of Effort, you gain an asset in any attempt to convince the target creature that you and the other creatures are something else—beings of some other species. This almost certainly needs the supplement of a physical disguise. Enabler.

Feint (2 Speed points): If you spend one action creating a misdirection or diversion, in the next round you can take advantage of your opponent's lowered defenses. Make a melee attack against that opponent. The difficulty of the roll is decreased by one

step. If your attack is successful, it inflicts 4 additional points of damage. Action.

Group Insight (4 Intellect points): You get an idea of what is wanted by a group of sentient creatures that you have interacted with for at least a few rounds. This might be their goal, one of their needs, or their orders. It might be long-term or immediate. The specifics vary from group to group. Although the use of this insight can take many forms, at the very least it can be an asset in future interactions with the creatures. Action.

True Insight (4 Intellect points): If you have used Personal Insight on a creature, you can use this ability once at any later point and ask a question about how that creature will react in a hypothetical situation. For example, "If I ask the captain to sail the ship to Ancuan, what will she say?" "If we take away the prince's biomechanical staff, what will he do then?" You always get as accurate an answer as possible. Action.

FIFTH-TIER GLINT

Fifth-tier Glints have the following abilities:

Adept Cypher Use: You can bear four cyphers at a time.

Pronouncements: Choose one of the following Glint pronouncements (or a pronouncement from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier pronouncements with a different lower-tier pronouncement.

Bond of Friendship (5 Intellect points): You help guide a long-term ally within immediate range to rely on the bonds of your friendship to help you work together. For the next hour, as long as you remain within immediate range, you each provide an asset to each other on all actions, you ignore movement penalties due to terrain, you each subtract 2 points from all damage suffered, and you each inflict 2 additional points of damage when you attack. You can use this ability in subsequent rounds on other friends, but you remain the central "hub" for all activity—all of them must remain within immediate range of you, regardless of the position of other friends. Action to initiate.



Glints aren't just pretty faces or smooth talkers. They're really something special, with capabilities that extend far beyond most.



Visitant, page 120

Dangerous Group Insight (5 Intellect points): If you interact with or study a group of sentient creatures (all of which must be in short range) for at least a round, you gain an advantage over them in combat, having spotted a weakness or devised a viable tactic. You gain an asset on attack rolls made against any of those creatures for 28 hours. What's more, if you use an action speaking with an ally about the group, that ally then gets the same asset. You can speak to one ally per action. Action.

Network of Contacts: You have a large number of important contacts in influential or knowledgeable positions, spread out over all the regions where you've been in your career. Some of these contacts know each other and maintain lines of communication to you, regardless of where you are, as long as you're with one of them. You and the GM should work out the details together. Enabler.

Skill With Attacks: Choose one type of attack in which you are not already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are trained in attacks using that type of weapon. Enabler.

Terrify (6 Intellect points): All non-allies within short distance who can hear your dreadful, intimidating words flee from you at top speed for one minute.

SIXTH-TIER GLINT

Sixth-tier Glints have the following abilities:

Pronouncements: Choose one of the following Glint pronouncements (or a pronouncement from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier pronouncements with a different lower-tier pronouncement.

Battle Management (6 Intellect points): You give orders or advice (requiring no action on your part) and the difficulty of attack and defense tasks by your allies within

short range who can hear you is decreased by one step. This lasts for about a minute, but the allies must remain in range. Enabler.

Coax the Crowd (7 Intellect points): You convince a large number of people—all within long range—to change a belief and take a long-term action or set of actions. For example, you might convince them to turn against the queen and storm the castle, or welcome a group of visitants as friends in the community. This takes about ten minutes to accomplish, during which time you can't be seriously interrupted or the attempt automatically fails.

Complete Lunacy (6 Intellect points): You convince an intelligent creature to do something that they would never normally do, short of outright killing themselves (although they might do something obviously dangerous) or committing violence against someone or something they love. You could convince the duke to take off his clothes and run around his castle. You could convince an Aeon Priest to give over her most valuable numenera device. This isn't mind control—they're actually convinced it's the right thing to do and will believe so long after they've done it. Action.

Inspiration (6 Intellect points): You speak words of encouragement and inspiration, and all allies within short range who can hear you immediately gain a recovery roll, gain an immediate free action, and have an asset for that free action. The recovery roll does not count as one of their normal recovery rolls. Action.

True Understanding (5 Intellect points): You take the full measure of a creature after spending at least ten minutes interacting with or closely observing it. From that point onward, the difficulty of all tasks related to interacting with or contending with that creature is reduced by three steps. Enabler.

GLINT EXAMPLE

Tammie wants to create a Glint. She puts 4 of her additional points into her Intellect Pool and 2 into her Speed Pool; her stat Pools are now Might 8, Speed 11, and Intellect 15. As a first-tier character, her Effort is 1, her Might Edge and Speed Edge are 0, and her Intellect Edge is 1. She's smart and charismatic, but not particularly tough.

Tammie chooses the pronouncements Fast Talk and Encouragement to help get into places and aid her friends. As her Interaction Skills, she chooses deceiving and persuading—she really wants to be able to influence people to get them to do what she wants.

A Glint starts with two cyphers, and the GM chooses an injector that will harden the skin for an hour and add +2 to Armor as well as a ray projector that fires a beam of powerful heat that inflicts 5 points of damage.

Tammie decides that her character also carries a dagger, but keeps it hidden in her boot. She doesn't want anyone to know she's armed. As a light weapon, it inflicts 2 points of damage but reduces the difficulty of attacks by one step.

Tammie chooses Charming for her descriptor, really focusing on maximizing her persuasive abilities. Charming increases her Intellect Pool to 17. She's trained in all positive social interactions, which means she's actually specialized in most of those kinds of activities (thanks to the skills she took). She also gains a contact, and she and the GM work out that it is the priestess of a local religion with a lot of clout in the community. However, her descriptor gives her an inability in both resisting mental attacks and lore or knowledge tasks, which means that while she's charismatic, her high Intellect Pool doesn't mean she's necessarily strong willed or well-educated.

For her focus, Tammie chooses Works Miracles. This is really the final piece of the puzzle for figuring this character out—she's not a con artist, she's a religious figure. She can use her abilities to not only further help her friends, but also ingratiate herself to others. She's not going to be much in a fight, but she's hoping she can talk her way out of most such situations.

SEEKER

Seekers are explorers. When someone travels to an ancient ruin to recover a cache of numenera devices, that someone is very often a Seeker. In a world where most people spend their lives in a village not knowing what lies beyond the nearby hill or on the other side of the river, Seekers travel, explore, and discover. They're a rare breed in the Ninth World, but without them the rest of the people would be far worse off. Someone needs to brave the wilderness, the mysteries of the past, and the general

One of the best known Glints along the coast of Ancuan, Reith Annul, travels with a delisso bird perched upon his shoulder. He's taught the bird to say one-liners and compliments to quickly ingratiate him among the folk of a new town.





unknown (something the Ninth World has in abundance). They aren't afraid of the weird or incomprehensible—they drive right into it.

Seekers need to be at least a little skilled at a lot of things. They need Might and Speed to deal with the challenges they face, but they need Intellect to help them figure out what they've discovered and if it's worth bringing back to civilization.

While they're interested in protecting themselves against the dangers inherent in the numenera as much as possible, most Seekers find heavy armor too restricting to be useful on their missions. Moving freely in risky situations—to climb up a wall, walk along a narrow ledge, or crawl through a narrow tunnel—is part of what every Seeker expects to do on a routine basis.

Seekers in Society: People are sometimes wary of Seekers, because they explore the dangerous and bizarre, and who knows what they might have brought back with them from some strange location? To some, a Seeker might be the bearer of sickness, curses, or evil magic due to the forbidden places in which they dare to tread.

Seekers often blaze trails and scout safe routes for merchants and other travelers. Sometimes they carry messages from place to place. But most of all they explore places no one else would ever dare go. If an Aeon Priest needs a component for an important device, or a town needs a special chemical to fight a terrible plague, it's a Seeker they send out to find it.

Seekers get along well with both Glaives and Nanos. They might not be able to fight as well as a Glaive or command the strange powers of a Nano, but they're as rough and tumble as any warrior, and as smart and knowledgeable as a scholar. Jacks and Seekers potentially get along as well, but Jacks can fit in with anyone. Glints and Seekers don't often see eye to eye because the Glint would rather stay in town and talk to people. At the same time, however, Seekers are the embodiment of adventure and derring-do, and that attracts some people. Seekers can sometimes gain admirers and even fans.

Seekers in the Group: While a Glaive might take the lead in a group of explorers,

it's probably only after the Seeker scouted ahead and reported back what they found. Seekers are tough, but they are only moderately competent at holding their own in a stand-up, straightforward fight. They also have no special affinity for interacting with people. In fact, many Seekers are reserved and introverted, and would rather be blazing a trail in the wilds or exploring a new site than talking to people.

Seekers and the Numenera: Seekers have an extremely close relationship to the numenera. Thus, Seekers value any and all devices and discoveries related to the numenera and crave knowledge of more. Their skills and knowledge give them excellent means to go out, find, and eventually even tinker with devices.

Seekers usually look for items that help protect themselves but also those that improve their maneuverability. Many a Seeker has found themselves needing to somehow scale a strange wall in a prior-world ruin to get to an important machine, wishing they had a cypher or artifact that could simply allow them to defy or alter gravity, for example.

Advanced Seekers: As Seekers gain experience and become more skilled and powerful, they gain abilities to resist damage, find anything they set their mind to, and shrug off even the worst wounds and effects.

SEEKER BACKGROUND

Not everyone that explores the wilderness or ancient sites is a Seeker—Seekers are special individuals with unique training and abilities. Something in your background has put you in this position, and is at least partially responsible for your talents. Choose one of the three options described below as the source of your skills, knowledge, reflexes, and stamina (or create your own). It will provide the foundation

of your background and give you an idea of how you can improve. The GM can use this information to develop adventures and quests that are specific to your character and play a role in your advancement.

STRANGE EXPERIENCE

When you were younger, you had a strange experience that you have not been able to fully understand. Somehow you found yourself in a mysterious location surrounded by the numenera and the trappings of some prior world. You no longer remember everything that happened, but you were bathed with strange energies. Were there other creatures there as well? It's unclear. Somehow, you escaped and wound up once again in familiar surroundings. You'd like to find that place again and get some answers, but in the meantime there's no denying that the experience changed you in some ways, both physically and psychologically. You don't fear such places anymore—you look for them. Such places hold secrets, and that's what you're after now.

Advancement: New, strange locations with new, mysterious technologies offer you ways to improve yourself. This means that as you progress, you need to go into prior-world ruins and places of weirdness to find new injections, energies, concoctions, and devices to improve your abilities and stats. In this way, exploration is as much about you as about anything else you might be looking for.

UNNATURAL FORTITUDE

Thanks to one of your ancestors, you have a stamina (both physically and psychologically) that most people can't imagine. The things that would make most people weak, sick, or outright dead don't affect you (or at least don't affect you as strongly). Terrors no one would ever face are things you will confront head-on. You have your inherent nature to thank for that.



Seekers are thrill seekers and daredevils, but they don't have death wishes. They know what they're doing and fully understand the dangers they face. If anyone can overcome such challenges, it's a Seeker.



Roll Seeker Background

- | | |
|----|--|
| 1 | You were caught in an <i>Iron Wind</i> storm years ago and still bear the strange scars. |
| 2 | Your brother is a murderer, wanted by the authorities. |
| 3 | You have made a number of discoveries in your explorations, but opportunities to capitalize upon them haven't panned out as yet. |
| 4 | You were a musician when you were younger and still like to play. |
| 5 | Your parents were very religious, but you haven't yet decided to adopt their beliefs fully yet. |
| 6 | You served in the military with honor. |
| 7 | From time to time, you have received assistance from a mysterious organization. You don't know why. |
| 8 | You studied at a prestigious university when you were younger. |
| 9 | Your best friend from your youth is now an influential official. |
| 10 | You used to be a teacher of young pupils. Your students remember you fondly. |
| 11 | You worked as a small-time criminal until you were caught and served some time in prison. |
| 12 | Your greatest discovery to date was stolen by your archrival. |
| 13 | You belong to an exclusive organization of Seekers whose existence is not widely known. |
| 14 | You were kidnapped as a small child under mysterious circumstances, although you were recovered safely. No one knows what happened while you were missing. |
| 15 | When you were young, you were addicted to narcotics, but you are a recovering addict now. |
| 16 | Your good friend runs a bar in a nearby town. |
| 17 | You own a small side business in addition to exploring the unknown. |
| 18 | You had a pet <i>seskii</i> , but it went missing not long ago. |
| 19 | Your sister is the owner of a store and gives you a hefty discount. |
| 20 | Your father is a high-ranking officer in the military with many connections. |



Iron Wind, page 135

Seskii, page 258



It is effectively a mutation, due to something that happened to one of your forebears. Perhaps they were an explorer and wandered somewhere they should not have. They survived, however, and it created traits that have passed down to you. (Do your siblings or other relatives have some or all of the same traits or is it a mutation that shows up more randomly? You've wondered this in the past—perhaps you'll find the answer one day.)

Advancement: Your abilities are locked within you; you need only learn how to release them. The only way this has worked in the past has been to push yourself to your very limits, seeking greater challenges, new places, and more numenera. These things all make you stronger.

A UNIQUE ATTITUDE

You were born different. Growing up, your elders tried to instill within you a good, healthy fear of the wilderness, the unknown, and in particular places of ancient power. But none of that made sense to you. You

didn't fear those things. You craved them. It's not that you have a death wish; it's that you know that for all the risks, there are great rewards. Something—some little voice deep inside you—assures you that if you look hard enough, delve deep enough, and explore far enough, you'll find the power to make your dreams come true, the secret to everlasting life, or even greater treasures.

Advancement: For the most part, to advance you just keep going. At some point, however, you might try to explore inward a bit. Is that little voice just your own nature, or is it something originating from outside? Perhaps you can seek the means to find out for certain.

SEEKER CONNECTION

Your type helps determine some connection you have to the setting. Roll a d20 or choose from the list above to determine a specific fact about your background that provides a connection to the rest of the world. You can also create your own fact.

SEEKER STAT POOLS

Stat	Pool Starting Value
Might	9
Speed	10
Intellect	9

You get 6 additional points to divide among your stat Pools however you wish.

SEEKER TIERS

FIRST-TIER SEEKER

First-tier Seekers have the following abilities:

Effort: Your Effort is 1.

Careful: You have an Intellect Edge of 0, a Speed Edge of 1, and a Might Edge of 0.

Cypher Use: You can bear three cyphers at a time.

Practiced With Light and Medium

Weapons: You can use light and medium weapons without penalty. If you wield a heavy weapon, increase the difficulty of the attack by one step. Enabler.

Skilled with the Numenera: You are trained in the numenera and can attempt to understand and identify its properties. Enabler.

Physically Resistant: You are trained in Might defense. Enabler.

Starting Equipment: You start with clothing, two weapons (or one weapon and a shield), light armor, an explorer's pack, three cyphers (chosen for you by the GM), one oddity (chosen for you by the GM), and 3 shins (coins). If you start with a ranged weapon that requires ammunition (arrows, for example), you start with 12 of that type of ammunition. Before selecting your weapons, armor, and other gear, you might want to wait until after you've chosen your Seeker secrets, descriptor, and focus.

Seeker Secrets: You have special abilities related to exploring strange places and utilizing the numenera called Seeker secrets. Some Seeker secrets are constant, ongoing effects, and others are specific actions that usually cost points from one of your stat Pools.

Choose two of the Seeker secrets described below. You can't choose the same

secret more than once unless its description says otherwise.

Battle Numenera: When battling an automaton or any other sort of entirely mechanical foe, the difficulty of all Speed defense rolls and attack rolls is decreased by one step. Enabler.

Danger Sense (1 Speed point): The difficulty of your initiative roll is reduced by one step. Enabler.

Decipher (1 Intellect point): If you spend one minute examining a piece of writing or code in a language you do not understand, you can make an Intellect roll of difficulty 3 (or higher, based on the complexity of the language or code). On a success, you get the gist of what the writing says. Action to initiate.

Knowledge Skills: You are trained in two skills in which you are not already trained. Choose two areas of knowledge such as history, geography, paleontology, archeology, and so on. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

Muscles of Iron (2 Might points): For the next ten minutes, all Might-based actions other than attack rolls that you attempt have their difficulty reduced by one step. Enabler.

Physical Skills: You are trained in two skills in which you are not already trained. Choose two of the following: balancing, climbing, jumping, running, or swimming. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

Practiced in Armor: You can wear armor for long periods of time without tiring and can compensate for slowed reactions from wearing armor. You can wear any kind of armor. You reduce the Might cost and the Speed Pool reduction for wearing armor by 2. Enabler.

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

SECOND-TIER SEEKER

Second-tier Seekers have the following abilities:

Mentally Resistant: You are trained in Intellect defense. Enabler.





Seekers travel, explore, and discover. They're a rare breed in the Ninth World, but without them the rest of the people would be far worse off. Someone needs to brave the wilderness, the mysteries of the past, and the general unknown (something the Ninth World has in abundance). They aren't afraid of the weird or incomprehensible—they drive right into it.

Seeker Secrets: Choose one of the following secrets (or a secret from a lower tier) to add to your repertoire. In addition, you can replace one of your first-tier secrets with a different first-tier secret.

Boost Cypher (2 Intellect points): The cypher you activate with your next action functions as if it's two levels higher. Action.

Eye for Detail (2 Intellect points): When you spend five minutes or so thoroughly exploring an area no larger than a typical room, you can ask the GM one question about the area. The GM must answer you truthfully. You cannot use this more than one time per area per 28 hours. Enabler.

Eyes Adjusted: You can see in dim light as though it were bright, and in total darkness as if it were extremely dim light. Enabler.

Investigative Skills: You are trained in two skills in which you are not already trained. Choose two of the following: identifying, perception, lockpicking, or assessing danger. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.

Navigation: You practically never get lost. If finding your way ever requires a roll, the difficulty of that task is reduced by three steps.

Scavenger: You always find an additional cypher when scavenging from a large device (a control panel or a destroyed automaton, for example). Thus, if the GM determines that you find two cyphers, you actually find three.

Stone Breaker: Your attacks against objects inflict 4 additional points of damage when you use a melee weapon that you wield in two hands. Enabler.

Survival: You can go twice as long as a normal person without food, water, or even air. Enabler.

THIRD-TIER SEEKER

Third-tier Seekers have the following abilities:

Expert Cypher Use: You can bear four cyphers at a time.

Seeker Secrets: Choose one of the following secrets (or a secret from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier secrets with a different lower-tier secret.

Controlled Fall: When you fall while you are able to use actions and within reach of a vertical surface, you can attempt to slow your fall. Make a Speed roll. The difficulty is 1 for every 20 feet (6 m) you fall. On a success, you take half damage from the fall. If you reduce the difficulty to 0, you take no damage. Enabler.

Device Insight (3 Intellect points): When examining any numenera device, you gain an idea of its capabilities or of how it functions, how it can be activated or deactivated, what its weakness is, how it can be repaired, or any other similar query—the type of information is specified by you. Essentially, each time you use this ability, you can ask the GM one question about a device. This is for difficult or strange things beyond those readily identified by using the numenera skill. Action.

Resilience: You have 1 point of Armor against any kind of physical damage, even physical damage that normally ignores Armor. Enabler.

Seize Opportunity (4 Speed points): If you succeed on a Speed defense roll to resist an attack, you gain an action. You can use it immediately even if you have already taken a turn in the round. If you use this action to attack, the difficulty of your attack is reduced by one step. You don't take an action during the next round. Enabler.

When you use Device Insight, "The answer is beyond your comprehension" is a fair response from the GM. Sometimes information gained is of no use because of its alien or incomprehensible nature, or its utter lack of context.

Skill With Attacks: Choose one type of attack in which you are not already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are trained in attacks using that type of weapon. Enabler.

Think Your Way Out: When you wish it, you can use points from your Intellect Pool rather than your Might or Speed Pool on any noncombat action. Enabler.

Trapfinder (3 Intellect points): You find any traps (like a floor that would give way beneath you) or mechanical triggers to a trap or defense system that might pose a threat without setting them off. You use this ability in lieu of making a roll to find them. This ability can find traps of level 4 or below. For each level of Effort you use, the level of traps potentially found increases by 2, so a Seeker using two levels of Effort can find all traps of level 8 or below. Action.

FOURTH-TIER SEEKER

Fourth-tier Seekers have the following abilities:

Seeker Secrets: Choose one of the following secrets (or a secret from a lower tier) to add to your repertoire. In addition, you can also replace one of your lower-tier secrets with a different secret from the same lower tier.

Boost Cypher Even More (4 Intellect points): Add 3 to the functioning level of a cypher that you activate with your next action, or change one aspect of its parameters (range, duration, area, etc.) by up to double or down to a tenth. Action.

Experienced Finder (5 Intellect points): When you are looking for something specific, such as a particular chemical needed to complete a vaccine for a disease, a spare part required to repair a damaged device, the tracks of a specific beast, or the sword that a thief stole from you, this ability is of great use. For the next 28 hours, if you come within a short distance of the thing and circumstances are such that it is possible for you to perceive the thing (for example, it's not in a locked chamber for

which you do not have the key), you find it. This ability assumes that you are constantly on the lookout, always looking everywhere possible, peering behind obstacles, and so on—if you're running for your life, this ability probably does not help you. You use this ability in lieu of making a roll to find the thing, but it works only if the GM determines that the difficulty for finding the object is level 4 or below. For each level of Effort you use, the level of difficulty increases by 2, so a Seeker using two levels of Effort can find a specific thing of level 8 or below. Enabler.

Expert: Instead of rolling, you can choose to automatically succeed on a task you're trained in. The task must be difficulty 4 or lower, and it can't be an attack or defense roll. Enabler.

When a Seeker has an ability like Experienced Finder, they probably don't have some kind of "sixth sense." The ability assumes they are actively searching for what they seek, without the player having to constantly tell the GM they're searching.

A character can't apply Effort to any task they accomplish using the Expert ability.



Characters can't apply Effort or other abilities to any task they accomplish using Tough As Nails.

A pair of Seekers named Urm and Riel explore the northern reaches of the Cloudcrystal Skyfields. It's said that no one understands the magic of the crystals there better than these two. Some also say that they are brothers, but a few wonder if one didn't somehow create the other out of whole cloth using secrets found in that mysterious region.

Immunity: You are utterly immune to disease and poison. Enabler.

Read the Signs (4 Intellect points): You examine an area and learn precise, useful details about the past (if any exist). You can ask the GM up to four questions about the immediate area, but each requires its own roll. Action.

Runner: Your standard movement distance becomes long. Enabler.

Tough As Nails: When you are impaired or debilitated, the difficulty of Might-based tasks and defense tasks is decreased by one step. Each time you attempt to save yourself with this ability before your next ten-hour recovery roll, the difficulty increases by one step. Enabler.

FIFTH-TIER SEEKER

Fifth-tier Seekers have the following abilities:

Adept Cypher Use: You can bear five cyphers at a time.

Seeker Secrets: Choose one of the following secrets (or a secret from a lower tier) to add to your repertoire. In addition, you can also replace one of your lower-tier secrets with a different secret from the same lower tier.

Free to Move: You ignore all movement penalties and adjustments due to terrain or other obstacles. You can fit through any space large enough to fit your head. The difficulty of any task involving breaking free of bonds, something's grip, or any similar impediment is decreased by three steps. Enabler.

Mastery With Defense: Choose one type of defense task in which you are trained: Might, Speed, or Intellect. You are specialized in defense tasks of that type. Unlike most secrets, you can select this secret up to three times. Each time you select it, you must choose a different type of defense task. Enabler.

Modify Artifact (5 Intellect points): You permanently increase the level of an artifact by 1. Action.

Numenera Adaptation: You have 2 points of Armor against any attack that comes from a numenera device, automaton, or other mechanism. This is true even if

the attack would normally ignore Armor. Enabler.

Physical Adept: Any time you spend points from your Might Pool or Speed Pool on an action for any reason, if you roll a 1, you reroll the die, always taking the second result (even if it's a 1). Enabler.

Vigilant (5 Might points): When you would normally be dazed or stunned, you are not dazed or stunned. Enabler.

SIXTH-TIER SEEKER

Sixth-tier Seekers have the following abilities:

Seeker Secrets: Choose one of the following secrets (or a secret from a lower tier) to add to your repertoire. In addition, you can also replace one of your lower-tier secrets with a different secret from the same lower tier.

Again and Again (8 Speed points): You can take an additional action in a round in which you have already acted. Enabler.

Device Master: If given a week and the right tools, chemicals, and parts, you can tinker with one of your cyphers, transforming it into another cypher of the same type (anoetic or occultic) that you had in the past. Alternatively, given two weeks (and the right tools and materials, of course), you can tinker with one of your cyphers, transforming it into another artifact that you had in the past. The GM and player should collaborate to ensure that the transformation is logical—for example, you probably can't transform a pill into a helmet. Enabler.

Incredible Recovery (6 Might points): You move up one step on the damage track or shake off any unwanted ongoing condition. Action.

Skill With Attacks: Choose one type of attack, even one in which you are already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are trained in attacks using that type of weapon. If you're already trained in that type of attack, you instead are specialized in that type of attack. Enabler.



SEEKER EXAMPLE

Steve wants to create a Seeker character who is both tough and smart. He puts 3 of his additional points into his Might Pool and 3 into his Intellect Pool; his stat Pools are now Might 12, Speed 10, Intellect 12. As a first-tier character, his Effort is 1, his Speed Edge is 1, and his Might and Intellect Edge are 0. A fairly well-rounded character.

He chooses to use a broadsword (a medium weapon that inflicts 4 points of damage) and a crossbow (a medium weapon that inflicts 4 points of damage but requires the use of both hands). Steve decides to wear a leather jerkin (light armor), so for his first secret, he chooses Practiced in Armor, which reduces the associated penalties (negating them, actually). For his second secret, he chooses Decipher so he can read other languages. He is trained in Might defense and numenera knowledge.

The GM decides that Steve's two cyphers are a pill that adds +1 to Intellect Edge for an hour when swallowed and a small device that explodes with a burst of force, inflicting 5 points of damage to all within immediate range.

Steve still needs to pick a descriptor and a focus. He chooses the Tough descriptor, which doesn't affect his Pools but grants +1 to Armor (for a total of 2 with his leather jerkin) and provides +1 to his recovery rolls. The descriptor also grants him training in Might defense, which—since he's already trained—makes him specialized. He's a very sturdy guy. This also grants him a light weapon, and he chooses a dagger.

For his focus, Steve chooses to really go far afield, and picks Employs Magnetism. Now in addition to everything else, he can move metal objects within short range. He'll have a lot of different options as he goes on his explorations.



CHAPTER 2

NEW DESCRIPTORS



Character
Descriptor, page 47

Your descriptor defines your character—it flavors everything you do. The differences between an Abrasive Glaive and an Altruistic Glaive are considerable. The descriptor changes the way those characters go about every action. Your descriptor places your character in the situation (the first adventure, which starts the campaign) and helps provide motivation. It is the adjective of the sentence “I am an *adjective noun* who *verbs*.”

The descriptors in this chapter are intended to be added to the descriptors in Chapter 5 of the *Numenera* corebook. They offer additional choices for character creation. When added into the mix with descriptors in the corebook, racial options (which are really descriptors) in the corebook, and descriptors found in this book, the choices are indeed many.

Unlike the descriptors in the corebook, some of the descriptors here are negative in connotation. Abrasive, Insolent, Lonely, and Meek, for example, are not terms that most people would want to use to describe themselves. Still, sometimes a character is more accurately defined by something less than flattering. Sometimes this negative trait is the most remarkable one. Like all descriptors, these have been created to help shape a character, and despite their less-than-positive nature, they are equal in what they offer a character. In other words, the positive aspects of being Meek make it a “balanced” choice.

Descriptors offer a one-time package of extra abilities, skills, or modifications to your stat Pools. Not all of a descriptor’s offerings are positive character modifications. For example, some descriptors have inabilities—tasks that a character isn’t good at. You can think of inabilities as “negative skills”—instead of being one step better at that kind of task, you’re one step worse. If you become skilled at a task that you have an inability with, they cancel out. Remember that characters are defined as much by what they’re not good at as by what they are good at.

Descriptors also offer a few brief suggestions of how your character got involved with the rest of the group on the first adventure. You can use these, or not, as you wish.

The general descriptor section offers more than twenty new descriptors, such as Gregarious, Mercurial, Obsessive, and Passionate.

The location-based descriptor section covers regions outside the Steadfast or the Beyond. These include Coraoan, Desert-Dwelling, Elychnious, Frostborn, Gaian, Rayskelan, and Vralkan.

Last, the racial options section includes seven new nonhuman races that you can take as your descriptor: Artificially Intelligent, Calramite, Echryni, Naiadapt, Ormyrl, Proxima, and Skeane.

You can pick any descriptor you wish regardless of whether you’re a Glaive, Nano, Jack, Seeker, or Glint.



These idiots don't have a chance of success without you.



GENERAL DESCRIPTORS

ABRASIVE

You are tough to be around sometimes—your manner and your words are blunt, and even cruel. The fineries of polite society hold no value for you. Instead, you focus on practical things. Things that matter. What someone could accomplish with honeyed words in an hour, you can accomplish in a few moments with a crowbar.

You appreciate straightforward action. You don't like to waste your time and if some idiot gets in your way, you'll not only point out their idiocy, you'll happily push right by. You're cynical, blunt, and sometimes rude. Who cares what people think?

You have the following characteristics:

Harsh: +2 to your Might Pool.

Skill: You see through the nonsense.

You are trained at seeing through lies and deception.

Skill: You are trained in two of the following skills of your choice: climbing, running, breaking things, jumping, swimming, lockpicking, stealth, or repair.

Inability: The difficulty of tasks involving pleasant social interaction is increased by one step.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. These idiots don't have a chance of success without you.
2. Your goal and that of another player character (PC) coincides, and maybe they can be useful.
3. You need money.
4. The other PCs actually seem halfway competent, unlike most people.

AGGRESSIVE

Action. Violence. These are your first instincts. Problems are solved through force. Strength is what matters, right? Let the others sit idly by, either through cowardice or indecision, but you'll get things done. Certainly no one would ever call you a coward, but you're not foolhardy. You've got a preservation instinct. But

GENERAL DESCRIPTORS

Abrasive
 Aggressive
 Altruistic
 Amusing
 Deliberate
 Devout
 Efficient
 Extraterrestrial
 Fabulous
 Gregarious
 Insolent
 Intimidating
 Lonely
 Manipulative
 Marine
 Meek
 Mercurial
 Obsessive
 Passionate
 Polyglot
 Rebellious
 Resourceful
 Subterranean
 Ultraterrestrial
 Vigilant

Abrasive characters might have the option to choose other skills as one of the two gained from their descriptor, as long as they are practical and straightforward.

you know that the best defense is a good offense, and a dead or incapacitated foe is no threat to anyone.

You're bold, you're quick, and some might say you're rash. A few might call you dangerous, but again, those are mostly cowards. Sometimes, even your allies and friends need a good shaking to show them what's what, and who's boss.

You have the following characteristics:

Hostile: +2 to your Might Pool.

Rash: +2 to your Speed Pool.

Skill: You are trained in all initiative tasks.

First Strike: The first time you strike a foe in combat, you inflict 1 additional point of damage.

Inability: Your manner is off-putting. The difficulty of tasks involving pleasant social interaction is increased by one step.

Initial Link to the Starting Adventure:

From the following list of options, choose

Some people think that altruistic means foolish or gullible. It certainly doesn't have to, just as cynical and selfish doesn't always mean wise.

how you became involved in the first adventure.

1. Things need to get done. You get things done.
2. You need something that the other PCs have or are going after.
3. There's at least one other PC in the group that understands the need for the use of strength. The others will come around.
4. Knowing your capabilities, one of the other PCs asked you to join them.



ALTRUISTIC

You try to do what's right for its own sake. You're very generous, and sincerely enjoy helping people. Some may attempt to take advantage of you for these traits, but most people find you likable and your actions laudable. You've learned that to help others, you need to be capable and skilled yourself. Wishing to help others is an excellent incentive to become as skilled and powerful as you can.

Eventually, you're going to develop a bit of a reputation as a "do-gooder." That doesn't bother you, as long as fools don't try to take advantage of you. After all, altruistic doesn't mean stupid.

You have the following characteristics:

Capable: +3 to your Might Pool.

Skill: People like you. You are trained in all pleasant social interactions.

Expert Helper: When you use your action to help someone else, they gain an asset even if you are not trained in that task. Enabler.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. You just wanted to help.
2. One of the other PCs asked for your assistance and you couldn't refuse.
3. You found out about the PCs' plans and knew they couldn't succeed without your help.
4. In helping another (uninvolved) person, you found that your goal is the same as that of the other PCs.

AMUSING

You are funny, charming, and extremely likable. You make your friends laugh, and even defuse dangerous situations with your humor.

There's nothing that puts people at ease like a good joke. Maybe you're good at pointing out the faults of others without making them feel bad. Maybe your humor is self-deprecating. Maybe it's all physical, with you doing funny things with your face, balancing things on your head, or wearing funny clothes. Humor comes in many forms.



Some people might tend to underestimate you, thinking you a fool because sometimes you pretend to be foolish. That's their problem.

You have the following characteristics:

Witty: +2 to your Intellect Pool.

Skill: People enjoy being around you.

You are trained in all pleasant social interactions.

Disarm With Humor (3 Intellect points):

You can use your action to convince a hostile, intelligent foe to take no action.

They must be able to perceive and understand you.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. Seemed like a lark.

2. You just really like the other PCs.

They're fun to be around.

3. One of the other PCs specifically asked you to come along, but you don't know why.

4. You overheard the other PCs discussing their plans and wanted in on the fun.

DELIBERATE

You don't let events stir your emotions and tempt you into actions you might later regret. Others might see you as passive, possibly thinking you don't act in the moment because you don't care or are afraid. It's the opposite. You've found you can accomplish more and stay happier when you don't immediately act while you're angry or afraid, tired or anxious. You prefer to act when it's fully *you* making decisions, not a version of you blurred by emotion.

You gain the following characteristics:

Intellectual: +4 to your Intellect Pool.

Skill: You're trained in puzzle-solving tasks.

Skill: You're trained in tasks related to seeing through deception.

Skill: You're trained in tasks related to perception.

Inability: The difficulty of all Speed defense tasks is one step higher for you.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. Before you'd made up your mind one way or another, one of the PCs dragged you along on the mission.

2. You wanted to break out of your shell a little, and going with the PCs seemed like a great way to do so.

3. You wanted to prove another PC wrong when they accused you of being incapable of ever making a decision.

4. You deliberated, and realized going on the mission was your best course of action.

DEVOUT

You are a believer in a religious faith or an important, all-encompassing philosophy. These beliefs help to shape the decisions you make and how you see the world. Your outlook gives meaning to your life and the things that happen to you. On the downside, it can blind you to thoughts and ideas that run counter to the beliefs of your faith.

You have the following characteristics:

Inwardly Focused: +3 to your Intellect Pool.

Steadfast: Your faith gives you the foundation to deal with stress. When something would alter the difficulty of your action to your detriment, you can negate one step of the modification. Once you use this ability, you cannot use it again until after your next ten-hour recovery roll.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. Your understanding of your religion's dogma suggested that it would be a good idea.

2. You had a dream or vision that guided you to this point.

3. A religious leader asked you to get involved.

4. You believe getting involved might advance your religion in an indirect manner.

EFFICIENT

Forced to make do with meager means, you've become a marvel of efficiency. You never equivocate, and rarely lie because it's simply not economical to do so. If you know how to write, it's probably using a

shorthand alphabet that doesn't linger on unnecessary lines and strokes. Efficiency isn't necessarily your quest, but being efficient helps you accomplish your goals much sooner.

You gain the following characteristics:

Deft: +2 to your Speed Pool.

Skill: You're trained in identifying deceptions.

Skill: You're trained in all tasks involving perception and solving puzzles.

Skill: You're trained in Intellect defense tasks.

Inability: You don't find it efficient to lie. The difficulty of any task related to deceiving others is increased by one step.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. Seeing the PCs taking the slowest possible way to reach their ends, you showed them a more economical path.
2. You've solved all the problems where you were, and moved on to new challenges.
3. Efficient doesn't mean boring—the PCs offered you a chance to explore.
4. You had a piece of information that the other PCs needed to make their plans.

EXTRATERRESTRIAL

You're not from around here. You're from another world completely. The residents of the Ninth World are familiar with the weird, but you stand out as being something unique—or at least very rare—on the planet, which sometimes gives natives pause. What you look like, the reason you left your own world, and how you ended up on Earth are questions for you and your GM to work out. But whether you crashed, were exiled, are doing research, or got lost, the Ninth World is where you find yourself now.

You gain the following characteristics:

Alien Biology: +2 to your Might Pool.

Skill: To survive on a strange world, you have to learn. You're trained in three non-combat skills.

Skill: The Ninth World is as strange to you as you are to it, but you've become accustomed to dealing with mental shocks. You're trained in Intellect defense tasks.

Inability: People are sometimes put off by your visage or strange manner. The difficulty of pleasant social interactions with strangers is increased by one step.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. The PCs found you in a stasis pod of your crashed and destroyed space vessel.
2. You sought the PCs out because you thought one of them had a clue to you finding a way back to your homeworld.
3. You were abducted by strange forces from the Ninth World, but the PCs rescued you.
4. You want the PCs to show you what it means to be human.

FABULOUS

Fabulous is more than an attribute; it's an attitude. Being who you are isn't something that just happens. It is something you plan for, cultivate, and practice. A grin might turn heads, but a radiant smile backed up with wit and a shockingly well-put-together clothing ensemble could turn heads of state. Sometimes your fashion and antics risk being ridiculed. But that's all right. Taking risks is part of what it means to be fabulous.

You gain the following characteristics:

Graceful: +2 to your Speed Pool.

Artistic: You're always coming up with some new artistic endeavor. You're trained in any task related to creating art (such as drawing, painting, or putting together the perfect set of clothing to wear). You can usually sell a piece of art you spend at least ten hours working on for about 1d6 shins if you're in a city.

Skill: You are trained in tasks related to pleasant social interaction.

Skill: You are trained in all Speed defense tasks.

Additional Equipment: A set of fabulous clothing.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. The PCs needed someone confident and amazing along to swing the odds in their favor.

2. You sold one of your fabulous creations to one of the PCs.
3. You have made a few enemies and take up with the PCs for protection.
4. There is reward involved, and you need the money.

GREGARIOUS

You love people, and they generally love you. You know how to “work the crowd” and interact with large groups. You’re likely to be a leader, a diplomat, or a very successful businessperson. You just really like to be around people—you’re generally interested in what they have to say, and what they think about things. You ask a lot of questions, and are generous and kind to those that deserve it (and in fact, you’re often willing to give latitude to people that others would give up on).

You have the following characteristics:

Likable and Informed: +2 to your Intellect Pool.

People Person: When you are within immediate range of at least two allies, the difficulty of one noncombat-related task is decreased by one step. You can do this only once, but its use is restored each time you make a recovery roll.

Getting the Word: If you spend an hour amid a large group of people, you can glean the general rumors, gossip, or opinions held.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You asked around, and learned the other PCs were doing something interesting.
2. You bought the other PCs a round of drinks and they welcomed you into their ranks.
3. You gathered the other PCs together for the task at hand.
4. It’s better than being alone.

INSOLENT

Why should you have to put up with others’ shortcomings? In your opinion, most people are idiots, your friends excluded. If you’re being completely honest, compared to your versatility and obvious superiority,

most people are misguided, thick-headed, and a waste of space. If someone wants your attention, you usually make them prove themselves first. That doesn’t win you many new friends. But it’s funny to see them fume.

You gain the following characteristics:

Flip: +2 to your Speed Pool.

Goad: If a creature within short range has not yet attacked you, you can use your action to goad it so that it does attack you. It’s so angry at your impertinence that the difficulty of its first attack is increased by one step.

Skill: You’re not afraid of anything, nor do you put up with others’ mental games. You are trained in Intellect defense tasks.

Inability: The difficulty of all tasks relating to social interaction is increased by one step.

Additional Equipment: Thanks to your insolent behavior, you have an additional oddity, given to you by someone who, having reached the breaking point over your impudence, offered you the object if you would just go away.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You browbeat one of the other PCs until they told you what they were up to.
2. From afar, you observed that something interesting was going on and invited yourself along.
3. Someone took violent exception to your insolence, but the PCs saved you.
4. You told your friend that nothing could impress you because you’d seen it all before. They brought you to your current point to prove you wrong.

INTIMIDATING

You are imposing, either in manner or stature or both. People’s eyes often grow wide as you enter a room. There’s just a touch of danger around you, and most people can sense that. It’s off-putting and unnerving, but you can certainly use it to your advantage.

Perhaps your voice is gravelly and low. Perhaps it’s the hardened stare you give people. Or the scars that cover your face.



As an option, a GM could give an Intimidating character an inability with pleasant social interaction tasks. However, in that case, the character should be trained in a skill such as breaking things (if they're big and powerful), stealth (if they're sly and sinister), or something else appropriate.

Or maybe you're just a looming presence with a big weapon. Whatever it is, you scare people.

You have the following characteristics:

Skill: You are trained in all intimidation tasks.

Lower Morale (2 Intellect points): If you use your action in a combat situation, you can make all foes within immediate distance hesitate, modifying the difficulty of their next action to their detriment.

Cause Fear (3 Intellect points): If you use your action in a combat situation, you can make one foe within immediate distance use their next action to move away from you.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. You saw that the other PCs were in trouble and moved in on your own to see what was going on.
2. You heard rumors that the other PCs were doing something interesting or profitable.
3. One of the other PCs is a childhood friend of yours.
4. One of the other PCs hired you to be a bodyguard.

LONELY

There are many possible reasons why you're lonely. Maybe you're on the run from justice (or injustice), and it's not safe to show your face. Maybe your friends are missing, or dead. Or maybe you're just really bad with people, and whenever you try to make friends, you inadvertently rebuff them. But for good or for ill, you're getting used to being alone.

Self-Reliant: +2 to your Might Pool.

Skills: You have to fill the time you're alone with something. You are trained in four noncombat skills of your choice.

Side Track: While talking, you annoy and distract another creature, 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. You can do this one time, although the ability is renewed each time you make a recovery roll.

Inability: Willpower is not one of your strong points. Whenever you try to resist a mental attack, the difficulty is increased by one step.

Inability: You're not the outdoorsy type. The difficulty of all climbing, running, jumping, and swimming tasks is increased by one step.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.



1. You were so lonely, you jumped at the first offer a PC made you.
2. Coming along was better than staying by yourself.
3. Joining the PCs gives you an opportunity to escape justice for a crime you committed.
4. You didn't want to come, but you needed the money.

MANIPULATIVE

People are easy. If you spend enough time with someone, you soon learn what is most important to them. Once you know that, you can use that knowledge to your own advantage, and get what you want from them. It's not that you're interested in hurting people for the sake of seeing them suffer. Not at all. You just want what you want, and manipulating others is by far the easiest way to that end.

Devious: +2 to your Intellect Pool.

Skill: You are trained in deception.

Skill: You are trained in persuasion.

Skill: You are trained in intimidation.

Cautious: You are devious, not quick. Any time you spend points from your Speed Pool, it costs you 1 more than usual.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. You convinced the PCs to take you along.
2. You created a situation where you were indispensable to the mission.
3. In a rare turnaround, you were manipulated into accepting a mission you would've normally avoided.
4. This mission ties in with a personal, and secret, goal of your own.

MARINE

You are literally an aquatic creature. Either by mutation, experimentation, or heritage, you have some qualities of a marine creature. You very likely live either in the water or near it. While you're not helpless out of water, you're much better off when you're swimming or otherwise underwater.

Your appearance is likely quite striking—scales, fins, or gills might be a part of your natural physique.

You have the following characteristics:

Skill: You are trained in swimming.

Water Breathing: You can breathe water and air equally well, for an unlimited time.

Underwater Adaptation: You see twice as well as a human does underwater. Your body adapts to pressure well, and you can survive incredible depths. You do not face any of the normal underwater penalties for movement or combat.

Inability: Out of the water, your vision is blurry and your hearing a bit muted. The difficulty of all perception tasks out of water is increased by one step.

Inability: Out of the water, you are a bit clumsy. The difficulty of any Speed-based action out of the water, other than defense, is increased by one step.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. The mission involves going underwater, and one of the other PCs came to you for help.
2. You were sent by the wise among your own kind to perform a task. It turns out the other PCs have a similar goal for unrelated reasons.
3. You were lost on the surface, but one of the other PCs befriended you.
4. A foe that the PCs will go up against wronged you, and you want revenge.

MEEK

You are quiet, unassuming, and not entirely confident. You might not see yourself as cowardly—just careful. You're not great at facing challenges, and easily back down when threatened.

On the other hand, you're quick, and good at hiding and keeping abreast of what's going on around you. Because you haven't ventured forth into dangerous situations often, you spent that time instead focused on a variety of areas of study.

You probably maintain a relatively nondescript appearance and generally don't attempt to call attention to yourself.

You have the following characteristics:

Nimble: +2 to your Speed Pool.

Skill: You are trained in sneaking and hiding.





Mercurial defines someone as moody, unpredictable, and given to changing their mind for no apparent reason.

Technically, PCs using Changeable are not retrying the same task when they change tacks to achieve the same end, and may not have to apply a level of Effort as they would for regular retries.

The “easily intimidated” aspect of Meek characters can be punishing. A character making the defense roll faces the inherent inability that comes with the descriptor. If they fail that defense roll, the penalty applies even to tasks in which they are trained. So a Meek character intimidated by a foe in combat effectively loses the training in Speed defense, for example, as it is canceled out because the difficulty of all tasks related to fighting the foe is increased by one step.



*Tetrahydra,
page 262*

Buzzer, page 79

Skill: You are trained in two areas of knowledge of your choice.

Skill: You are trained in perception.

Skill: You are trained in Speed defense.

Easily Intimidated: Any time you are confronted with a situation where you could suffer damage, you must first make an Intellect defense roll, with the difficulty being equal to the level of the threat. If you fail, you cannot act for one round, and when you do act, the difficulty of all tasks related to that threat is increased by one step.

Inability: The difficulty of resisting intimidation, threats, or fear-inducing effects is increased by one step.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. One of the other PCs saved your life previously, so you’ve (somewhat reluctantly) agreed to help.
2. One of the other PCs intimidated you into coming along.
3. The alternative to joining the PCs was even more frightening.
4. You didn’t want to, but you’re desperate for money.

MERCURIAL

You’re not moody—you’re adaptable. People who never change their mind are people who never learn, or who never want to. If new information comes your way (or you reimagine how you’ve been thinking about a topic), you don’t let how you used to regard something sway your newest opinion. Life is too short to do the same thing the same way for all your remaining days. The same is true for your emotions—you enjoy experiencing the full range.

You gain the following characteristics.

Volatile: +2 to your Speed Pool.

Changeable: Changing tacks sometimes achieves your objective. When you fail at a task, you can change the way you go about achieving it and roll twice on the second attempt and take the higher result. For example, instead of trying to pick the lock a second time, you might elect to bash the door down. Or instead of trying to skewer the tetrahydra with your sword a second time, you might take a shot with your buzzer.

Skill: People never know what to think with you. You are trained in deception.

Inability: By changing your mind so often, you leave yourself open to manipulation. The difficulty of any Intellect defense task is increased by one step.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. The mood to help struck you, so you helped the other PCs out with a problem.
2. You jumped in to save one of the PCs from danger.
3. It seemed like a good idea at the time.
4. You know you’re impulsive in a way that can sometimes lead you to do things that aren’t in your best interest. Helping with the PCs’ mission seemed like a way to moderate yourself.

OBSESSIVE

Few things are as wonderful as getting lost in doing what you love to do. Time slips past, hour after hour, while you’re in the flow. Whether you are obsessed with studying a particular aspect of the numenera, insects, mutants, or killing bandits, your particular ability to sink into what most interests you, at least for the time being, is what allows you to succeed. Everything else seems less important, which allows you to focus.

You gain the following characteristics:

Your Obsession: At the beginning of each day, choose one topic or ideal on which you will concentrate. For the rest of that day, you're obsessed with that choice. This doesn't mean you ignore anything not related to your obsession—it just means you are at your best when performing tasks related to it, and slightly inattentive when performing tasks that are not.

Enthralled: When you attempt a task that is directly related to your current obsession, the difficulty of that task is one step lower. The player and GM can decide whether a particular situation warrants the step reduction.

Preoccupied: When you attempt a task that is not related to your current obsession, the difficulty of that task is one step higher. The player and GM can decide whether a particular situation warrants the step increase.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. You wouldn't take no for an answer when you asked the PCs if you could join their mission.
2. You were preoccupied with something else, and didn't realize what you'd agreed to until it was too late.
3. You believed that you could learn a lot by joining the other PCs.
4. One of the PCs asked you to come along, believing that your dogged nature would be invaluable to the mission.

PASSIONATE

A fire burns in you. Whether that fire is for a person, a place, a people, a concept, or something else, you are driven by this fire. Passionate characters are sometimes champions for a cause, or defenders of a faith. Or they might just be driven individuals.

You might just be seen as a “hot-head” by some—temperamental and dangerous. But even if that's true, you keep your word and take your commitments seriously, and it's hard to find fault with that. You won't let any challenge stand in your way. You charge right in.

You have the following characteristics:

Skill: You are trained in running, climbing, and swimming.

Fever: You are a devil when angered, inflicting 1 additional point of damage with any attack.

Fire Inside: You have the ability to lower the difficulty of an action by one step when doing so can be justified by your passion. You can do this only once, but its use is restored each time you make a recovery roll.

Inability: Your temper is hard to control. The difficulty of any task requiring restraint or subtlety, including sneaking or lying, is increased by one step.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.



1. You are madly in love with one of the other PCs and will do anything for them.
2. The mission the other PCs were planning seemed vital to you, for your own reasons. They had no choice but to let you get involved.
3. You were guided to the other PCs and their task by someone you deeply respect.
4. You're looking for a cause worthy of you and your skills.

POLYGLOT

Languages come easily to you. Picking up the basics of a new language is a task you can do in just a few days. In a few weeks, you're using idiom like a native speaker.

People like you. You always seem to know the right thing to say, and you genuinely listen to what they have to say—if for no other reason than to continue to understand language as a general concept.

More than most, you are a traveler, eager to seek out new places, people, and of course, languages. Your physical appearance isn't likely your main concern. You're more cerebral than that.

You have the following characteristics:

Insightful: +2 to your Intellect Pool.

Skill: You start with fluency in four different languages of your choice.

Skill: You are trained in pleasant social interaction.

Language Mastery: If you hear a language spoken for an hour or so, you can attempt a difficulty 6 task to discern basic meaning of anything spoken in that language thereafter. If you hear a language spoken for a day or so, the difficulty becomes 4. After a week, the difficulty becomes 2. After two weeks, you are fluent in the language.

Inability: Your intelligence focuses on language, but not science. The difficulty of any task requiring scientific understanding is increased by one step.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You overheard the other PCs talking about their plans and wanted to join in.
2. In order for the group to get the information needed to start, they need a

translation of some old text, and bring you in to help.

3. Seeking new people and the new languages they might speak entices you to join the mission.

4. One of the other PCs speaks a language you don't know, and you want to learn it.

REBELLIOUS

You don't trust authority. That goes double for authority that has proven itself to be cruel, conniving, and working against the interests of those held in its sway. But you find examples of corrupt authority all around you, not just at the highest levels of governance. It seems like a truism that in any collection of people, some subset seeks power not for everyone else's benefit, but merely for themselves. You're the cure to their control.

You gain the following characteristics.

Tough: +2 to your Might Pool.

Headstrong: The GM can introduce a GM intrusion on you (as if you had rolled a 1 on a d20), without awarding you any XP, based on your always-charging-ahead nature. However, if this happens, 50% of the time, your headstrong nature works to your advantage. Rather than hurting you, it helps, or it hurts your enemies. For example, you might discover you're charging many more enemies than you realized, but they are intimidated by your "conviction" and run. You and the GM should work together to determine the details. The GM can also use GM intrusions based on your headstrong nature normally (awarding XP) if she desires.

Skill: You're defiant. You are trained in Intellect defense rolls.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. The PCs' mission was the kind of rebellious action you believe in, so you joined them.
2. You recruited the team to help deal with something you couldn't manage on your own.
3. You think you can convince the PCs to join your cause if you help them with their goals for a while.



GM intrusion,
page 88

4. You're an escaped rebel fleeing an authority you undermined. The PCs can help keep you safe.

RESOURCEFUL

When things look tight, you're the one your friends expect to find the way out or figure out what to do next. You don't find it a burden. Figuring out what's next or finding a clue that points the way forward is the kind of challenge you enjoy. If nothing else, you come prepared to most situations carrying a variety of small tools that just might serve in a pinch.

You gain the following characteristics:

Smart: +2 to your Intellect Pool.

Skill: You are eager to learn. You are trained in any task that involves learning something new, whether you're talking to a local to get information or digging through old books to find lore.

Planner: You're the one with a plan. When you observe or study a location for at least one round as your action, the next time you interact with it (possibly in the following round), the difficulty of a related task (such as finding a clue, a tool, or a secret compartment) is reduced by one step.

Inability: You tend to fixate on the details, making you somewhat oblivious to what's going on around you. The difficulty of any task to notice danger around you is increased by one step.

Additional Equipment: You have a bag of light tools.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Another PC approached you to get your opinion on the mission, having heard how resourceful you were.
2. You were interested in what the other PCs were up to and decided to go along with them.
3. In order to get the PCs to agree to help you achieve a goal at a later time, you agreed to go on their mission first.
4. You have always wanted to see the place where the other PCs are going.

SUBTERRANEAN

You prefer the close dark of tunnels, caves, buried corridors, and ancient underground passages to the open air. You'll put up with overland travel, but you really come into your own once you head into a ruin or buried vault. You never feel more alive than when you are squeezing through apertures that wake instant claustrophobia in others.

You gain the following characteristics:

Sturdy: +2 to your Might Pool.

Skill: You're trained in tasks related to finding your way and avoiding becoming lost.

Skill: You're trained in climbing tasks.

Skill: You're trained in tasks related to squeezing into and out of tight places.

Inability: You're slightly unsettled in open spaces. You regain 1 less point than normal when you make recovery rolls out in the open (minimum 1 point).

Additional Equipment: You have a glowglobe, a dozen pitons, and a rope.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. The PCs wanted assistance exploring an underground ruin, and recruited you to help.
2. You found the PCs lost beneath the ground, and showed them a safe way out.
3. Against your better judgment, you joined the other PCs because you saw that they were in danger.
4. You need money to fund explorations of even deeper areas underground.

ULTRATERRESTRIAL

You're from another dimension, one radically different than the one where you find yourself now. Three dimensions of space and one of time took you a while to adapt to, but you've almost figured out what it means to be a "solid, living creature" in a place where time moves only in one direction. In fact, you've taken a shape that conforms with those who call themselves "humans" on this plane. You see the benefits of causality, but you miss your own dimension, where cosmic rules and reality were more flexible.



*Bag of light tools,
page 82*



You gain the following characteristics.

Versatile: You get 4 additional points to divide among your stat Pools.

Skill: You are trained in tasks related to knowing about alternate dimensions.

Noncausal: When you roll a die on a task and get a result you don't like, you can insert yourself a few seconds back in your own timeline and reroll and choose the result you like best. However, when you take advantage of this ability, reality rebounds and you are dazed, increasing the difficulty of all your tasks by one step on your next turn.

Inability: Despite all your practice, this new reality you find yourself living in is still a bit of a shock. The difficulty of your Intellect defense tasks is increased by one step.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. When you fell out of the dimensional anomaly, the PCs helped you adjust.
2. You came to this dimension to explore, and the PCs were looking for someone to fill out their company.

3. The PCs released you from the lab of a Nano who had been studying you.

4. The other PCs were caught in a dimensional anomaly, and you helped them escape back to their home plane, even though that meant you had to go with them.

VIGILANT

You keep watch for the safety and protection of others (and sometimes, just for yourself). Your attention pays off, allowing you to detect when others lie and when foes wait in ambush, and to concentrate your mind more fully on the tasks you deem to be important.

You gain the following characteristics:

Mindful: +2 to your Intellect Pool.

Skill: You are trained in detecting deception.

Skill: You are trained in initiative actions.

Additional Equipment: You have a spyglass.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. You feared for the safety of one of the other PCs, and wanted to protect them from danger.
2. You believe that you can do more for your cause if you join the PCs.
3. You saw that it was in your own best interest to join the other PCs.
4. One of the other PCs did a favor for you, and now you're repaying that obligation by helping them with the task at hand.

LOCATION-BASED DESCRIPTORS

These location-based descriptors are provided as an option for characters who are firmly connected to their place of origin (or to another place that strongly calls to them for some other reason). Sometimes these connections are to the land itself, other times to the political sensibilities of a place, and still other times to the cultural norms in which a character was raised.

Whether the relationship between the character and the locale is positive or negative, the connection pulls at the PC, defining who they are. Not everyone from an area has these characteristics—in fact, having such strong ties to a place is unusual—but those who do embody the very essence of a place in their skills, mindset, and actions.

The descriptors here include locations covered in the *Ninth World Guidebook*.

CORAOAN

You come from the other side of the world, a place accessible to those in the Steadfast only through the Great Reach. *Corao* is a land of history, tradition, and complex customs. As an exemplar of this land, you are a student of history and the numenera, but you are also quick witted and light on your feet. The people of *Corao* sail the skies in their *soarcraft* and consider the sky their home as much as the land. To you, speed is more important than endurance. Movement is life. You see yourself as the latest part of a continuous line that spans all of Earth's history. This gives you a deeper connection with the numenera, which is not the leftovers of a mysterious past, but your birthright.

You have the following characteristics:

Light: +3 to your Speed Pool.

Skill: You are trained in all tasks related to the history of *Corao* and the surrounding regions.

Skill: You are trained in all tasks having to do with the numenera.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. You were in need of money.
2. You wanted to gain access to more numenera.
3. The rest of the group was new to your land and needed a guide.
4. You were in the wrong place at the wrong time.

DESERT-DWELLING

You hail from the dry wastelands of *Vralk* or somewhere equally arid and hot. You are experienced in looking for food and water where such things are scarce. You know how to avoid the heat from the sun and from the volcanic eruptions and ashfalls. Although you are acquainted with the dangers of the arid wasteland from which you hail, you are likewise unfamiliar with places that are cold or wet. Your clothing is probably designed to protect you from the heat and sun, and you likely have myriad pockets for stashing extra food, water, and other essentials.

You have the following characteristics:

Resistant: +4 to your Might Pool.

Long-suffering: You can go twice as long without food and water as another human.

Skill: You are trained in any task involving resisting damage from heat, and you have +2 to Armor that applies only to damage from heat.

Skill: You are trained in any task involving finding food or water.

Inability: You have an inability in any task involving resisting damage from cold.

Inability: You have an inability in any task involving swimming or handling watercraft.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. The others were inexperienced in the desert and needed a guide.



Vralk: see *Ninth World Guidebook*, page 125

Corao: see *Ninth World Guidebook*, page 187

Soarcraft: see *Ninth World Guidebook*, page 187

The Black City: see Ninth World Guidebook, page 70

Eurieg: level 4, moving across difficult terrain as level 6; Armor 2; long movement; can move a short distance and attack as level 5, inflicting 8 points of damage. See Ninth World Guidebook, page 229

Lostrei: see Ninth World Guidebook, page 100

Gallitaius: see Ninth World Guidebook, page 73

Frozen South: see Ninth World Guidebook, page 77

2. You needed help to learn how to get along beyond the borders of your desert home.
3. It seemed like the only way to survive.
4. The others had food and water.

ELYCHNIOUS

You hail from the Black City. As is typical for those of your kind, you are quiet, subdued, and calm. You tend to avoid wearing bright colors or adopt ostentatious appearances of any kind. Some people might mistake you for sullen or distant. You value learning, history, and lore, except for knowledge of powered numenera or the science behind such things. You believe that demons dwell within stone and metal as well as in severe weather and storms. You prefer to be in high places rather than on the ground when possible, and you don't like being out in the open.

You have the following characteristics:

Studious: +4 to your Intellect Pool.

Skill: You are trained in tasks involving botany, zoology, or biology.

Skill: You are trained in climbing.

Inability: You have an inability in understanding or using powered numenera, including ray projectors, automatons, force fields, vehicles, and so on—anything requiring a nonliving power source.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. You needed to leave the city and discover the world.
2. It seemed an important way to combat the demons of the earth and air.
3. Gallitaius himself asked you to get involved.
4. You were exiled from the city for a past transgression.

FROSTBORN

You are from the region known as the Frozen South. You are tough, able to shrug off ice and cold that would debilitate others.

You have the following characteristics:

Stalwart: +2 to your Might Pool.

Skill: You are trained in any task involving moving (walking, running, jumping,

or climbing) in conditions that would otherwise be more difficult due to ice or snow.

Skill: You are trained in any task involving resisting damage from cold, and you have +2 to Armor that applies only to damage from cold.

Skill: You are trained in handling euriegs and driving a eurieg-pulled sledge.

Inability: You have an inability in any task involving resisting damage from heat.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. You needed to get somewhere warm.
2. You were exiled from your home for a past transgression.
3. The others were inexperienced in the frozen wilderness and needed a guide.
4. You needed help to learn how to get along beyond the borders of your frozen homeland.

GAIAN

You are from Lostrei, the Spiritlands. As a believer in the animism-based faith of your people, you see a unity in all things from the spirits that flow through the world. Thus, you love and respect animals and have a rapport with them.

Like most Gaians, you are egalitarian and can't abide the idea of slavery or a heavily classist society. Individual freedom is important to you—important enough that you'll fight for it.

You have the following characteristics:

Empathic: +2 to your Intellect Pool.

Graceful: +2 to your Speed Pool.

Skill: You are trained in any task having to do with interacting with, caring for, or training animals.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. It seemed a good way to uphold important causes like justice and freedom.
2. The spirits told you to.
3. You needed to get away from your home and see the world.
4. You needed money.

RAYSKELAN

You feel most at home when surrounded by the smells and sounds of the ocean, when you can sense that the land doesn't go on forever, and when you know that at any time you are never more than a few hours' walk from the touch of the sea. Being inland, far from any connection to the sea, makes you feel ill at ease. You probably worship the moon as your main god, believing that the sky is a second, larger sea that mirrors the one you love so dearly. To that end, you are not afraid of death, and in fact have prepared for it, ensuring that someone close to you will put you under the waves for three days so that you can travel from your body to become a bioluminescent creature in the skysea. It's likely that you speak a language known only to you and those of your hometown, as well as *Ayon* and whatever bits of the Truth you've managed to pick up in your travels. Your clothing is probably designed to absorb little and dry quickly, letting you move between two worlds with ease.

You have the following characteristics:

Agile: +4 to your Speed Pool.

Pliant: You are at home on both water and land, adept at switching between the two. At the beginning of each day, you can choose to be trained either in running and jumping, or in swimming and sailing.

Additional Equipment: You carry a unique token that you found on the shore of your home island long ago, as well as 12 *airels*.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. Against your better judgment, you joined the other PCs because you saw that they were in danger.
2. One of the other PCs is interested in languages and invited you to join them so that they might learn *Ayon*.
3. You have been away from your beloved islands for a long time, and one of the PCs reminds you of your home for a reason you can't yet put your finger on.

4. You were once a celebrated member of the bonebreakers who answer to Trau Yad, and you are trying to start a new life out of the spotlight.

VRALKAN

You hail from Vralok and fit the stereotype of the typical Vralok—you follow the Red Gods, see violence and intimidation as the answer to most of life's problems, and were never introduced to concepts like compassion and mercy. You value hunting and physical challenges (particularly combat), and you delight in seeing the blood of your defeated enemies spilled on the ground.

You have the following characteristics:

Steely: +4 to your Might Pool.

Bloodthirsty: If you are fighting a wounded foe, you deal 1 additional point of damage.

The name Rayskelan derives from the Rayskel Kays; see Ninth World Guidebook, page 155

Trau Yad: see Ninth World Guidebook, page 157

Red Gods: see Ninth World Guidebook, page 24, 126

Ayon: see Ninth World Guidebook, page 156

Airel: see Ninth World Guidebook, page 159



Skill: You are trained in any task involving finding food or water.

Inability: You do not see much value in diplomacy or charm. You have an inability in all pleasant social interactions.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. Blood and glory were involved.
2. You were ordered to join the group by someone of a higher class.
3. You decided to infiltrate the enemy lands.
4. You needed to leave Vralk and see the world.



*Weal of Baz,
page 198*

RACIAL DESCRIPTORS

The assumption in Numenera is that all characters are human (although that word, human, can mean a lot of things in the Ninth World). However, there are exceptions. Players can create nonhuman characters if the GM allows it. Racial characteristics are always expressed as descriptors, and this section presents a number of new options that can replace more conventional descriptors.

A nonhuman's race is his descriptor, but they can choose any character type and focus. Because nonhuman characters often gain more benefits from their racial type than they would from a conventional descriptor, most carry more disadvantages as well. Nonhuman characters also present roleplaying challenges, so it's recommended that new players do not create nonhuman PCs.

ARTIFICIALLY INTELLIGENT

You are a machine. Not just a sentient machine, but a sapient one. Your origins may harken back to an earlier age, but memories of such a time are long lost. Alternatively, you might be a far more recent creation of some tinkerer or Aeon Priest.

Artificially Intelligent characters have machine minds of one type or another. This can involve something that a 21st-century person might call an advanced computer brain, but it could also be as different as a liquid computer, a quantum computer, or a network of smart dust particles creating an ambient intelligence. You might even have

been an organic creature whose mind was uploaded into a machine.

Your body, of course, is also a machine. This means that most people will refer to you as an automaton, although you know that term doesn't describe you very well, as you are as free-willed and free-thinking as they are. Machine bodies vary greatly, of course, but the game mechanics included below assume a fairly humanoid body constructed of advanced materials.

Artificially Intelligent characters are almost always loners. Only in the rarest of circumstances do they gather together and form any kind of society (although the *Weal of Baz* could be considered such a thing).

You gain the following characteristics:

Superintelligent: +4 to your Intellect Pool.

Artificial Body: +3 to your Might Pool and Speed Pool.

Shell: +1 to Armor.

Limited Recovery: Resting restores points only to your Intellect Pool, not to your Might Pool or Speed Pool.

Mechanics, Not Medicines: Conventional healing methods, including the vast majority of numenera restorative devices, do not function to restore points to any of your Pools. You can recover points to your Intellect Pool only by resting, and you can recover points to your Speed and Might Pools only through repair.

Machine Vulnerabilities and Invulnerabilities: Damaging effects and other threats that rely on an organic system—poison, disease, cell disruption, and so on—have no effect on you. Neither do beneficial drugs or other effects. Conversely, things that normally affect only inorganic or inanimate objects can affect you. Effects that can disrupt machines affect you.

Uncanny Valley: You have a hard time relating to organic beings, and they don't react well to you. The difficulty of all positive interaction tasks with such beings is increased by two steps.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. You are in need of spare parts.
2. You wanted to spend time among humans to learn more about them.

An Artificially Intelligent character who Fuses Flesh and Steel would be an automaton who has organic parts added to its body.



Fuses Flesh and Steel, page 64

3. You organized the group to undertake the task or expedition for your own reasons.
4. One of the other PCs helped you in the past and you owe them a debt of gratitude.

CALRAMITE

You are a humanoid who came (or whose ancestors hailed) from a tiny, artificial world called *Calram* that hangs above the Earth. As an adult, you look humanoid but instead of arms, you sprout a set of five tentacles like those of a cephalopod, each of which branches into a smaller and finer set of manipulator tendrils at the far end. With these, you can manipulate complex machines in a way that a regular human could never hope to. Your lifespan is slightly longer than that of a typical human. You probably speak the Truth, as well as your own language, *Calramite*. Your kind tends to be aloof and uncaring, circling as most of them do above the surface, and often enough, sleeping away years while they wait for something of note to happen, an event that hasn't been explained that well as far as you're concerned. That's not for you. You prefer wakefulness to slumber, and action to watching.

You have the following characteristics:

Advanced Intelligence: +4 to your Intellect Pool.

Skill: You are trained in actions related to fine manual manipulation, such as picking locks, repairing tiny devices, and actions related to sleight of hand.

Languages: You speak the Truth, *Calramite*, and one other language of your choice.

Inability: You require more sleep than a human. Instead of taking a ten-hour recovery roll, you require thirteen hours. You still get the benefit of the recovery if you take only ten hours of rest, but you gain an inability in Intellect-based tasks. The inability persists until you can take the additional hours of rest or complete an entire ten-hour recovery roll.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. You left *Calram* in something of a cloud of suspicion. You hooked up with the PCs because you wanted to blend in.

2. The PCs found you in a stasis pod of your crashed and destroyed space vessel.
3. You sought the PCs out because you thought one of them had a clue to you finding a way back to your homeworld.
4. The PCs were involved in something exciting, and you wanted to get into the action.

ECHRYNI

You are an amphibious humanoid who hails (or whose ancestors hailed) from the *Rayskel Cays*. As an adult, you look slightly human, with strong legs and large webbed feet, adaptable lungs and gills, and winglike appendages, all of which make you equally suited for traversing land and water. You can

Calram: see *Into the Night*, page 25

Rayskel Cays: see *Ninth World Guidebook*, page 155



breathe on land or underwater for up to 28 hours at a time, and then you must switch environments, if only for a few minutes, to clear out your delicate gill passages. Your lifespan is slightly longer than that of a typical human, and your gender is likely indiscernible to anyone other than yourself and those closest to you. You can control and change the very structure of water—specifically saltwater—using an enzyme on your skin. This allows you to turn water into a semisolid state while retaining most of its fluid properties. Your waterwear clothing, and perhaps much of your equipment, is likely something you created in this way. You probably speak the Truth, and you also sing in a short, staccato language designed to carry for long distances underwater.

Naiadan: see Into the Deep, page 100



You have the following characteristics:

Gregarious: Despite your unusual appearance, your social skills charm even the most standoffish of creatures. You are trained in all tasks involving positive social interactions.

Waterwielder: If sufficient water is available, you can use it to craft mundane items that typically cost no more than 5 shins, such as standard weapons, armor, and equipment. Items must be no larger than what you can carry on your person, and they last up to 28 hours or until they are not in contact with you for more than a round. As a general rule, crafting a mundane object takes one to ten minutes, depending on its size and complexity. You cannot craft complicated items such as cyphers, artifacts, or special equipment.

Inability: If you go more than 28 hours without switching between water breathing and air breathing, you gain an inability in movement-related tasks, including running, jumping, and climbing. The inability persists until you make the switch between environments for at least a few minutes.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. One of the PCs is enamored of your ability to waterwield and invited you to join the group.
2. Some of the other PCs helped you find water to breathe when you needed it, and you owe them your gratitude.
3. Someone is hunting you, believing you to be a mutant, and you hope that the group will help protect you.
4. You are searching for a human who once assisted a member of your community.

NAIADAPT

Naiadans are creatures composed of thousands of individual constituent creatures called dyremmi. You are a hybrid naiadan, called a naiadapt. Naiadapts are humans who have become partially hybridized with naiadan biology. Playing a naiadapt is slightly more complex than playing an average human, so only players willing to shoulder additional complexity should consider playing a naiadapt, and then only with the blessing of the GM.



Like varjellen, naiadans and naiadapts can adapt themselves to their circumstances. However, they do so by literally swapping portions of their body with either a personal reservoir of spare dyremmi or with another naiadan or naiadapt who possesses the desired feature.

A naiadapt looks like a human who has been partly fused with patches of artificial organic material. The fused dyremmi might be wholly hidden under the skin, or they might resemble patches of scales here and there replacing the naiadapt's skin. As a naiadapt swaps out different abilities, small changes in one's appearance are the norm. For instance, a naiadapt who exchanges her ability to be adapted to the deep with the ability to run a long distance each round on dry land might go from appearing essentially scale-covered to human looking but with legs more like that of a fast-moving plains animal, including a reverse knee joint. Naiadapts can be thought of as humans partly colonized with symbiotes that, if removed, would kill the human.

Whereas naiadans are placid and accepting, naiadapts can be unpredictable, excitable, and even ambitious. That's

because their humanlike psychology can't help but see the amazing opportunity that their changeable physiology can provide. Some naiadapts revel in their differences, especially if they rejoin surface-dwelling societies. Others hide their differences to gain an advantage, though a few actually adapt the more easy-going attitudes of a naiadan.

A naiadapt could conceivably far outlive a regular human, though to do so would require that they find the right specialized dyremmi and keep those active for many hours every day. Naiadapts eat human foods, though their hybrid biology means that strong spices and hard alcohol hit them particularly hard.

You gain the following characteristics:

Swappable Dyremmi Abilities: Each naiadapt can have two active dyremmi abilities plus two spare abilities that are inactive at one time. The spare abilities are usually stored as internal biological packages visible as slight bulges or discolorations somewhere on the character's skin. This feature grants a naiadapt a flexibility that others rarely possess. The naiadapt can replace one

Naiadapts need to eat and drink about 25% more than a normal human to stay healthy, mainly because they're supporting not only themselves but their dyremmi symbiotes, which gain all the nutrients they need by absorbing them from the host.

A common slang term for a naiadapt is dapt.

NAIADAPT DYREMMI ABILITIES

The following are typical dyremmi abilities a naiadapt might have stored (or active). If a character encounters another naiadapt, a naiadan, or a living cypher of the kind typically found in *Minifera*, the GM and player can work together to determine if other abilities are possible.

Contemplative: +2 to Intellect Pool.

Deep Adaptation: Thrive like a native creature in the deep, including immunity to high pressure and cold, the ability to breathe underwater, and the ability to see in dark water. (This ability, if active, must be changed out, or otherwise ameliorated, if the naiadapt ascends to the surface. Otherwise the naiadapt undergoes a process that is the reverse of what a non-native creature deep underwater experiences when it visits the hadal depths. In other words, the naiadapt dies.)

Armored Carapace: +1 to Armor.

Spray of Confusion (2 Might points): The character can release a stream of fluid at a target within immediate range as an attack that inflicts 1 point of damage (ignores Armor). In addition, the difficulty of all tasks is increased by one step for one round.

Skill: The character is trained in tasks related to the numenera.

Spew Acidic Detonation (4 Might points): The character can project a gobbet of biologic material at a target within short range, whereupon it explodes in an immediate radius, inflicting 5 points of damage from acidic discharge.

Minifera: see Into the Deep, page 96

A naiadapt can have up to two active dyremmi abilities at a time, plus two additional inactive abilities that can be swapped out with the active abilities.

active dyremmi ability (such as Deep Adaptation, Armored Carapace, Spray of Confusion, Contemplative, Numenera Specialization, and so on) with a different stored ability. A naiadapt can store two inactive abilities at one time, though if a naiadapt meets another willing naiadapt or naiadan with different abilities, they can permanently swap abilities (active or inactive) between them.

To switch between an active and stored ability, a naiadapt must spend ten minutes concentrating, during which time their physiology shifts as they give up (and store) one dyremmi ability for another (a process naiadans call communion). A naiadapt can choose to vary an active dyremmi ability up to twice per day, immediately after a one-hour or ten-hour recovery roll.

Naiadapt Dyremmi Abilities: The abilities listed under Naiadapt Dyremmi Abilities are granted only while the indicated dyremmi ability is active, as chosen by the PC.

Cypher Dangers: Active dyremmi abilities count against a character's cypher limit. To avoid a roll on the Cypher Danger table, a character must be sure to keep the number of normal cyphers they carry plus the number of active dyremmi abilities available to them under their cypher limit at all times.

Hybrid Instability: Whenever the naiadapt descends a step on the damage track, they must succeed on a difficulty 3 Might

defense roll. On a failure, they lose cohesion over some of their dyremmi constituents, which suspends one active dyremmi ability for ten hours.

Inability: The difficulty of tasks involving remaining calm, resisting stress, and engaging in rational debate (including attempts at persuasion) is increased by one step.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. You helped the PCs when they founder underwater, and they return the favor.
2. You're all from the same location underwater and decided to go on an adventure.
3. You wanted a closer look at the numenera carried by one of the other PCs.
4. The PCs told you that if you didn't join them, innocents would die.

ORMYRL

Ormyrl fall into the category of visitants, but only technically. Their origins are not extraterrestrial, but rather ultraterrestrial—not that their appearance would ever suggest such exotic heritage. Ormyrl look human. However, they all look like the same human—a tall woman with green eyes, dark hair, and broad cheekbones.



Cypher Danger, page 279



Ormyrl physiognomy, then, is always identical. One individual cannot be discerned from another by sight. Which is appropriate, perhaps, because ormyrl do not possess visual senses. Instead, they have a cloud of invisible particles around them that extends to short range. Through these particles, they can sense movement, shape, size, and even texture. This means that, at short range, they can sense around corners or barriers, sense invisible objects, and so on. They also have acute hearing and sense of smell. Internally, ormyrl are nothing like humans. The inner workings of their body are utterly different in composition and function.

Despite what their appearance would suggest, ormyrl are all very different in outlook, personality, and goals. Their training and life experience are entirely different. They are generally very intelligent.

Most ormyrl don't have any sort of society because most do not relish the company of other ormyrl. Instead, they live among humans, posing as humans. The few ormyrl who do live in groups do so only in very remote corners of the world.

You gain the following characteristics:

Smart: +4 to your Intellect Pool.

Skill: You are trained in blending into the crowd, moving unseen in groups of people.

Senses: You can "see" perfectly in short range, but not at all beyond that.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. You wanted to blend in, and just sort of wound up with the other PCs.
2. The other PCs encountered you on the road, and you convinced them to allow you to accompany them.
3. You are down on your luck and needed money.
4. You feel the need to get hold of some powerful numenera.

PROXIMA

Your parents were human, but you are slightly different. No one can quite put their finger on it, but there's something odd about you. You, of course, don't see it at all, but you've encountered the stares and minor prejudices from "normal" humans all your life. On the other hand, you are

healthier than others, and you're told that proximas live much longer than is typical. You come from the lands far to the east, beyond the Great Reach. If you travel to the Steadfast, you'll find even more surprised and strange reactions there, where people have never seen anyone like you before.

You have the following characteristics:

Healthy: +4 to your Might Pool.

Skill: You are trained in tasks related to intimidating humans.

Quick Recovery: Your ten-minute recovery takes only one action.

Inability: People find you somewhat off-putting. You have an inability with positive social interactions with humans.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. You found that the others in the group accepted you more readily than most.
2. Down on your luck, you needed money.
3. Tired of the way you were treated at home, you decided to venture forth into the world.
4. You had knowledge that the rest of the group needed.

SKEANE

Skeane are furred, feathered, and webbed in grey and white, with strips of orange-yellow around their faces and along the edges of their bellies. Their heads are both dolphin- and bird-like, with soft, pointed bills, small teeth, and long tongues. Skeane are native to the City of Rust.

Skeane have three sets of multipurpose limbs. On the ground, they stand on the back two sets, and use the front set much in the way that humans do. When swimming, they can use all three sets, along with their kite-shaped tails, to speed through the water, or they can move more slowly and deliberately, using their front limbs to hold and operate complicated equipment, catch fish, explore ruins, and build or repair city structures. Skeane are typically very smart, dexterous, and complicated. They are builders and creators, always looking for a new challenge. Their speech is a combination of sounds, air bubbles, and hand and tongue gestures. Many, however,

Great Reach: See Ninth World Guidebook, page 190

Ormyrl reproduce asexually.

Most skeane names are vowel heavy, more breath and soft air than hard consonants. Many names are reused often and passed down through and across generations, and names like Ooya, Aawo, and Uoai are common.

Skeane: see Into the Deep, page 59

City of Rust: see Into the Deep, page 55

also speak a truncated version of the Truth thanks to small implants that pierce the sides of their tongues.

Skeane have three genders, each defined by their roles in raising young: egg giver, egg taker, and egg feeder. The givers produce a single small orange egg each year, then pass that egg along to a taker. Takers insert the egg inside their bodies, and carry it until it reaches term. Once the egg is ready to hatch, the taker delivers it. In moments, it breaks open to produce a young skeane.

Once the young has hatched, it's the responsibility of the feeder to raise it, using their digestive enzymes to regurgitate special nutrient-rich food and liquid for the young.

Very rarely, twin skeane are born. They are almost always conjoined. Special care is given to these babies, as they are believed to be an offering from the gods. Many believe that if a pair of conjoined twins makes it to adulthood, the gods will be

eternally placated. Most twins die before reaching adulthood, as they are particularly susceptible to the disease called the Drown.

The only differentiating characteristic among the genders are small white nodules on the undersides of the tails—givers typically have two, takers four, and feeders none. When not involved with producing, carrying, or providing for the young, the idea of genders isn't typically a part of daily life. Skeane are communal creatures by nature, often sharing their lives and living spaces with two or more additional creatures.

Skeane characters might be somewhat awkward on land compared to other characters, but they would obviously excel in the water, and would be excellent companions on an underwater expedition.

You gain the following characteristics:

Fast Finned: Your Speed Edge increases by 1.

Amphibious: You can breathe air or water.

Skill: You are trained in the numenera.

Skill: You are trained in swimming.

Skill: You are trained in study, contemplation, or mental concentration.

Skill: You are trained in crafting.

Inability: You are susceptible to contagious diseases. The difficulty of resisting disease or poison is increased by one step.

Inability: You're fast, but not fierce. The difficulty of tasks involving combat—including attack and defense rolls—is increased by one step.

Extra Equipment: One of your starting cyphers is one that you created yourself, and thus you can work with the GM to determine what it is.

Initial Link to the Starting Adventure:

From the following list of options, choose how you became involved in the first adventure.

1. The PCs asked you to come with them because their mission will take them underwater.
2. Seemed entertaining.
3. Your family is afflicted with a disease called the Drown, and in your quest for a cure, your path merged with that of the other PCs.
4. You want to find more numenera.



CHAPTER 3

NEW FOCI

More than descriptor or type, focus is what makes your character unique. No two PCs in a group should have the same focus. Your focus gives you benefits when you create your character and each time you ascend to the next tier. It's the verb of the sentence "I am an *adjective noun* who *verbs*."

The foci presented here supplement those found in the *Numenera* corebook. Some of them are much more specific or specialized, and others are just plain weird. In any case, they will be useful to many characters and of particular use in certain campaigns. With these new foci, it should be easier than ever to ensure that your character is unique, different from all the others in the group.

When you choose a character focus, you get a special connection to one or more of your fellow PCs, a first-tier ability, and perhaps additional starting equipment. A few foci offer slight alterations of esoterics or tricks for Nanos and Jacks. Each focus also offers suggestions for possible effects or consequences of really good or really bad die rolls.

As you progress to a new tier, your focus grants you more abilities. Each tier's benefit is usually labeled Action or Enabler. If an ability is labeled Action, you must take an action to use it. If an ability is labeled Enabler, it makes other actions better or gives some other benefit, but it's not an action. An ability that allows you to blast foes with lasers is an action. An ability that grants you additional damage when you make attacks is an enabler. You can use an enabler in the same turn as you perform another action.

FOCI IN THIS CHAPTER

- Abides in Crystal
- Absorbs Energy
- Abuses Alchemy
- Becomes Energy
- Charges Right In
- Conceals the Truth
- Delved Too Deeply
- Devotes Everything to the Cause
- Fell From Another World
- Figures Things Out
- Forges a Bond
- Gazes Into the Abyss
- Likes to Break Things
- Lives on the Road
- Makes Something Out of Nothing
- Manipulates Force
- Plays Tricks
- Provides Support
- Shapes Liquid
- Speaks to the Datasphere
- Stares Down Adversity
- Steps Into the Outside
- Ventures Into the Night
- Wields a Whip
- Wonders

Each tier's benefits are independent of and cumulative with benefits from other tiers (unless indicated otherwise). So if your first-tier ability grants you +1 to Armor and your fourth-tier ability also grants you +1 to Armor, when you reach fourth tier, you have a total of +2 to Armor.



ABIDES IN CRYSTAL

You possess an affinity with intricate crystals, many of which were fashioned by prior-world technologies. Crystals can store information and energy, and you know that matter can be transformed into either. You can store yourself within crystals, or use energy-infused crystals to enhance your own form. Eventually, you can even use crystals to travel limitless distances instantaneously.

You likely wear crystalline jewelry or other adornments. And what's more, you're probably interested in gathering additional crystals as well. For you, they're far more important than shins or other simple treasures.

Although Nanos are likely to be crystal fusers, Glaives gain perhaps as much if not more benefit from the focus abilities.

Connection: Choose one of the following.

1. Pick one other PC. You've noticed this character seems to have an affinity for crystals, and this makes them intriguing to you.
2. Pick one other PC. You're drawn to them and you don't know why. There's just something about them. A shared destiny?
3. Pick one other PC. You're missing one of your crystals and you suspect they might have taken it. Intentionally? By mistake? You don't know yet.
4. Pick one other PC. This character comes from the same place you do, and you knew each other as children.

Additional Equipment: You have four crystals of different sizes and colors that you value.

Crystalline Esoterics: If you perform esoterics, those that inflict damage do so by creating sharp shards of crystal that are hurled with great force. Protective esoterics use crystalline shields or armor. And so on.

Minor Effect Suggestions: Blinded by a glint of light from one of your crystals, the difficulty of an opponent's actions is modified by one step to its detriment.

Major Effect Suggestions: While within a crystal, you are infused with additional energy, and the difficulty of all tasks you attempt is decreased by one step for ten minutes.

**Tier 1: Fuse Into Crystal (2 Intellect points).**

You transfer your body and whatever you are wearing and holding into a crystal at least the size of your index finger. While in the crystal, you are in complete stasis, unaware of anything that transpires. You exit the crystal when some predetermined trigger occurs involving the crystal (it is tapped, it gets ten degrees warmer, someone says your name into the crystal, etc.) or when 28 hours pass, whichever comes first. If the crystal is destroyed or significantly damaged while you are within it, you immediately exit, cannot act for three rounds, and move two steps down the damage track. Action to initiate.

Tier 2: Crystal Armor (2+ Intellect points).

You cause a fist-sized crystal to flow like liquid, coating your body in a hard but flexible sheen that grants you 1 Armor for an hour. If you apply one level of Effort, you gain 2 Armor. Action to initiate.

Crystal Strength. You permanently fuse crystals into your flesh, which enhances your musculature. You gain +2 to your Might Pool permanently. Enabler.

Tier 3: Inhabit Crystal (4 Intellect points).

You transfer your body and whatever you are wearing and holding into a crystal at least the size of your index finger. While in the crystal, you are aware of what is going on around it, “seeing” and “hearing” through the crystal. You can even speak through the crystal and carry on conversations. You cannot take actions other than to choose to exit the crystal. You remain within as long as you wish, but you are not in stasis, and so should exit to eat, drink, sleep, and so on as normal (breathing is not an issue). If the crystal is destroyed or significantly damaged while you are within it, you immediately exit, cannot act for three rounds, and move two steps down the damage track. Action to enter and exit.

Tier 4: Crystal Intellect. You permanently fuse crystals into your brain, utilizing them as storage and

processing space. You gain +2 to your Intellect Pool permanently. Enabler.

Tier 5: Crystalline Strength. You permanently fuse crystals into your flesh. You gain +2 to your Might Pool and gain 1 point of Armor permanently.

Tier 6: Crystal Travel (7+ Intellect points).

You transfer your body and whatever you are wearing and holding into a crystal of any size and exit from another crystal of any size. You must know of the crystal you are going to use as an exit before you enter the first crystal. If you apply Effort, you can take one additional creature with you for each level of Effort. Action.



ABSORBS ENERGY

Every movement is an expression of energy. You can harness the energy of movement—kinetic energy—and transform it into other sorts of energy. To begin with, once you absorb energy, you cannot absorb more until after you've used it. You can use this absorbed energy as a weapon, or to infuse dangerous energy into an object, which is released upon touch. You can eventually use the energy for nonviolent purposes, such as healing or invigorating creatures.

At tier 3, however, the abilities of an energy absorber become a bit more complicated, as a reserve of energy can be built up. This is dangerous, as with each “charge” of absorbed energy, there is a risk that you won't be able to contain it all, and it detonates, harming you.

Glaives often gain the biggest benefit from being an energy absorber, as they are the ones most often being struck in combat, and many of the initial uses of absorbed energy are for combat.

Connection: Choose one of the following.

1. Pick one other PC. For reasons unknown to you, this character is completely immune to the energy you release, whether you use it for help or harm.
2. Pick one other PC. You knew of this character years ago, but you don't think they knew you.
3. Pick one other PC. You're always trying to impress them, but you're not even sure why.
4. Pick one other PC. This character has a habit that annoys you, but you're otherwise quite impressed with their abilities.

Minor Effect Suggestions: The energy you release is even more potent than you thought. The difficulty of your opponent's actions is modified by one step to their detriment.

Major Effect Suggestions: The energy you release is even more potent than you thought. Your opponent loses their next action.

Tier 1: Absorb Kinetic Energy (1 Intellect point). You absorb the energy of one incoming blow or impact (this can include you falling from a height). You negate any damage you would have suffered, up to 5 points. Once you have absorbed energy, you

cannot use this ability again until you have released that energy using one of your other abilities. Enabler.

Release Energy. You release the energy you've absorbed as a blast that strikes a single foe within long range for 5 points of damage. Action.

Tier 2: Energize Object. You infuse energy you have absorbed into an object, like a weapon. The object holds the energy until it is touched by anyone but you, so putting it into a melee weapon or the ammo of a ranged weapon allows the weapon to trigger the energy in combat. The energy inflicts 5 points of damage on the creature touched. You cannot have more than one energized object on your person at a time. Action to initiate.

Tier 3: Overcharge Energy. You can choose to absorb the energy of a second (or more) incoming blow or impact while you have one stored in your reserve. This, however, comes with a risk. For each “charge” you have above the first, the process of storing requires a roll, with the difficulty being 5 + the number of charges you have already stored above 1. So if you have three charges stored and you attempt to store a fourth, the difficulty is 7 (5 + 2). If you fail in this task, the energy detonates, inflicting 5 points of damage on you for each charge stored, and all energy is lost. Each charge stored can be used with one of your other abilities. Enabler.

Tier 4: Redirect Energy (4 Intellect points). When you absorb energy, you can immediately turn it back on the creature that inflicted the blow, even though this means “acting” not on your turn, but on theirs. The energy is released as a blast that strikes the foe, if they are within long range, for 6 points of damage. Enabler.

Tier 5: Energize Creature. You infuse a creature you touch (not you) with energy you have absorbed. The creature gains 8 points to restore their Pools. If the creature's Pools are full, they gain an asset to all of their actions for the next minute. A

To use Release Energy, Energize Object, Energize Creature, or Energize Crowd, you must have a “charge” of energy absorbed, that is then expended. None of these abilities require points from your own pools.

single creature cannot be energized again until after you have used your ten-hour recovery roll. Action.

Tier 6: Energize Crowd. You infuse energy into yourself, restoring 10 points to your Pools, and 8 points to all creatures within immediate range. If a recipient's Pools are full, the creature in question gains an asset to all actions for the next minute (this applies to you as well). You cannot use this ability again until after you have used your ten-hour recovery roll.

ABUSES ALCHEMY

You've learned that alchemical concoctions can make you more than merely feel good—they can make you better! At least, they can do so for as long as you keep taking your special formulation of ingredients that some might call drugs. Normally, people who use drugs as often as you spiral out of control and die early. But you're different, you tell yourself. You've leashed yourself to a strict regimen of alchemical substances that keep you from feeling the effects of withdrawal, while at the same time enormously enhancing your abilities in particular ways.

Your acquaintances sometimes worry you're just a day away from a serious crash. But what do they know? Everything is great, you tell yourself. Confidence is another side-effect of your daily dose of amazing.

You probably wear dark clothing to hide stains of your constant alchemical experiments. Symbols for elemental materials like water, fire, and various specific substances might adorn that dark clothing. Some who abuse alchemy wear hoods or eye-covering lenses to hide wide black pupils and bloodshot eyes.

Abusers are usually Jacks, but Nanos can fall into alchemical dependence, too. Those who choose this focus usually refer to themselves as alchemical travelers. Everyone else calls them alchemical abusers.

Connection: Choose one of the following.

1. Pick one other PC. You've offered to share your alchemical drugs with this PC in the past, but you were rebuffed.

CONSEQUENCES OF ALCHEMICAL FAILURE

Normally, procuring a daily dose of drugs by those who Abuse Alchemy isn't an issue. But if a character goes 28 hours without taking their daily dose of self-prepared medication, they descend one step on the damage track. If they go a week without taking their daily dose, they descend two steps. If they go a month, their body kicks the addiction and they lose their abilities, but starting up again becomes as dangerous as weaning off. The difficulty of the task is equal to the character's tier. Enabler.

2. Pick one other PC. This character is allergic to your ingredients, and possibly even scandalized by your constant reliance on drugs.

3. Pick one other PC. You and this character were childhood foes.

4. Pick one other PC. You offered to share your alchemical drugs with this PC in the past, and your offer was wholeheartedly accepted. So far, the dose you gave that PC has had no effect. So far.

Additional Equipment: Bag containing tools and ingredients for creating your drugs, journal containing your drug recipes. You have several weeks' worth of your daily alchemical dose prepared, and ingredients to create several more weeks' worth on hand.

Minor Effect Suggestions: Your drug is better than expected. You gain an asset to Speed defense rolls for one round.

Major Effect Suggestions: Your drug is far better than expected. You gain an asset to Speed defense rolls and an asset to attack rolls for one round.

Tier 1: Alchemical Dependence. You are trained in alchemical tasks. In addition, you take a daily regimen of special drugs you've designed to work with your body in particular, drugs that have slowly adapted your muscles and organs, allowing you to accept still more concentrated doses. In effect, you've enhanced yourself with permanent abilities while you keep taking your daily dose of drugs.

Finding the ingredients you need to create your daily dose is usually as simple as spending several hours in a city market every six to eight months; ingredients cost about 10 shins.



Given how Abuses Alchemy functions, an abuser might discover other recipes for each tier. Of course, the character would first have to research them, find ingredients, and enter them into their manual.

Abuses Alchemy GM Intrusions:
An unforeseen drug interaction causes the character to hallucinate, become manically obsessed with some object, fall asleep, sleepwalk, or perform some other unexpected behavior, until the character can make a Might or Intellect-based roll to regain focus.

You can change your matrix of active daily abilities by choosing to take a different complement of drugs on a given day, assuming you have the recipe in your manual and ingredients for granting yourself that ability. You can have only one active ability of a given tier at a time. To make the switch, spend ten minutes studying your manual, preparing a new alchemical concoction, and finally taking it, after which time your activity ability is changed out. You can choose to change your active abilities up to twice per day, immediately after a one-hour or ten-hour recovery roll. Others who've taken your drugs experienced life-threatening reactions the few times you've experimented.

Choose one of the following abilities as your active alchemical ability for tier 1.

Deadly Reflexes. You deal 1 additional point of damage with every attack you make. Enabler.

Densely Muscled. Your alchemical infusion provides +1 to your Might Edge, and 3 additional points to your Might Pool. Enabler.

Tier 2: Alchemical Dependence. You add the following abilities to your recipe manual. Choose one of them as your active ability for tier 2.

Breath of Distress (2 Might points). You breathe out a puff of alchemical "distress" at a creature within immediate range, inflicting 2 points of Speed damage (ignores Armor). In addition, until the end of the next round, the difficulty of all tasks, attacks, and defenses the target attempts is modified by one step to its detriment. Action.

Defensive Reflexes. Choose one type of defense task in which you are not already trained: Might, Speed, or Intellect. You are trained in defense tasks of that type. Enabler.

Tier 3: Alchemical Dependence. You add the following abilities to your recipe manual. Choose one of them as your active ability for tier 3.

Fast. You gain 5 additional points to your Speed Pool. In addition, you are trained in Speed defense tasks. Enabler.

Incredible Health: You are immune to diseases, viruses, and mutations of any kind. Enabler.

Tier 4: Alchemical Dependence. You add the following abilities to your recipe manual. Choose one of them as your active ability for tier 4.

Body Weaponry. You can leash the inherent energy surging through your alchemically enhanced body. This allows you to fire a blast of energy that inflicts 5 points of damage with a range of 200 feet (60 m). There is no cost for you to use this ability. Action.

Unusually Observant (5 Speed points). You determine the weaknesses, vulnerabilities, qualities, and mannerisms of a single creature within long range. The GM should reveal the creature's level, basic abilities, and obvious weaknesses (if any). The difficulty of all actions you attempt that affect that creature—attack, defense, interaction, and so on—is reduced by one step for a few months afterward. Action.

Tier 5: Alchemical Dependence. You add the following abilities to your recipe manual. Choose one of them as your active ability for tier 5.

Genius. You gain 5 additional points to your Intellect Pool. In addition, you are specialized in one sphere of knowledge. Enabler.

Triumph of Alchemy Over Sense (5 Might points). If you are affected by an unwanted condition or affliction (such as disease, paralysis, mind control, broken limb, and so on, but not damage), you can ignore it and act as if it does not affect you for one hour. If the condition would normally last less than an hour, it is entirely negated. Action.

Tier 6: Alchemical Dependence. You add the following abilities to your recipe manual. Choose one of them as your active ability for tier 6.

Alchemical Defenses. The density of your skin and musculature increases further, providing you with +2 to Armor. In addition, if you are struck by a melee attack, your skin reacts by releasing an alchemical backlash that inflicts 4 points of electricity damage to the attacker. Enabler.

Juggernaut (5 Might points). Until the end of the next round, you can move through solid objects such as doors and walls. Only 2 feet (60 cm) of wood, 1 foot (30 cm) of stone, or 6 inches (15 cm) of metal can stop your movement. Enabler.

BECOMES ENERGY

Whether through an implanted device, an encounter with the Iron Wind that you survived, or some other means, you gained the ability to convert the bulk mass of your body into energy. The first time you used your ability, things could have gone badly. Thankfully you figured out how to restrain the energy you convert yourself into so that it's inert—except for a bright glow—until you choose to discharge it. As a being made partly or completely of energy, you gain increased defenses, the ability to unleash some of that energy as attacks, and eventually even flight and the ability to disintegrate objects. Using a fraction of your converted mass hurts you a little at first, until you learn to siphon off energy from your surroundings to make up for that deficit.

Nanos find the ability to become energy especially useful for defensive purposes, as an aid in getting around, and as an impressive display of their abilities.

Connection: Choose one of the following.

1. Pick one other PC. They still have a scar from when you accidentally burned them with your energy.
2. Pick one other PC. When you almost detonated the first time you used your ability, this character helped you hold yourself together, as it were.
3. Pick one other PC. This character provided the means that led to you gaining your ability to become energy.
4. Pick one other PC. This character helped you when you were heartbroken over the loss of another.

Minor Effect Suggestions: You get an additional +1 to Armor for one minute with Energy Skin.

Major Effect Suggestions: You blaze with blinding energy. Nearby opponents are blinded for one round.

Tier 1: Energy Skin (1 Intellect point). You convert a thin outer layer of your skin into a glowing shield of energy that gives you +1 to Armor for up to one hour, until you dismiss the effect and convert the shield back into the outer layer of your skin, or until you choose to release the charge using one of your other abilities. Enabler.

Release Energy Blast. If you have energized your skin (using Energy Skin), you can release that energy in a blast that strikes a single foe within long range for 5 points of damage; however, you suffer 1 point of damage (ignores Armor) as you lose part of your mass if your d20 attack roll is an odd (as opposed to an even) result. Action.

Tier 2: Energize Fist (2 Intellect points).

You convert one of your appendages into a weapon of glowing energy for ten minutes. The energy remains inert, during which time you can use your glowing hand or limb normally until you successfully strike or touch a target with it. (You could instead release the energy using Release Energy Blast.) The energy inflicts 5 points of damage on the creature touched in addition to any other damage dealt, if it was a melee attack. You cannot turn more than one part of you into energy at a time with this ability. If you use the energy to inflict damage, you suffer 1 point of damage (ignores Armor) as you lose a portion of your mass in transfer if your d20 attack roll is an odd (as opposed to an even) result. Action to initiate.

Tier 3: Energy Hop (2+ Intellect points).

You instantaneously transmit yourself as a blaze of energy to any location that you can see within 300 feet (90 m). Instead of applying Effort to decrease the difficulty, you can apply Effort to bring other people with you; each level of Effort affects one additional target, who is also transmitted as a blaze of energy, which discomfits them upon returning to normal matter so much that turn unless they can make a difficulty 3 Might defense roll. You must touch additional targets to transmit them. Action.

Minor Energy Protection: When you use Release Energy Blast or Energize Fist to make an attack, you no longer take damage.



Becomes Energy GM

Intrusions: *Characters that become energy sometimes accidentally discharge a portion of their energy, starting fires, scorching floors, or blinding allies. A character that becomes impaired or worse on the damage track might risk accidentally detonating.*

Instead, you absorb a small amount of energy from your surroundings or an object in your possession—inflicting 1 point of damage that ignores Armor—to make up the difference. Enabler.

Tier 4: Energize Body (4+ Intellect points).

You can convert more than your fist into glowing energy; you can turn your entire body into a nimbus of bright energy for up to one hour. The energy remains inert, during which time you act normally—albeit with an attendant glow—until you discharge

it. You can choose to discharge the energy in discrete amounts with repeated uses of Release Energy Blast or Energize Fist (on a roll of 1 on a d20, the energy is fully discharged). You can also choose to detonate all your stored energy at once, which inflicts 5 points of damage on all creatures within short range and 2 points of damage (ignores Armor) on you. Because detonation is an area attack, adding Effort to increase your damage works differently than it does for single-target attacks: for each level of Effort applied, the detonation deals 2 additional points of damage to each target, and even if you fail your attack roll, all targets in the area still take 1 point of damage. Action to initiate.

Tier 5: Flight. If your body has been converted to energy using Energize Body, you can float and fly through the air during that period. You can carry up to one creature of your size or smaller with you. You leave a blaze of fading energy as your contrail. In terms of overland movement, you move about 90 miles (145 km) per hour and are not affected by terrain. Using this ability doesn't discharge the effect of your Energize Body ability. Action to initiate.

Tier 6: Obliterate (3 Intellect points). If your body has been converted to energy using Energize Body, with a touch, you disintegrate one nonliving object that is smaller than you and whose level is less than or equal to your tier. If the GM feels it appropriate to the circumstances, you can disintegrate a portion of an object (the total volume of which is smaller than you) rather than the entire thing. If you use this ability on a creature, it suffers 10 points of damage and if it is killed, it is disintegrated. Using this ability doesn't discharge the effect of your Energize Body ability. Action.

CHARGES RIGHT IN

Subtlety is not your strong suit. Tactics and complicated plans are not your forte. You are a straightforward soul who confronts problems head on. You do not hesitate. You do not blanch. With a mighty battle cry, you throw





yourself at your enemies, and wreak havoc amid their ranks, sowing chaos and fear.

You likely wear armor, but probably not the heaviest armor you can, because you don't want anything to slow you down too much.

Chargers are by far most often Glaives.

Connection: Choose one of the following.

1. Pick one other PC. You feel as though this character could use a little confidence and encouragement to become more fearsome and capable in battle.

2. Pick one other PC. This character provides excellent covering fire for you while you charge in. If this character uses ranged attacks in the same round as you make a charge attack, you inflict 1 additional point of damage when you hit.

3. Pick one other PC. You and this character were childhood friends.

4. Pick one other PC. When the other PCs begin making elaborate plans, you attempt to find a kindred spirit in this character, dismissing any plan more extensive than "charge!" and hoping they feel likewise (this may or may not actually be the case).

Minor Effect Suggestions: Your charge is faster and more agile than usual. You gain an asset to Speed defense rolls until your next action.

Major Effect Suggestions: Your charge is more powerful than normal, and you knock your opponent off their feet and they lose their next action.

Tier 1: Quick to Act. You are trained in initiative tasks. Enabler.

Charge Attack (1 Speed point). You can move a short distance and still make an attack as part of the same action, assuming you are running toward your foe. Enabler.

Tier 2: Seize the Day. If you use Charge Attack, you also inflict 2 additional points of damage with the attack. Enabler.

Act First. You are specialized in initiative tasks. Enabler.

Tier 3: Damn the Attacks. If you are aware of an attack, you gain an asset on Speed defense rolls. Enabler.

Tier 4: Move and Act. You can move a short distance and still take another action. Enabler.

Tier 5: Solid Charge. When you use Charge Attack, you have an additional 2 points of Armor until your next turn. Enabler.

Tier 6: Charge the Ranks (6 Speed points). When you use Charge Attack, you can attack up to four different foes as a single action as long as they are all along your path. Any modifiers that apply to one attack apply to all the attacks you make. Enabler.

CONCEALS THE TRUTH

When you were young, you learned that lying was often easier than telling the truth.

Did you feed the seskii? Yes, mother.

What happened to that device your father was studying? I don't know.

As you grew older, your ability to conceal the truth grew more mature as well. You don't necessarily lie because you enjoy the thrill of power it gives you over others (though you might); you lie in order to accomplish the things that you deem worthy, which might be every bit as important as goals set by those who view deception as a moral failing. You don't care what they think. The kind of people who never lie are easier to lie to.

You probably wear conservative clothing and carry books or other oddments that give you a professional or modest air, all of which makes you seem less likely to be someone who constantly lies.

Jacks enjoy concealing the truth.

Connection: Choose one of the following.

1. Pick one other PC. They seem to understand you and believe that your lies



The kind of people who never lie are easier to lie to.

are not an indictment of the true goodness within you. The question for you: are they right?

2. Pick one other PC. You never lie to this character, though you don't even know why yourself.

3. Pick one other PC. You lied to this character once, and it led to a tragedy. It's up to that character whether they've ever forgiven you.

4. Pick one other PC. You owe that character a fair bit of money, but you've lied so convincingly that they think the debt is paid up. In reality, it isn't.

Minor Effect Suggestions: Your lie is so simple that the target hardly even thinks twice about you, or what you're doing.

Major Effect Suggestions: Not only are you believed, your target will intervene on your behalf to defend your good name.

Tier 1: Natural Born Liar. You have an asset on all tasks related to deceiving others. Enabler.

Stealth Skills. You are trained in your choice of one of the following skills: disguise, deception, lockpicking, pickpocketing, seeing through deception, sleight of hand, or stealth. Enabler.

Tier 2: Evanesce (3 Speed points). You step into shadows or behind cover, and everyone who was observing you completely loses track of you. Although you're not invisible, you can't be seen until you reveal yourself again by moving out of the shadows or from behind cover (or by making an attack).

As a separate action, you provide an asset to an ally standing next to you who is attempting to hide. Action.

Tier 3: Ambusher. When you attack a creature that has not yet acted during the first round of combat, the difficulty of your attack is reduced by one step. Enabler.

Stealth Skills Redux. You are trained in your choice of one of the following skills: disguise, deception, lockpicking, pickpocketing, seeing through deception, sleight of hand, or stealth. Enabler.

Tier 4: Mask (5 Intellect points). You have mastered an ability conferred by the nano

spirits, the datasphere, or some process, maybe one you haven't yet discovered. You can transform your body to become someone else. You can change any physical characteristic you wish, including coloration, height, weight, gender, and distinguishing markings. You can also change the appearance of whatever you are wearing or carrying. Your stats, as well as the stats of your items, do not change. You remain in this form for up to 28 hours or until you use an action to resume your normal appearance.

As a separate action, you can spend 2 Intellect points to provide an asset to an ally's disguise attempt, or attempt to make an object no larger than you appear as something else of generally equal size. Action to initiate.

Tier 5: Uncanny Luck (4 Speed points).

When you roll for a task and succeed, roll again. If the second number rolled is higher than the first, you get a minor effect. If you roll the same number again, you get a major effect. Enabler.

Tier 6: Perfect Lie (7 Intellect points). You make up a lie so convincing that a creature of up to level 6 within long range that can hear and understand you believes you for at least one hour, if not longer. (The "lie" you tell might actually be a truth that the creature believes is a lie.) The affected creature is free to act as it wishes, but it may act differently than it normally would if the lie "changed" its mind on an important topic. Against creatures of level 7 or higher, using Perfect Lie decreases the difficulty of your deception (or persuasion) attempt by two steps. Action.

DELVED TOO DEEPLY

Because of an accident, you were exposed to a substance you liberated in a prior-world ruin that you call "void matter." Void matter is part matter and part energy, appearing as greenish-black ribbon that coils beneath your flesh, sometimes bulging under your skin like a parasitic worm, other times staining your skin the unhealthy hue of a bruise.

Conceals the Truth
GM Intrusions: Floors unexpectedly creak. The subject of a lie unexpectedly turns up. The subject of a lie goes along with the subterfuge so completely that it introduces new complications. Lies create unforeseen consequences.

Void matter makes you stronger, faster, and a quicker healer, and it unlocks several other powerful, if disquieting, abilities. The downside is that void matter can't abide the light. For you, light is pain, which means that most people never see how weird you look beneath all your protective layers.

You probably wear a hood, a mask, gloves, some sort of eye protection, and other layers to protect yourself as much as possible from stray glints of light.

Anyone who explores could find themselves with this focus, though that makes *Seekers* slightly more likely.

Connection: Choose one of the following.

1. Pick one other PC. This character knows a little something about void matter, or at least claimed to at one time.
2. Pick one other PC. You are friends, and you'd hate to see this character harmed.
3. Pick one other PC. They don't understand the danger your void matter represents.
4. Pick one other PC. They were exposed to void matter, the same as you, but didn't become infused with it. You think they might be immune.

Minor Effect Suggestions: Your foe is frightened by the green-black energy that resides in you and backs away, unwilling to attack. It can still defend itself.

Major Effect Suggestions: Your foe is terrified by the green-black energy that resides in you and flees.

Tier 1: Void Matter Infusion. You gain +1 to Armor, +1 to your Might Edge, +1 to your recovery rolls, and 5 additional points to your Might Pool. In addition, you can see in very dim light as though it were bright light. You can see in total darkness as if it were very dim. Enabler.

However, you must remain covered during the day or in any conditions other than total darkness. Even then, during the day the difficulty of your Speed defense rolls is one step higher. If you lose your protection from light, you take 1 point of damage (ignores Armor) each

round you are exposed. Likewise, if you are attacked by a weapon that inflicts damage via light, you take 1 additional point of damage per attack. Finally, should you ever perish, the void matter infusing you is likely to seep out and infect the nearest host. You get the feeling it would not treat a new host as well as you were treated—it would probably just eat them.

Tier 2: Void Matter Blast. You can unleash a blast of void matter at a target within short range at will. A void matter blast inflicts 3 points of damage (ignores Armor).

Seeker, page 15



Delved Too Deeply GM

Intrusions: *Brighter-than-normal lights shine on the character; protective clothing is rent by an attack or fall; void matter seeps out and threatens an ally.*

Tier 3: Void Ghost (3 Intellect points). The void matter infusing you pulls you slightly out of phase. For the next ten minutes, you are trained in sneaking tasks. During this time, you can move through solid barriers (but not energy barriers) at a rate of 1 foot (30 cm) per round, and you can perceive while phased within a barrier or object, which allows you to peek through walls. Action to initiate.

Tier 4: Void Matter Fingers. You can extrude streamers of void matter from your fingertips for one minute at a time, increasing your normal reach from immediate range to short. In addition to being able to operate devices and manipulate distant controls as if you were standing next to them, you are trained in attacking with your void matter streamers as if they were a melee weapon. An attack inflicts 5 points of damage (ignores Armor), and on a second failed Might defense roll, the target is immobilized by a detached streamer that wraps around in tight circles until it can use an action to escape.

However, you become even more sensitive to light. If you lose your protection from light, you take 3 points of damage (ignores Armor) each round you are exposed. Likewise, if you are attacked by a weapon that inflicts damage via light, you take 4 additional points of damage per attack. Enabler.

Tier 5: Void Inflation. You can infuse an item you hold with void matter. It functions as if two levels higher for the next minute. However, at the end of that minute, the object is completely consumed by the void matter, destroying it. The resultant residue unerringly finds you like greenish-black drops of oil rolling downhill, which you reabsorb, allowing you to restore 1 point to any Pool. Action to initiate.

Tier 6: Void Infection. When you inflict damage on a creature with Void Matter Blast, it becomes infected with void matter and continues to take 3 points of damage (ignores Armor) each round until the creature succeeds on a Might task to force the infection out. If the infection kills the

target, it is immediately consumed by the void matter, destroying it. The resultant residue unerringly finds you like greenish-black drops of oil rolling downhill, which you reabsorb, allowing you to restore 1 point to any Pool.

DEVOTES EVERYTHING TO THE CAUSE

You're going to make the world a better place. You're going to do so even if you have to hunt down and eliminate everyone and everything that stands in the way of that higher ideal. You've lost too much, given too much, and had too much taken away from you to do anything else. Your choices were to give up, or stand up. You've stood up and adopted the cause as your own.

What's your cause? Well, that's up to you, although it should be something that other people would recognize as a *good* cause greater than a single person. Your cause should be something like "free the slaves" or "eliminate the evil mutants," not "enrich myself" or "murder everyone not like me."

Glaives are slightly more likely to devote everything to the cause; however, Nanos, Jacks, Glints, and Seekers could easily decide to become idealistic icons.

Connection: Choose one of the following.

1. Pick one other PC. When you become overwrought with the injustices of the world, that character can calm you down with a joke or a reality check.
2. Pick one other PC. You suspect that they don't believe in your cause. They choose whether or not this is true.
3. Pick two other PCs. You're pretty sure that they at least believe in your cause, and might even help you complete a mission or two to that end.
4. Pick one other PC. In the past, this character has indulged you by listening to your rhetoric about the justness of your cause. They choose whether or not this is still true.

Additional Equipment: A printed pamphlet or booklet related to the purity and truth of your cause.

Minor Effect Suggestions: After you describe what you fight for, your foe must process it and is dazed for one round,

during which time the difficulty of all tasks it performs is modified by one step to its detriment.

Major Effect Suggestions: After interacting with you, your foe is seeded with a grain of your fervor. If your foe survives, several weeks later, they begin to act as if they support your cause.

Tier 1: Fanatic. Your devotion pays dividends. Long study, practice, and exercise means you gain 4 additional points to your Pools, divided up as you wish. Each time you gain a tier, you can choose to redistribute these 4 points as you wish. Enabler.

Masterful. You are trained in a knowledge skill related to your cause.

Tier 2: Know the Signs (2 Intellect points). You've honed your senses to detect that which you fight for—or against. You know when an individual ideologically opposed to your cause is within long range for one hour. Action.

Expert Combatant. Choose one type of attack in which you are not already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. You are trained in attacks using that type of weapon. Enabler.

Tier 3: Manic Intuition (4 Intellect points). You *know* that you're right. You can ask the GM one question and get a very short answer. Action.

Tier 4: Confident Certainty (4 Intellect points). Sometimes confidence counts as much or more than competence. When you set your mind to it, you are trained in one physical task of your choice for ten minutes. For example, you can choose running, climbing, swimming, Speed defense, or attacks with a specific weapon. Action to initiate.

Tier 5: Zealot Strength. You inflict 3 additional points of damage when engaging in combat that directly relates to upholding your cause. (You and the GM can decide

whether a particular situation warrants the additional damage.) Enabler.

Tier 6: Cannot Defeat Me. Your manic devotion to the cause has hardened you against all vicissitudes. You are specialized in all types of defense. Enabler.

FELL FROM ANOTHER WORLD

You were not born of the Ninth World. Yet now you find yourself living in a place layered by the ruins of prior civilizations, peopled mostly by oddly ignorant yet strangely potent and sometimes compassionate humans. This magnificent spectacle may have been what drew you, though it's more likely it was an accident of fate that brought you to this alien planet. Whether you came from another world, another dimension, or another time, you must make the best of it and try to succeed. Even if you seek to find your homeland or want to make a new life for yourself on Earth, you must cultivate friends, knowledge, and experience to survive in the present. Because that's what humans do.

Some aliens look incredibly strange, while some look exactly like humans. Most fall somewhere in between.

Any type—be it Glint, Glaive, or Jack—is equally as likely to have fallen from another world.

Connection: Choose one of the following.

1. Pick one other PC. This character freaks out your exotic companion. Sometimes your companion hides when this character is too near. Other times it acts as a creature of +1 level for a short period.
2. Pick one other PC. This person thinks you're an abhuman. You might be fine with that.
3. Pick one other PC. You once joked that you could read their mind. Whether they found that exciting or utterly terrifying is up to them.
4. Pick one other PC. This was the character that first found you after you fell from another world and were hurt, confused, and afraid. They helped you get on your feet.

Devotes Everything to the Cause GM

Intrusions: *The most dangerous part about devoting everything to a cause is that sometimes someone who seems like an enemy was actually an ally. Or would've been, if the character hadn't misidentified them.*



Fell From Another World GM Intrusions: *Prejudice against non-humans makes life difficult. An NPC of the character's same race arrives and causes trouble for the character.*

Some aliens, of course, are going to have different abilities than those listed here. Some might be more subtle. Some might be far more dramatic. The GM and player can work out potential substitutions for the tier 3, 5, and 6 abilities from other foci, if desired.

Minor Effect Suggestions: Your latent power for telekinesis sporadically kicks in, making your foe drop its weapon.

Major Effect Suggestions: Your latent power for telepathy kicks in stronger than ever, mind-jolting your foe so that it loses its next turn.

Tier 1: Uncanny. You unsettle humans and other creatures that haven't met a person of your heritage before. You can capitalize on that reaction and use it as an asset in most social interactions, whether you're able to persuade someone because they give undue credence to your oddness, intimidate someone for the same reason, or deceive someone who can't read your tells. Enabler.

Alien Knowledge. You're trained in one esoteric knowledge skill; that skill could be the numenera or something related to higher math, the history of your world, the mechanics of time travel, and so on.

Tier 2: Exotic Companion. You finally locate your missing companion, which also hails from your home. It might be an animate glop of ooze, a tiny duplicate of yourself, a glimmer of hard light that follows you around, an insectlike creature you keep in your extra stomach, or some other perfectly normal companion for your world, but one which draws occasional comments in the Ninth World. You and the GM must work out the details.

Your companion is a level 2 NPC who is completely devoted to you. You'll probably make rolls for your companion when it takes actions. A companion in combat usually doesn't make separate attacks, but helps you with yours. On your action, if the companion is next to you, it serves as an asset for one attack you make on your turn. If the companion dies, you gain a new one after at least two weeks and some effort on your part to find, reanimate, or regrow one. Enabler.

Tier 3: Telepathy (3 Intellect points). Your species' latent ability for telepathy manifests. By touching a living creature or a thinking machine, you gain access to its surface thoughts. Action.

Tier 4: Enhanced Companion. The base level for your companion rises to 3 instead of 2. Enabler.

Tier 5: Telekinesis (4+ Intellect points). Your species' latent ability for telekinesis manifests. You can target a creature or object (up to twice your mass) within short range. The target is caught in your telekinetic grip, and you can move it up to a short distance in any direction each round that you retain your hold. A creature in your grip can take actions, but it can't move under its own power. Each round after the initial attack, you can attempt to keep your grip on the target by spending 2 additional Intellect points and succeeding at a difficulty 2 Intellect task. If your concentration lapses, the target drops back to the ground. Instead of applying Effort to decrease the difficulty, you can apply Effort to increase the amount of mass you can affect. Each level allows you to affect a creature or object twice as massive as before. For example, applying one level of Effort would affect a creature four times as massive as you, two levels would affect a creature eight times as massive, three levels would affect a creature sixteen times as massive, and so on. Action to initiate.

Tier 6: Homeworld Bridge (8+ Intellect points). Your species' latent ability for long-distance teleportation manifests. You instantaneously transmit yourself to your homeworld or home reality. You can also travel back to the Ninth World, returning to the exact spot you left. You can use this ability to travel to other worlds besides your homeworld, though this might increase the difficulty by one step. Instead of applying Effort to decrease the difficulty, you can apply Effort to bring other people with you; each level of Effort affects up to three additional targets. You must touch additional targets to transmit them. Action.

FIGURES THINGS OUT

You're a natural when it comes to applying your brain to a problem and coming up with a workable solution. The world is a chaotic

place, filled with unpredictable people, situations, and weird technology from the prior worlds. Rather than focusing on one narrow specialty, you prefer to step back and take in the broader picture, analyze all the facets of a problem, and let true knowledge emerge. When others are left confused and wondering, you're the one able to figure things out.

You probably carry an additional slim pack where you collect oddities, notes about unexpected situations, and stray bits of lore that you haven't yet memorized, as well as your journal.

Seekers, Nanos, and Jacks are most drawn to this focus.

Connection: Choose one of the following.

1. Pick one other PC. If it wasn't for you, they would never have made it through a difficult situation.
2. Pick one other PC. You figured out that they have a secret that they haven't told anyone yet. You don't know what that secret is, but you can tell it weighs on them.
3. Pick one other PC. Based on a couple of comments you've overheard, you suspect that this character thinks brawn and force are the solution to most problems, not reason.
4. Pick one other PC. When this character stands next to you, you have a hard time concentrating. You're not sure why.

Additional Equipment: A journal and quill where you can jot down your observations and analysis.

Minor Effect Suggestions: You don't have to use an action observing to make your Applied Observation or attempt at Filling in the Details.

Major Effect Suggestions: Intuition flares, and you gain an asset on your task.

Tier 1: Applied Observation. You observe or study a creature, object, or location for at least one round. The next time you interact with it (possibly in the following round), the difficulty of a related task (such as persuading the creature, attacking it, or defending from its attack) is reduced by one step. Action.

Tier 2: Gain Insight. Once after each long rest, you can ask the GM if there is an Insight related to your current situation. The Insight might help you with a plan, your method of research, gathering information, scouting, or the pursuit of some other goal. An Insight is a single bit of special knowledge from the GM that you can count on with certainty. Normally, gaining an Insight costs 3 Intellect points. When you use this ability, it costs you nothing. Action.

Tier 3: Filling in the Details (2+ Intellect points). If you've used Applied Observation on a creature, object, or location within the last few days, you can learn one random fact about the subject that is pertinent to a topic you designate. If you also have the Scan esotery, one use of either ability grants you two facts about the subject. In addition, you can use Filling in the Details on the same subject multiple times (even if you've learned a creature's level), but each time you do, you must apply one additional level of Effort than on your previous use. Action.

Tier 4: Insight Gained. Sometimes the GM alerts players that there is an Insight to be gained in a particular situation. Normally, a character must spend 2 XP to follow up on the GM's comment. However, once after each long rest, you can follow up on the GM's comment without spending XP. Action.

Tier 5: Genius. The more you use your brain, the better it gets. You gain 5 additional points to your Intellect Pool. Enabler.

True Knowledge. You've figured enough things out that you've become trained in any one task that you're not already trained in, including combat tasks. Enabler.

Tier 6: Know When to Evade. You've become so good at figuring things out that you subconsciously avoid danger even when your conscious mind isn't yet aware of the threat. You're specialized in all defense tasks.

Insight, page 62



Scan, page 36

Figures Things Out GM Intrusions: An Insight gained is an unwelcome piece of news. An NPC is as good as or better than the character at figuring out what the PC's next step is.

SPECIAL: GAINING INSIGHT

Mystery can be fun, and it's realistic—there's always some unknown factor in any situation that can creep up and cause trouble. And trouble is good because it makes things more interesting. These unknown factors are usually best portrayed as GM intrusions.

However, the PCs are competent individuals—sometimes even experts—and such people can make decisions and devise plans with confidence. Yet players often find this difficult for two reasons. First, while their characters might be world-class deceivers, infiltrators, or public speakers, the players are not. Not to mention all the unknowns that players face that characters in the world presumably know all about.

This is why PCs can gain Insights to help them. If a character is thinking about a plan, doing research, gathering information, or scouting ahead, she can spend 3 Intellect points and one action to gain a single bit of special knowledge from the GM that she can count on with certainty. Insights are always presented as absolutes, and once established, they should never be changed, unless it is through the direct and deliberate intervention of the PCs.

For example, if the PCs gain an Insight that giving the guard at the gate a container of spirits by nightfall ensures that he's drunk by midnight, but they kill that guard and a new one is stationed there, the Insight is invalidated and all bets are off. The same is true if they use a special ability to make the guard hate alcohol. Either way, it changes only because the PCs changed it deliberately. Thus, they know for certain, ahead of time, that the Insight has become invalid.

Insights are never an end in themselves—they are a means to an end. If the whole point of an adventure is to identify a murderer, the characters can't get an Insight to learn the killer's identity. They

could, however, use Insights to help them along. For example, they might learn that the murderer is left-handed, or that the Nano with the synth eye is definitely not the murderer.

Ultimately, the GM decides each Insight's revelation, so there's no chance that the PCs will gain too much information (if such a thing is even possible). But GMs are highly, highly encouraged to give a valuable Insight if the characters look for one (by spending Intellect points and an action), even if it must be made up on the spot.

Doing so allows the players to make intelligent plans and feel confident and—more important—competent.

SAMPLE INSIGHTS

- The mayor won't press charges if he thinks his daughter is involved.
- There must be a secret room at the center of the level because the walls don't match up.
- The guard at the gate can't be bribed.
- The ship captain won't believe anything a varjellen says.
- The shopkeeper knows he has to sell the stolen goods by the end of the day and will do anything to do so.
- The queen is having an affair with the noblewoman.

GM-INSTIGATED INSIGHTS

Sometimes, the GM can flag a potential Insight to a player in a given area. Usually, this is something the GM has specifically designed ahead of time for this purpose. After the PCs have explored an area and are ready to leave, the GM might say, "There's an Insight to be had here." This kind of Insight can't be gained by spending Intellect points. Instead, if the character wants to follow up on the GM's comment, she spends 2 XP as if she were buying a short-term benefit. No player is required to make this expenditure.

If there are no Insights to be gained in a particular situation (or no more Insights to be gained), the PC looking for one still loses the Intellect points.

The cost of gaining Insight is not reduced by any Edge you may have.

FORGES A BOND

The greatest bond is friendship. True camaraderie, particularly in difficult situations, forges ties and bonds that cannot be severed except in death itself. You know that you can count on your closest friend no matter what, and you'll do anything to ensure that she feels the same way.

You gain special abilities when you draw upon this bond if your friend is close at hand. The drawback is that when you are separated, you're both worse off.

To use this focus, you must choose another PC. The player of the other character must agree to this arrangement. You gain all the abilities of the other character's chosen focus, and you both gain bonuses (or penalties) based on this focus.

You and your friend are so close that you finish each other's sentences, and seem to always be in sync. You like the same things. You even dress alike.

Connection: Choose one of the following.

1. Your friend (the PC you have chosen) is a lifelong friend.

2. Your friend (the PC you have chosen) and you hit it off immediately, forging a bond very recently, but very quickly.

3. Your friend (the PC you have chosen) is actually your sibling or close relative.

4. Your friend (the PC you have chosen) was reluctant at first, but you won them over.

Minor Effect Suggestions: Your bonded friend is so impressed by your action that they gain an asset on their next task.

Major Effect Suggestions: The bond between you and your friend is strengthened to the point that one of you (you both agree on the choice) can take an immediate additional action.

Tier 1: Share Focus. You pick one person to be your closest friend—a friend so close that you forge a bond that takes on supernatural qualities. You gain any and all abilities of your friend's focus, and you both gain abilities (and potentially drawbacks) from your focus (this one).

Bond. Whenever you and your friend are within immediate distance, one of you (but



“Crail” is a curse word in the Ninth World.

not both) gains an asset on whatever task they attempt in a given round. The two must mutually agree each round who gets the asset. Unfortunately, if you and your friend are not at least within long range of each other, the difficulty of all tasks for both of you is increased by one step. If one of you ever dies, the difficulty of all tasks for the other is increased by one step for a year. If you are alive but your friend isn't, after this year, you can choose a new person to bond with. Enabler.

Tier 2: Mental Bond. You and your friend are always in telepathic communication with each other, no matter how far apart you are. You always know the direction and distance to your friend, and vice versa. Enabler.

Tier 3: Back to Back. When you and your friend are within immediate distance of each other, you each inflict 2 additional points of damage when you attack, and the difficulty of all defense actions is decreased by one step. (The modification to defense action difficulties is separate from any asset gained from the tier 1 ability Bond.) Enabler.

Tier 4: True Bond. The tier 1 ability Bond becomes stronger. Now whenever you and your friend are within immediate distance, both of you gain an asset on whatever task they attempt in a given round. However, if you and your friend are not at least within long range of each other, the difficulty of all tasks for both of you is increased by two steps. Enabler.

Tier 5: Well-Being of the Other. When you and your friend are within immediate distance of each other, you can share damage. That is to say, if one of you is struck by a weapon for 4 points of damage, either of you can be affected by it, or you can divide the damage between the two of you. Only the Armor and resistances of the character initially damaged come into play. So if you have 2 Armor and are struck by a force blast for 4 points of damage, your friend can take the 2 points of damage you would suffer, but his Armor does not come into play, nor does his utter immunity to force blasts.

Unfortunately, if you or your friend are within immediate distance and move a step down the damage track, you both do. Enabler.

Tier 6: Ultimate Union. When you and your friend are within long distance, you combine your Pools, and either can draw from them. You share all your skills, and either can use them. You share all your abilities from any source—even cyphers—and either can activate and use them.

GAZES INTO THE ABYSS

Crail, but you're a monster. You're big, ugly, and hideous, and children and grown adults alike instinctively know your secret heart—you'd like to eat them. But you try not to. It's your constant struggle to retain control of your monstrous instincts that urge you to rend and eat anyone who gets too close. Whether because you were found and raised by good people, you were once a human that was terribly changed, or you decided that giving in to red lust always and forever wasn't what you wanted, each day you gaze into the abyss that is your own savage soul, then try to look away.

A monstrous beast could be large and hairy, with lots of teeth; squamous, slimy, and many tentacled; filmy, soft, and obscenely similar to animate internal organs; or something else.

You either wear clothing that tries to hide your true nature while you're in public, or not much clothing at all, depending on how close to a village or city you are, or how much equanimity your companions have regarding your hideous appearance.

Connection: Choose one of the following.

1. Pick one other PC. They are clearly terrified of you. You are determined to show them that you're not going to lose control, and give them a key to your manacles.
2. Pick two other PCs. They know that it's beneficial for you to kill and eat a creature every few days, and they often work together to make sure that happens.
3. Pick one other PC. That character is able to soothe you. You'll never attack them, and if they're in danger, you'll go berserk trying to save them.

4. Pick one other PC. You worry that you may have been responsible for killing one or more of their loved ones when they were younger.

Additional Equipment: Manacles and hobble that you sometimes ask your friends to secure you with, just in case.

Minor Effect Suggestions: The target is so intimidated by your bestial attack that it is dazed for one round, during which time the difficulty of all tasks it performs is modified by one step to its detriment.

Major Effect Suggestions: Your foe is disrupted and off balance by your bestial attack, and can't use any special powers that require an action for two rounds.

Tier 1: Beast. Your monstrous form is both powerful and hideous. You gain +4 to your Might Pool, and +1 to your Might Edge. Enabler.

Natural Weapons. You can make a melee attack with your claws, teeth, tentacles, or whatever you are equipped with. The attack inflicts 4 points of damage. Action.

Tier 2: Skin of the Beast. You gain +1 to Armor thanks to your tough flesh. Enabler.

Tier 3: Improved Natural Weapons. Your Natural Weapons attack inflicts 2 additional points of damage and you are trained in the attack. Action.

Tier 4: Greater Beast. You gain the following additional bonuses: +4 to your Might Pool, +2 to your Speed Pool, and +1 to your Speed Edge. Enabler.

Tier 5: Enhanced Beast. You gain the following additional bonuses: +3 to your Might Pool, +2 to your Speed Pool, and +1 to Armor. Enabler.

Envenomed Attack. Your melee attack with your natural weaponry injects a level 6 venom that inflicts 3 points of Speed damage (ignores Armor). Enabler.

Tier 6: Savage Attack (3+ Speed points).

When using your natural weaponry attack, you can make multiple attacks as part of the same action. Each additional attack costs 3 Speed points. Action.

LIKES TO BREAK THINGS

You enjoyed smashing whatever you could get your hands on when you were a child. You still do. You're burly, so destroying stuff comes easy. The sound things make when they shatter is magical. In fact, every material has its own particular tenor.

Gazes Into the Abyss
GM Intrusions: A monstrous beast sometimes loses control and attacks indiscriminately.



You've shattered so many things that you're developing a knack for seeing the weak point not only in objects, but also in people, and in some cases, in the way people think, plan, and dream. It's up to you whether you want to exploit that talent or continue mostly with breaking objects, which don't cry and make you feel guilty afterward.

Glaives and Seekers have the greatest propensity for breaking things.

Connection: Choose one of the following.

1. Pick one other PC. You promised that character to break the first thing they named to you, whatever it was. They haven't yet taken you up on your offer.

2. Pick one other PC. They wrongfully accused you of smashing something they treasured. Later they apologized, and you've mostly forgotten the incident. Mostly.

3. Pick one other PC. You broke a keepsake that character kept, and hid the evidence. That character has no idea you did it, and just thinks they lost the object. You haven't told them the truth, and now worry too much time has passed to come clean.

4. Pick one or more other PCs. You accidentally destroyed a bridge that you and they were using at the time. Everyone was hurt, and one other former comrade was killed in the incident.

Additional Equipment: You carry a hammer.

Minor Effect Suggestions: The difficulty of the next task to break something is reduced by one step.

Major Effect Suggestions: The object held by the NPC shatters.

Tier 1: Feat of Strength (1 Might point). The difficulty of any task that depends on brute force is decreased by one step. Examples include smashing down a barred door, tearing open a locked container, lifting or moving a heavy object, or striking someone with a melee weapon. Enabler.

Tier 2: Powerful. Your Might Pool increases by 5 points. Enabler.

Tier 3: Conceptual Breakthrough. Perhaps it's a revelation, but sometimes breaking things is more about using your mind

than using your brawn. Your Intellect Pool increases by 3 points and you gain 1 to your Intellect Edge.

Tier 4: Smarter Not Harder (5 Intellect points). You see where objects are most likely to break. The difficulty of any task that would normally depend on brute force (that you accomplish with an apparently light touch) is decreased by three steps. Examples include opening a barred door or a locked container with a deft touch instead of smashing it or tearing it open, shifting a heavy object without lifting it, opening a hole in a solid barrier by finding a keystone or nexus, and so on. Enabler.

Tier 5: Breaking Bones (6+ Might or Intellect points). You recognize where flesh fails. With a swift and sudden attack, you strike a foe in a vital spot. If the target is level 3 or lower, it is killed outright. For every two levels of Effort you apply, you can increase the maximum level of the target by 1. Action.

Tier 6: Juggernaut (5 Might or Intellect points). Until the end of the next round, you can move through solid objects such as doors and walls. Only 2 feet (60 cm) of wood, 1 foot (30 cm) of stone, or 6 inches (15 cm) of metal can stop your movement. Enabler.

Likes to Break Things

GM Intrusions:

Something valuable breaks along with the intended target; an item owned by an ally is broken; the character says something without thinking that risks mentally breaking an NPC ally.

LIVES ON THE ROAD

You are a traveler. Experienced travelers are rare in the Ninth World because of the hazards involved, but you are up for these challenges. You thrill to the idea of exploring new places. Wanderlust makes you grow anxious if you stay in the same place too long.

Being on the road means you're adaptive. New situations don't bother you (in fact, you thrive on them). The road is a dirty, dangerous place at times, but you're resilient and resistant to harm and disease.

Travelers wear tough, practical clothing and often a wide variety of gear. Because you're always picking up new things as you visit places, your clothing and equipment are a hodge-podge of different cultures and styles.



Jacks in particular take well to living on the road, as they are very adaptable. But truly, anyone who walks the long and winding paths (or blazes whole new trails) that cross the world is a fellow traveler, regardless of their other skills.

Connection: Choose one of the following connections.

1. Pick one other PC. The character has been your longtime traveling companion. You know many of each other's foibles, preferences, and secrets.
2. Pick one other PC who is not from your hometown. Not only do you know where they are from, but you seem to know more about that place than they do.
3. Pick one other PC. Whether it's true or not, you feel that character always seems to need your help in whatever they do.
4. Pick one other PC. You have taught them a smattering of one of the languages you know.

Additional Equipment: You start with an explorer's pack. If you already have one, you can instead take an extra change of clothes, rations for two more days, and two minor globes.

Minor Effect Suggestions: Your action impresses those around you. People who were unsure of you are now willing to at least listen to what you have to say.

Major Effect Suggestions: As you succeed, you say precisely the right thing, and the difficulty of all social interaction tasks pertaining to one person who can see and hear (and understand) you is decreased by two steps permanently.

Tier 1: Hardy. You gain 4 additional points to your Might Pool. Enabler.

Multilingual. You are fluent in an additional language of your choice. Enabler.

Tier 2: Survivor. You are trained at finding food and water in places where such things are difficult to find. This doesn't just mean out in the wilderness. On the streets of an unfriendly city without any shins, you still might be able to find enough sustenance to get by. Enabler.

Multilingual. You are fluent in an additional language of your choice. Enabler.

Tier 3: Tireless. You can walk, swim, or otherwise travel for half again as long as most people. Enabler.

Sharp Eyed. Because you must always keep an eye out when you're on the road, you are trained in all tasks related to perception and navigation. Enabler.

Tier 4: Polyglot. You are so adept at languages that after hearing any language spoken for a few minutes, you can pick up a few words. It doesn't take long for you to be able to (crudely) make yourself understood, and to understand what's being said around you. Enabler.

Tier 5: Resilient. In your travels, you've been exposed to all sorts of dangerous things and are developing a general resistance. You gain +1 to Armor and are trained in Might defense tasks. Enabler.

Tier 6: Adaptor. Living on the road long enough, you learn to do a little of everything. Anytime a circumstance (such as weather, inability to see, terrain, and so on) would increase the difficulty of a task for you, you can ignore the modification. Further, anytime you take your ten-hour recovery roll, you can choose one skill to be trained in. This lasts until your next ten-hour recovery roll, at which point you choose a new skill (or the same one again). Enabler.

MAKES SOMETHING OUT OF NOTHING

All the world is a vast puzzle, one you're able to solve. Where others see junk, you see the shape of what all the pieces could be. Sometimes you combine objects to create something new, and other times you chip away everything that doesn't look like the thing you want. The more you learn, the more you're able to make, up to and including numenera devices. However, improvising a weapon from whatever happens to be lying around can be just as impressive when the unexpected happens and time is of the essence.

You probably wear a vest or coat with many pockets for your tools.

Connection: Choose one of the following.

1. Pick one other PC. That character seems to disturb your concentration in a way that you can't explain. If they are standing next to you, all your crafting and improvisation tasks prove one step more difficult.
2. Pick one other PC. For some reason that isn't immediately clear, they are able to use all the weapons, armor, and tools you improvise as if practiced.
3. Pick one other PC. Recently, they accidentally (or perhaps intentionally) lost your previous set of tools. You're not sure if it was a joke or an accident, but you're wary of a repeat incident.
4. Pick one other PC. They dislike disorder and messes of all kinds, and refer to your knack for making something out of nothing as "playing with junk." You hope that crafting something beautiful for them will change their mind. It's up to that player how their character responds to the experience.

Additional Equipment: A pack of light tools.

Minor Effect Suggestions: An item you improvise, jury-rig, or craft is of even better quality than you intended, and is one level higher than normal.

Major Effect Suggestions: An item you improvise, jury-rig, or craft has an additional ability, use, or effect. For instance, if you improvise a club from a table leg, a perfectly positioned nail means the weapon inflicts 1 additional point of damage.

Tier 1: Improve (3 Intellect points). When you perform a task in which you are not trained, you can improvise to gain an asset on the task. The asset might be a tool you cobble together, a sudden insight into overcoming a problem, or a rush of dumb luck. For example, you could improvise a weapon from a table leg to serve as a medium club, a shard of crystal to serve as a light dagger, a stone to serve as a light thrown weapon, and so on. If need be, you can even use your fist as a light weapon. Likewise, you can improvise a shield from a small table, a chair, or other object larger than a breadbox that you can hold. Enabler.

Craftsperson. You are trained in a crafting skill in which you are not already trained. Choices include, but are not limited

to, the following: bowyer/fletching, leatherworking, glassblowing, armoring, weaponsmithing, woodcrafting, and metalworking. Enabler.

Tier 2: Numenera Expert. You are trained in two numenera crafting skills in which you are not already trained. Choices include, but are not limited to, the following: numenera crafting (chemistry), numenera crafting (electronics), numenera crafting (mechanics), and numenera crafting (transdimensional). Enabler.

Tier 3: Brief Empowerment (4 Intellect points). You give enough power to a single numenera item to allow it to function once, or for one round, whichever is most appropriate. Action.

Depowering (4 Intellect points). If you can spend a round manipulating a powered numenera item, you can cause it to stop functioning for one minute. Action.

Tier 4: Jury-Rig (5 Intellect points). You quickly create an object using what would seem to be entirely inappropriate materials. You can make a detonation out of a few oddities, a lockpick out of a few expertly snapped shins, or an energy-detecting device out of some junk and a few shins. The level of the item determines the difficulty of the task, but the appropriateness of the materials modifies it as well. Generally, the object can be no larger than something you can hold in one hand, and it functions once—in most cases, it is a cypher and is limited by your normal cypher limit. If you spend one minute, you can create an item of level 3 or lower. If you spend at least ten minutes on the task, you can create an item of level 5 or lower. In many cases, you need to be familiar with the item you are creating—you can't create a specific cypher without having had a cypher like that in the past. You can't change the nature of the materials involved. For example, you can't take a rock and make it into water. Action to initiate.

Tier 5: Of My Own Design. When you use an object you've crafted, the difficulty is



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reduced by one step. For example, if you craft a length of synth cord with a handle to use as a whip or strangling cord, or to tie someone up securely, the difficulty of that task is decreased by one step. Enabler.

Tier 6: Greater Jury-Rig (7 Intellect points). When you use your Jury-Rig ability, you can create an item of level 3 or lower in a round and an item of level 5 or lower in a minute, and if you spend at least ten minutes on the task, you can create an item of level 7 or lower.

MANIPULATES FORCE

Weaving together the fundamental forces of existence to create a bubble of invisible protection is an achievement that some presume only adepts of the prior worlds can accomplish. But through an accident, some unique device(s), or unflinching effort on your part (or some combination of all of these), you have learned the trick of manipulating pure force. At first, you use it for protection, but as your mastery grows, you learn to use it to bend light and manipulate objects around you.

Nanos and Jacks are most drawn to manipulating force.

Connection: Choose one of the following.

1. Pick one other PC. They don't believe you can create invisible fields of force. After all, neither they nor anyone else can see anything. You suspect that they might actually be very interested in your abilities. You've even caught them going through your things once trying to find the answer to what you can do.
2. Pick one other PC. In the recent past, when creating a bubble of force around yourself, the invisible force pushed that character over a precipice to a long fall. They barely survived. It is up to the player of that character to decide whether they resent, fear, or forgive you.
3. Pick one other PC. They are on the run from an organization that they owe money to. You protected them when thugs came to rough the character up in the recent past. Now the group is looking for both of you.
4. Pick one other PC whose focus intertwines with yours. This odd connection affects them in some way. For example, if the character Delved Too Deeply, your ability

Makes Something Out of Nothing GM Intrusions: *The character can't find the materials needed to improvise or jury-rig an item. Even the most well-crafted items, improvised tools, or jury-rigged objects sometimes break at the worst moment.*

might be to create force bubbles that block that character from the effects of light. If she Fell From Another World, she doesn't suffer the penalty of interacting with things outside your protective force sphere. And so on.

Minor Effect Suggestions: The duration of the effect is doubled.

Major Effect Suggestions: An important item on the target's person is destroyed.

Tier 1: Bubble of Protection (1+ Intellect points). You are surrounded by an invisible bubble of force that provides +2 to Armor for one minute. The bubble is permeable to your intentions, but not perfectly. Tasks that require you to manipulate or interact with objects that you're not carrying is one step more difficult while the bubble is up. This includes attacking targets outside the sphere (but does not include attacks you make using Invisible Force at tier 3). For each level of Effort you apply, the bubble provides an additional +1 to Armor; however, the difficulty of interacting with and attacking objects outside the sphere also increases by one step. Action to create.

Tier 2: Expanded Bubble (2+ Intellect points). You can expand the invisible sphere you create using Bubble of Protection to cover more than just yourself. For each additional Intellect point you spend, you can increase the size of the bubble to include one more creature within immediate range. All protected creatures must stay within immediate range of you or lose the protection provided by the invisible bubble of force. Protected creatures suffer the same increased difficulty when attempting to interact with or attack objects outside the bubble. Action to create.

Tier 3: Invisible Force (4+ Intellect points). You can create an invisible force that you can use a few different ways. Effects from Invisible Force are not hampered by the sphere created by your Bubble of Protection ability.

First, you can emit a ray of force at a target within short range that inflicts 7 points of damage. Action.

Alternatively, you can target a creature or object (up to twice your mass) within short range with an invisible hand made of force. If the target is successfully caught in your invisible grip, you can move the target up to a short distance in any direction each round that you retain your hold. A creature in your grip can take actions, but it can't move under its own power. Each round after the initial attack, you can attempt to keep your grip on the target by spending 2 additional Intellect points and succeeding at a difficulty 2 Intellect task. If your concentration lapses, the target drops back to the ground. Instead of applying Effort to decrease the difficulty, you can apply Effort to increase the amount of mass you can affect. Each level allows you to affect a creature or object twice as massive as before. For example, applying one level of Effort would affect a creature four times as massive as you, two levels would affect a creature eight times as massive, three levels would affect a creature sixteen times as massive, and so on. Action to initiate.

Tier 4: Invisibility (4 Intellect points). Using the force you manifest to bend light, you become invisible for ten minutes. While invisible, you are specialized in stealth and Speed defense tasks. This effect ends if you do something to reveal your presence or position—attacking, using an ability, moving a large object, and so on. If you become visible, you can regain the remaining invisibility effect by taking an action to focus on hiding your position. Action to initiate or reinstate.

Tier 5: Invisible Path (5+ Intellect points). You can create an invisible force construct that you can travel atop, simulating levitation or flight for one hour. Though you might be creating animated invisible ramps, stairs, slides, and flying discs, others see only that you appear to be flying or striding through the air. For each level of Effort applied, you can affect one additional creature of your size or smaller. The creature must agree to be manipulated by your force constructs, which it can't see. You direct the other creature's movement. In terms of

overland movement, a flying creature moves about 20 miles (32 km) per hour and is not affected by terrain. Action to initiate.

Tier 6: Improved Force Control. You've gained fine control over the force spheres you create when you use Bubble of Protection and Expanded Bubble. You can subconsciously reshape, make permeable, drop and immediately reinflate, and otherwise alter the sphere's surface on the fly. The upshot: the difficulty of interacting with and attacking objects outside your protective sphere is decreased by up to two steps for you and anyone you protect within an expanded sphere. (This ability does not enhance task performance; it zeroes out the penalty imposed by force bubbles providing up to +3 Armor.) Enabler.

PLAYS TRICKS

Whether you're a performer, a thief, a Nano, a Jack, or a simple wanderer, you delight in fooling, confounding, and surprising others. Some of your tricks are meant to charm and entertain. Others are more useful for getting out of tight corners and confusing your foes. Even if you've got others' best interests at heart, you've probably accidentally hurt or confused your friends with your antics in the past, so you try to avoid making that particular mistake in the future.

You probably wear a garment with several concealed pockets, from which you can produce hidden shins and other oddments of guile.

Connection: Choose one of the following.

1. Pick one other PC. You're jealous of their finery.
2. Pick one other PC. You suspect that they are part of a secret organization, but you don't know if you should be more afraid for them or of them. Perhaps if you perform tricks for them, you'll discover their true nature.
3. Pick one other PC. You once tricked them so completely that they attacked and hurt you, thinking you were a foe. You've healed, but both of you are still wary of each other.

4. Pick all the other PCs. You tricked them into believing you are someone that you are not, and now it's been so long, you're not sure if you should reveal the truth.

Additional Equipment: Disguise of your choice and 10 shins.

Minor Effect Suggestions: Your foe loses track of you and moves just out of immediate range before realizing its error.

Major Effect Suggestions: Your foe is confused by your antics. On its next turn, it attacks one of its allies instead of you before realizing the truth.

Tier 1: Legerdemain (1 Speed point). You can perform small but seemingly impossible tricks. For example, you can make a small

Manipulates Force GM

Intrusions: *Someone blunders into the invisible character. A character's bubble of force interacts with the environment in an unintended way, perhaps accidentally knocking down a creature or breaking a delicate object.*



Plays Tricks GM

Intrusions: *The dupe becomes enraged when they realize you've tricked them. A victim of a previous trick tracks you down for a past transgression. You are recognized by an official for some previous shenanigan.*



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object in your hands disappear and move into a desired spot within reach (like your pocket). You can make someone believe that they have something in their possession that they do not have (or vice versa). You can switch similar objects right in front of someone's eyes. Action.

Wit or Menace. Choose whether you're trained in pleasant social interactions (including persuasion) or negative social interactions (such as intimidation).

Tier 2: Impersonate (2 Intellect points). You alter your voice, posture, and mannerisms, whip together a disguise, and gain an asset on an attempt to impersonate someone else. Your impersonation could be a specific individual or someone serving a general role, such as a member of the city watch. Action to initiate.

Tier 3: Poke and Run (3 Speed points). When you strike a creature that has eyes with a melee attack, the creature has trouble seeing for the next hour, and you can move or attempt to hide as part of the same action. Tasks the creature performs that rely on sight (which is most tasks) are modified by one step to its detriment during this period. Action.

Tier 4: Calm (3 Intellect points). Through jokes, song, pranks, or similar activities, you prevent a foe from attacking anyone or anything for one round. Action.

Opportunist. You have an asset on any attack roll you make against a creature that has already been attacked at some point during the round and is within immediate range. Enabler.

Tier 5: Trap Trick (4+ Intellect points). You are trained in creating simple traps, especially many varieties of deadfalls, snares, stabbing traps, tripwires, and so on using objects from the surrounding environment. You can usually create a trap in under a minute. When you lay a trap, decide whether you want to hold the victim in place, inflict damage, or something else.

Traps are level 3 plus 1 level for each level of Effort you use. If you are trained

in stealth, disguise, or similar tasks, the trap base level is 4. If you are specialized, level 5. Traps that inflict damage do so in an amount equal to their level. Action to initiate.

Tier 6: Fake-Out (8 Intellect points). You're not really hurt at all! Choose to regain full points in one Pool, ascend one step on the damage track, throw off a condition, or change a failed die result to a natural 20 (20 still might not be enough to succeed if the difficulty is higher than 6, and you can't change the result if you roll a natural 1). Once you use this ability, it is not available again until after you make a ten-hour recovery roll. Enabler.

PROVIDES SUPPORT

The world is a hard place filled with danger and loss. You might know that firsthand. But instead of becoming bitter and vowing revenge on the world, you chose a healing path. Many people are worthy of being helped, healed, and supported in their endeavors. And you're the perfect person to provide that care. Doing so helps keep you grounded, at peace, and keeps the shadows from your dreams at night.

Helping others instead of yourself means you might not have the richest cloak or the finest shoes, or know what it's like to wear anything other than secondhand garments. However, you also have mementos given to you by those you've helped in the past, like the oddity that hums a tiny melody, given to you by the man you saved from aggressive abhumans.

Connection: Choose one of the following.

1. Pick one other PC. You helped that character break into a stranger's home because they said that something within was stolen and belonged to them. Now that time has passed, you're not entirely convinced of their story.
2. Pick one other PC. That PC knew you during a period of your life when you were not helping others, but instead exploiting them, or at least ignoring the plight of those in need. They don't know why you changed. It's up to you whether you want to tell them.

3. Pick one other PC. You helped their mother out of a hard situation.
4. Pick one other PC. You've seen that character admiring your healing skills many times. Perhaps they would like a lesson. (You won't know until you ask.)

Minor Effect Suggestions: An ally is inspired and regains 2 points to a Pool.

Major Effect Suggestions: You can use your Healer ability without having to use an action at any point before the end of the next round.

Tier 1: Healer. You are trained in healing tasks. Enabler.

Good Advice (1 Intellect point). You have a clear mind for determining the best way to proceed. When you give another character a suggestion involving his next action, the difficulty of that action is reduced by one step. Action.

Tier 2: Helper (2 Intellect points). When you help another character with a task, you don't have to be trained in that task to provide that character with a one-step reduction in that task's difficulty. Action.

Calm and Confident. You gain 1 to your Intellect Edge.

Tier 3: Dependable Friend. Through wit, charm, humor, and grace, you are trained in all social interactions other than those involving coercion or intimidation. During rests, you put friends and comrades at ease so much that they gain +1 to their recovery rolls. Enabler.

Tier 4: Improved Healer. You are specialized in healing tasks instead of trained. If you are already specialized in healing tasks, you always restore a minimum of 1 point with your healing tasks, regardless of the roll. Enabler.

Astute. You are trained in tasks to discern others' motives and to ascertain their general nature. You have a knack for sensing whether or not someone is truly worth helping and healing. Enabler.

Tier 5: Improved Helper (5 Intellect points). You're so good at providing support that

when you help another character with a task, you don't have to be trained in that task to provide that character with a two-step reduction—instead of a one-step reduction—in that task's difficulty. Action.

Tier 6: Squad Supporter (6 Intellect points).

Three allies you can see come under your protection. You are trained in all tasks involving finding, healing, interacting with, and protecting them. You can support one squad at a time. Action to initiate.

SHAPES LIQUID

Energy can mold liquid—particularly liquids with invisible particles dissolved into their essence—into any shape and texture. It can change its tensile strength, its hardness, and its durability. You can control this energy, and therefore can craft liquid more precisely and much more instantaneously than a craftsman shapes wood or stone. You can take a bit of water, infuse it with nanoscopic particles, and make it into a sword, a jerkin, a rope, or—eventually—a wall or even a cypher with moving parts and complex circuitry.

Nanos make the most obvious liquid shapers, but any character can benefit from these abilities. A Glaive that can create their own weapons or a Jack who can instantly have any tool they need would certainly have an advantage.

You very likely carry a large container with liquid in it wherever you go.

Connection: Choose one of the following connections.

1. Pick one other PC. This character seems to doubt your abilities, so you've decided to prove yourself to them.
2. Pick one other PC. You were once partners with this character on another venture that went poorly, through no fault of either of you.
3. Pick one other PC. You have no idea why, but your abilities do not function if you are touching this character.
4. Pick one other PC. This character owes you money.

Minor Effect Suggestions: Your creation lasts twice as long as normal.

Provides Support GM Intrusions: *Someone the character helped, nursed back to health, or vouched for turns out to be an enemy working against the group's goals.*



Major Effect Suggestions: Your creation is either two levels higher than normal or adds an asset to tasks involving its use.

Tier 1: Create Liquid Item (1 Intellect point). You can shape about a gallon of liquid into any simple item (no moving parts) that you can easily hold in one hand. The item is level 2, but has the appropriate density (so a liquid sword can be used as a weapon) and lasts for one hour. Action.

Tier 2: Condensation (2 Intellect points). You transform the air into liquid, creating up to 100 gallons (380 liters). Action.

Create Liquid Wall (2 Intellect points). You shape about 100 gallons (380 liters) of water into a wall about 10 feet (3 m) by 10 feet (3 m) by 1 foot (30 cm). This wall is level 4. Alternatively, you can shape the liquid into a single shape of about the same mass: a ladder 100 feet (30 m) tall, a barred cage about 8 feet (2 m) to a side, or a rope 500 feet (150 m) long. It lasts one hour. Action.

Tier 3: Sturdier Liquid Creations. When you use one of the tier 1 or tier 2 abilities, the level of the item you create is two levels higher. Enabler.

Tier 4: Create Complex Liquid Item (5 Intellect points). You can shape about a gallon of liquid into a complex device—anything from a crossbow to a cypher. The device is the size of something you can easily hold in one hand. In order to make something like a cypher, you must have an example of the cypher you want to make in your possession, and you must make a numenera-based Intellect roll with a difficulty equal to the level of the cypher. The created cypher is two levels lower than the actual cypher (minimum 1).

You could also make a needed part for a numenera device more permanent or sophisticated than a cypher, like an artifact or larger/more complex device. You could not make a complete device. While you do not need to have the part in your possession, the difficulty of the task is still 2 higher than the level of the item.

In any case, the item lasts one hour. Action.

Tier 5: Create Liquid Structure (5 Intellect points). You can shape a large amount of liquid into a large structure—about 1,000 gallons (3,800 liters) needed for a 10-foot (3 m) cube. Your creation can be as large as ten such cubes, if you have the liquid available. The structure can be somewhat complex, with some moving parts and parts with different densities, textures, and opacities. This means it can include



windows, doors with locks, furnishings, and even decor. The level of the creation is 6.

Alternatively, you could shape the liquid into a large, defensible structure, a sturdy 100-foot (30 m) bridge, or anything similar. If you create it underwater (where there is plenty of liquid), you can make the interior air-filled (with replenishing air) and airtight, and even pressure-resistant. You could even give it an airlock. (In theory, if you had liquid in the void of space, you could also do the same thing there.) The structure lasts for 28 hours. Action.

Tier 6: Master of Liquid (6 Intellect points).

If you have a large amount of liquid within short range, each round for the next hour you can create liquid constructs within short range, one construct per round. A construct could be a wall, a shield (offering a target cover), a blunt attack against a single foe inflicting 10 points of damage, and so on. These constructs are large but simple. Action to initiate.

SPEAKS TO THE DATASPHERE

The voice has always been there, whispering, whispering. At first, you couldn't make it out. But through practice and devotion, you have learned to decipher messages coming out of thin air. And what's more, you learned to talk back. Now the voice sometimes does things for you. The datasphere is your friend.

Most people can't tell you have this ability just by looking at you, although you have a special device that you carry or that is implanted somewhere on your body that helps you decipher and speak with the datasphere.

Nanos and Seekers are most likely to choose this focus.

Connection: Choose one of the following.

1. Pick one other PC. Something about them disrupts your connection to the datasphere. When they are next to you, all tasks related to tapping into the datasphere are one step more difficult for you.
2. Pick one other PC. You've discovered that this character is somewhat tuned to the datasphere, too. While you're within

short range of them, you can hear their "thoughts" through the channel of the datasphere. You can't seem to turn this off. Whether you tell them or not is up to you.

3. Pick one other PC. When they found out that you could connect to the datasphere, they seemed frightened. You're not sure if they were frightened by your ability, or by what you might learn about them. It's up to them if they ever want to tell you.

4. Pick one other PC. You've discovered that this character is somewhat tuned to the datasphere, too. While you're within short range of them, the two of you can speak "mentally" by using the datasphere as a channel.

Additional Equipment: You have a numenera device (worn or implanted on your skin) that adds 1 point to your Intellect Pool. If you're ever without the artifact, subtract 5 points from your Intellect Pool; the points are restored if you regain the item.

Scan Training: If you have the *Scan* esotery from your type, you're automatically trained in it. Enabler.

Minor Effect Suggestions: You learn an additional piece of information about the object, person, or topic in question.

Major Effect Suggestions: You can take another action on that same turn.

Tier 1: Knowledge Tap (1 Intellect point).

Except in places where your access is cut off from the datasphere, you can tap in briefly and learn a bit more about something you can see. You get an asset on a task involving that person or object. Action.

Machine Interface (2 Intellect points). The difficulty of discerning the level, function, and activation of numenera devices that you touch is decreased by one step for one minute. Enabler.

Tier 2: Datasphere Update. At the beginning of each day, choose one task (other than attacks or defense) for which you will connect to the datasphere and receive a rush of images, information, and borrowed reflexes. For the rest of that day, you're trained in that task. You can't use this ability with a skill in which you're already trained. Enabler.



Scan, page 36

Speaks to the Datasphere GM Intrusions: *Others with close connections to the datasphere seek to destroy those like themselves out of jealousy and fear. Some may even try to control the character through their shared datasphere connection.*



Knowing the Unknown, page 39

Tier 3: Overload Device (3+ Intellect points). By exploiting your connection to the datasphere, as well as the connection most other devices of the numenera share, you infuse a powered device of level 3 or lower within short range with more energy than it can handle. If affected, the device is destroyed or disabled for at least one minute, depending on its size and complexity. It may be that the disabling effect lasts until the device is repaired. Instead of applying Effort to decrease the difficulty, you can apply Effort to increase the maximum level of the target. Thus, to

overload a level 5 device (two levels above the normal limit), you must apply two levels of Effort. Action.

Tier 4: Datasphere Spy (3 Intellect points). By exploiting your connection to the datasphere, you can attempt to route your senses through it and look out through devices also connected to it up to a long distance away. (Most devices are connected, and even in places where no devices exist, a spray of nanites in the air likely have such a connection.) For up to ten minutes, you can see and hear through those devices using their senses as if they were your own. Creatures in the area might have a chance to note that devices near them are acting oddly, at the GM's discretion. Action to initiate.

Improved Datasphere Update. When using Datasphere Update, you can also become trained in attacks or defenses that you are not already trained in. Enabler.

Tier 5: Speaks to the Datasphere (6 Intellect points). Tapping into the datasphere, you can ask the GM one question and get a general answer. The GM assigns a level to the question, so the more obscure the answer, the more difficult the task. Generally, knowledge that you could find by looking somewhere other than your current location is level 1, and obscure knowledge of the past is level 7. Gaining knowledge of the future is impossible. If you already have *Knowing the Unknown* (a fifth-tier Nano ability), you gain +1 to any die roll you make using either ability. Action.

Tier 6: Datasphere Control (8 Intellect points). Exploiting your connection to the datasphere, you can control the functions of any item of the numenera, automaton, or machine (intelligent or otherwise). If you use an action to concentrate on the device, you are aware of what is going on around it (you see and hear as if you were standing next to it, no matter how far away you are). You must touch the device to create the bond, but afterward, there is no range



limitation. This effect lasts for one week. You can master only one device at a time. Action to initiate.

STARES DOWN ADVERSITY

Creatures from the prior worlds, mutants, bandits, ultraterrestrials, and more are real and present dangers for those who explore the Ninth World. Fear makes most stay put, which leads to isolation. But you're not afraid. You know that you're a match for any menace. When something threatens you, you threaten it right back. Nothing can avoid your gaze, but some things certainly would like to.

Glaives often choose this focus.

Connection: Choose one of the following.

1. Pick one other PC. You once saved this character from a dangerous situation.
2. Pick one other PC. This character once ran full bore into you while running away from . . . something. You stopped them just by being in the wrong place at the wrong time, but they seem to hold it against you.
3. Pick one other PC. You feel indebted to this character and go out of your way to protect them from harm.
4. Pick two other PCs. You tried but failed to save their loved one from an NPC or creature you threatened to kill if it didn't stand down. It also got away from you, and is still out there.

Additional Equipment: You have a weapon of your choice.

Minor Effect Suggestions: Your foe is frightened by your watchful intensity and backs away, unwilling to attack. It can still defend itself.

Major Effect Suggestions: You regain 2 points to your Might Pool.

Tier 1: Watchful Intensity. You are trained in all tasks related to perception and intimidation. Enabler.

Rally on Me (2+ Intellect points). Being brave in the face of adversity requires an assurance that one's defenses are sound. You or a creature within short range gains an asset to one defense roll within the next round. For each additional Intellect point you spend, you can simultaneously provide

an asset to one additional creature. Enabler.

Tier 2: Steely Gaze. As you stare around at them, foes within immediate range of you lose their resolve and the difficulty of their next action is increased by one step. Action.

Tier 3: Unmovable (3 Might points). You avoid being knocked down, pushed back, or moved against your will as long as you are upright and able to take actions. Enabler.

Mighty. You gain 5 additional points to your Might Pool. Enabler.

Tier 4: Hardiness. You are trained in Might defense tasks. Enabler.

Improved Watchful Intensity. You are specialized in all tasks related to perception and intimidation. Enabler.

Tier 5: Will of Legend. You are immune to attacks that would captivate, mesmerize, charm, erase, daze, stun, or otherwise influence your mind. Enabler.

Tier 6: Gaze of Death. After spending a round staring at a foe, you inflict 5 additional points of damage per attack upon that foe thereafter. Action to initiate.

STEPS INTO THE OUTSIDE

Exploration is in your blood, but the places you want to go do not exist in reality. In *this* reality. You know there are far more than three dimensions. With practice and help (through drugs, a special device, an inborn talent, or a combination of all of these), you can perceive these other dimensions, and even change your phase to touch them. If you train enough, you'll actually be able to travel to them.

As an explorer, you carry a pack filled with all manner of supplies, just in case you become stranded in another dimension longer than you wish.

Seekers are most drawn to this type.

Connection: Choose one of the following.

1. Pick one other PC. You are fairly certain that this character doesn't believe that your abilities are real.



Stares Down Adversity GM Intrusions:

Threats can be craftier and tougher than the character realizes. Foes sometimes possess abilities a character doesn't know about. Small foes conspire against the character in ways they don't expect.

Insight, page 62

2. Pick one other PC. You believe this character hails from an alternate dimension. Whether you ask them about it is up to you.

3. Pick one other PC. Whenever this character is near, your abilities seem to take longer to activate and become more difficult.

4. Pick one other PC. If they are near you, they gain the benefit of any ability you use on yourself if you choose to spend 1 more Intellect point.

Additional Equipment: Explorer's pack.

Minor Effect Suggestions: You restore 2 points to your Intellect Pool.

Major Effect Suggestions: You gain an Insight after a brief glimpse of several potential parallel worlds branching off from where you stand now. (You do not have to spend 3 Intellect points for this Insight.)

Tier 1: Walk Through Walls (2 Intellect points). The journey to the outside begins slowly. You can pass through physical barriers at a rate of 1 inch (3 cm) per round (minimum of one round to pass through any barrier). You can't act (other than moving) or perceive anything until you pass entirely through the barrier. You can't pass through energy barriers. Action.

Dimensional Lore: You are trained in tasks related to knowledge about alternate dimensions. Enabler.

Tier 2: Glimpse the Outside (2 Intellect points). You gain a brief glimpse of several potential parallel worlds branching off from where you stand now. That glimpse provides information by showing you the results of several different actions you might take, allowing you to learn a bit more about something you can see. You get an asset on a task involving that person or object. Action.

Tier 3: Flicker (4 Intellect points). For one minute, you flicker back and forth between where you are and a variety of random dimensions. To everyone else, there is a 50% chance each round that you don't seem to exist between your actions, which means you can't be attacked if you happen to be in combat. From your perspective,

you get flashes of several dimensions between your actions. Some dimensions you glimpse are not much different than where you started, but others risk mentally unbalancing you. When the duration of this ability elapses, you can attempt a difficulty 5 Intellect task to try to remember at least one of the dimensions you flickered through. If you get such a fix, you can use Dimensional Survey or Into the Outside to go there again (once you gain those abilities), should you wish. Action to initiate.

Tier 4: Dimensional Survey (5+ Intellect points). You step into an alternate dimension and are able to remain there for up to one hour before you are snapped back, which inflicts 4 points of ambient damage (your control over interdimensional superfluities isn't perfect). If you want to stay, you attempt to do so by making a difficulty 5 Intellect roll, which extends the time before you snap back by another hour.

You must know that the destination dimension exists; the GM will decide if you have enough information to confirm its existence and what level of difficulty is required to reach it. Instead of applying Effort to decrease the difficulty, you can apply Effort to bring other people with you; each level of Effort affects up to three additional targets. You must touch additional targets to allow them to come with you. Action.

Tier 5: Untouchable (6 Intellect points). You change your phase state for the next minute so that you can't affect or be affected by normal matter or energy. Only mental attacks and special transdimensional energies, devices, or abilities can affect you, but likewise you can't attack, touch, or otherwise affect anything. Action to initiate.

Tier 6: Into the Outside (8+ Intellect points). You step into an alternate dimension, and are not subject to flickering or being snapped back after a set duration. You must know that the destination dimension exists; the GM will decide if you have enough information to confirm its existence and what level of difficulty is required to reach

Steps Into the Outside

GM Intrusions:

Something takes a bite out of a flickering character. A character fails to snap back to the starting dimension after using Into the Outside. The character steps into the wrong dimension after using Into the Outside.



it. Instead of applying Effort to decrease the difficulty, you can apply Effort to bring other people with you; each level of Effort affects up to three additional targets. You must touch additional targets to allow them to come with you. Action.

VENTURES INTO THE NIGHT

A portion of your body has been previously replaced with artificial tech that adapts you to surviving and eventually even thriving out in the void of the space between worlds. Alternatively, you belong to a secret race of creatures already fitted with partly subdermal, partly external synth-and-metal machinery that provides adaptation simply as part of your cultural heritage.

Whatever their appearance, your components grant you special abilities to survive in vacuum without air or a suit, the ability to plug into vehicles in order to act as a pilot, and as you advance, eventually the ability to fly through the night yourself without need of a starcraft.

You probably wear a cloak with a hood or something similar to hide your artificial parts from those who would persecute you.

Nanos and Seekers are most likely to choose this focus.

Connection: Choose one of the following.

1. Pick one other PC. This character knows your true nature, even if no one else does. You suspect the character might be from another world.
2. Pick one other PC. This character has informed you that they can hear “otherworldly melodies” whenever they stand next to you. You have no idea what the source of such sounds might be—you can’t hear them. It’s up to the character whether they find the music soothing, unnerving, or annoying.
3. Pick one other PC. You’re pretty sure that they are just here to mine you for parts. They choose whether or not this is true.
4. Pick one other PC. That character confided in you that they suspect you are an agent of an enemy race of creatures from another world. You deny it.



Before allowing a PC to choose Ventures Into the Night, the GM should have a campaign in mind that allows the PC to access a starcraft.

Additional Equipment: With your GM's approval, access to a small starcraft.

Minor Effect Suggestions: The difficulty of the next task attempted by an ally is reduced by one step.

Major Effect Suggestions: You can take an immediate extra action.

Tier 1: Air Supply. Your body is modified so that you do not need an external air supply, nor are you hindered by poisonous gas or other environmental conditions that threaten breathing creatures. In addition, you can withstand the rigors of vacuum. Your modifications sustain you for up to three days before you need to spend at least ten minutes in an area where you can breathe normally to recharge. Enabler.

Night Lore. You are trained in general knowledge related to other nearby planets and worlds. Enabler.

Tier 2: Vehicular Skills. You can use a built-in umbilical to plug into a craft capable of traveling into the night, and gain an asset on all tasks related to understanding its functions and piloting it, and an asset on all tasks related to that craft's repair and maintenance. (In most cases, this ability is broad enough to provide an asset related to understanding any object of the numenera, if it has a port where you can plug in your umbilical.) Enabler.

Tier 3: Improved Body. Your body is further modified. You gain +1 to Armor. Enabler.

Extraterrestrial Diplomat. You have a way with creatures unlike those found on Earth. You are trained in two skills in which you are not already trained. Choose two of the following: deceiving, persuading, public speaking, seeing through deception, or intimidating. If you are already specialized in the chosen skill, you gain +1 to your

die roll when using the chosen skill on an extraterrestrial creature. Enabler.

Tier 4: Understanding (2 Intellect points). You observe or study a creature or object. The next time you interact with it, the difficulty of the related task is reduced by one step. Action.

Quick Wits. When performing a task that would normally require spending points from your Intellect Pool, you can spend points from your Speed Pool instead. Enabler.

Tier 5: Survey New Worlds (4 Intellect points). You examine an area and learn precise, useful details about the past (if any exist). You can ask the GM up to four questions about the immediate area; each requires its own roll. Action.

Mentally Tough. Staring into the naked weave of hyperspace, warped space, or a similar effect related to faster-than-light travel is hard on the mind, but you've developed resistance. You're trained in Intellect defense tasks. Enabler.

Tier 6: Faster Than Light (8+ Intellect points). You've updated the modifications on your body such that you can serve as your own craft capable of traveling into the night. When you do, you warp through a special null space to effectively travel faster than light, which allows you to travel to another planet. You must know that the destination exists; the GM will decide if you have enough information to confirm its existence and what level of difficulty is required to reach it. Instead of applying Effort to decrease the difficulty, you can apply Effort to bring other people with you by creating external stasis pods for them; each level of Effort affects up to three additional targets. You must touch additional targets to affect them. Action.

Ventures Into the Night GM Intrusions: *The character is something of a beacon for alien creatures, who seem to turn up looking for the PC at inopportune moments, either out of curiosity or to "retrieve stolen technology."*

WIELDS A WHIP

You need only one weapon: a whip. A whip is so much more than the sum of its parts, at least in your hand. A handle connected to a 20-foot (6 m) long lash composed of braided fiber to create a flexible strand is used by some simply to punish. While you can accomplish the same, you've improved your skill so much that you can cause a significant amount of damage every time you crack the air with it. You might have gained your skills through intense training, constant practice because of your previous profession as animal handler, or something else.

Without your whip, you feel naked. That's why you usually carry a secondary whip disguised as several loops of cord serving as a belt for your loose, comfortable clothing.

Glaives are most likely to choose this focus.

Connection: Choose one of the following.

1. Pick one other PC. You once overheard them say that whips are a silly weapon. You hope to prove them wrong.
2. Pick one other PC. That character's mother gave you the whip you now wield.
3. Pick one other PC. That character was a slave, and you the slave overseer, until you freed that character and turned your back on your old profession. Other slavers may still be looking for you both.
4. Pick one other PC. This person doesn't seem to understand the room you need to wield your whip effectively, and seems to have a habit of getting in your way. If you miss your foe and accidentally hit someone else in immediate range, it's likely to be them.

Minor Effect Suggestions: You trip your target and knock them prone.

Major Effect Suggestions: Your whip tip flicks the target in the eye, blinding it for one minute.

Tier 1: Savage Whip. You inflict 2 additional points of damage with a light whip. In addition, you can target a specific body part of a foe without the usual penalty for trading damage for effect. Enabler.

Tier 2: Whip Disarm (3 Speed points). Using your light whip, you make an attack against a foe wielding a weapon, inflicting damage

Trading Damage for Effect, page 113





and disarming them so that their weapon is now 10 feet (3 m) away on the ground, or in your hands—your choice. If you choose to deposit the weapon in your hands, the attack is one step more difficult. Action.

Tier 3: Swinging With Style. You can flick your whip so that the far end automatically wraps securely around an anchor point (railing, hook, peg, branch, and so on) within 20 feet (6 m). The whip tip remains securely tied until untied by another creature or until you flick the whip just so. In addition, the difficulty of any movement related to swinging across abysses, climbing cliffs, walking along a tightrope, and other movement-related tasks using your whip is reduced by one step. Enabler.

Whip Fighting. You are trained in attacks using your whip. Enabler.

Tier 4: Immobilizing Attack (4 Speed points). You hit your foe such that your whip wraps around their legs (or other limb), which prevents your foe from moving (or using that limb to make an attack) on their next

action. As long as you maintain tension with the whip and take no action on your subsequent turns, your foe remains held unless they manage to escape. This attack inflicts no damage. Action to initiate.

Tier 5: Stunning Attack (4+ Speed points). You hit your foe in just the right spot with your whip, stunning them so that they lose their next action. This attack normally inflicts no damage; however, you can use Effort to increase damage normally. Alternatively, you can attempt to stun all creatures within short range by creating the sound of a cracking whip so loud that they are similarly stunned, but take no damage. To do so, you must spend 6 Speed points instead of 4. Action.

Tier 6: Whip Master. You are specialized in attacks using a light whip. If you are already specialized, you instead deal 2 additional points of damage with a light whip. Enabler.

Wields a Whip GM Intrusions: A whip might break, become accidentally snagged on an object or NPC, strike an ally, or curl back and strike the wielder.

WONDERS

Existence is a wondrous gift. Consciousness gives one the capacity to appreciate that existence, stand in rapt awe at the magnificence of life and reality, and better yet, ask questions that almost always reveal even deeper, more unexpected truths. When you wonder about something, you do so in both senses of the term: you ask and you marvel simultaneously.

Your sincere appreciation for everything around you makes some people love you for your genuine earnestness. Though a few find your outlook annoying, you don't mind. You merely wonder what it is about them that makes them deny the magnificence of gathering knowledge and appreciating all life has to offer.

Glints and Seekers are most likely to choose this focus.

Connection: Choose one of the following.

1. Pick one other PC. You were childhood friends. As you became more enamored of life, the other character descended into more of an angry acceptance of it all. You worry that they don't see the world as you do.
2. Pick one other PC. You can see that the character needs some advice on how to appreciate life to its fullest. You're not sure that they are ready to hear it yet.
3. Pick one other PC. They seem to revel in new experiences and learning new things as much as you. When one of you helps the other in a noncombat trained task, an asset is gained even if neither of you is trained in accomplishing that task.
4. Pick one other PC. The character was once your mentor, but you felt you'd learned everything you could, and moved on. You are still friends.

Additional Equipment: An additional oddity.

Minor Effect Suggestions: Your foe is distracted by your question and leaves themselves open; the difficulty of the next attack made against them is reduced by one step.

Major Effect Suggestions: Intuition flares, and you can ask the GM one question about what you're looking at.

Tier 1: Asks the Question (1 Intellect point).

You can pose a question to a creature that can see and understand you that is so insightful, the question distracts it so that it loses its next turn. If you choose to continue asking questions to the same target to keep it pondering for longer than one round, you must use Effort each time. Action.

Learning: Always asking questions eventually provides answers. You are trained in one noncombat skill. Enabler.

Tier 2: Stands in Wonder (3 Intellect points).

You get caught up in a scene, the intricacies of an object, or even in the wonder inherent in a particular person. When that happens, you notice things others do not. You can ask the GM one question related to a person, place, or thing you are currently looking at and gain information you didn't already know (if any is to be had). Action.

Tier 3: Enriched Mind. You add 5 points to your Intellect Pool. Enabler.

More Learning. You are trained in one noncombat skill. Enabler.

Tier 4: Power of Wonder. You gain +1 to your Intellect Edge and are trained in Intellect defense rolls. Enabler.

Tier 5: Smarter Every Day. You gain 5 points to your Intellect Pool. Enabler.

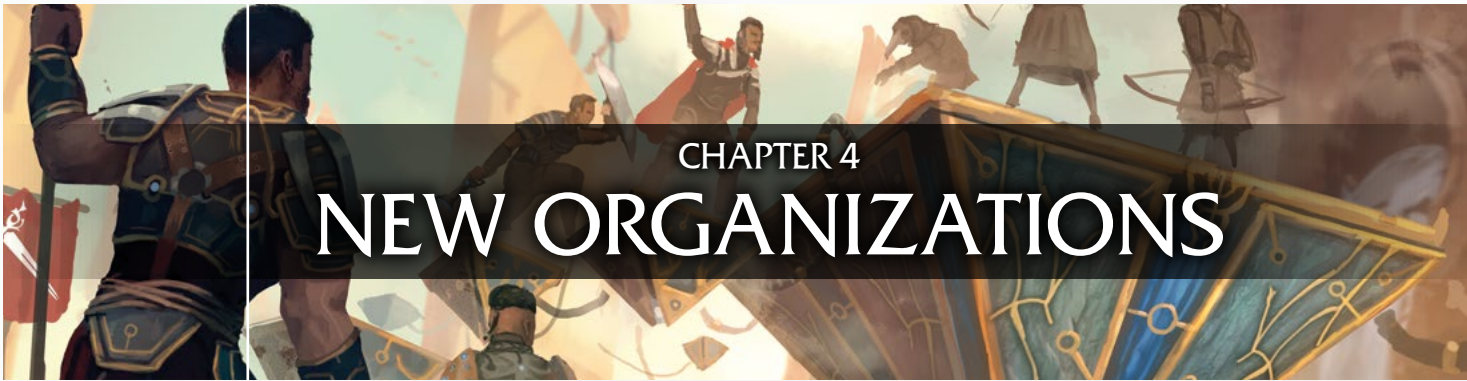
Tier 6: Transmit Wonder to Others

(5 Intellect points). You can affect others with your sense of wonder and peculiar way of looking at the world. When you do, you speak with such wonder and sincerity that you and allies who hear you find the difficulty of the next task they attempt within the next round decreased by one step. If the task is related to the subject of your wondrous description, the difficulty of the task is decreased by two steps.

Wonders GM

Intrusions: *Some creatures are interminable grouches and will not be swayed by wonder, a sense of awe, or sincerity. Sometimes the character asks a question and discovers a terrible secret instead of a wondrous one.*





CHAPTER 4

NEW ORGANIZATIONS



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Though often secluded and many times divided, the Ninth World hosts many powerful and influential organizations, including the Order of Truth, the Convergence, and the Angulan Knights. Many people across the Steadfast and even the Beyond have heard of these groups because of their prominence, especially the Order's Aeon Priests. However, many more organizations also exist.

To the player characters, organizations provide both opportunity and threat. A particular organization could be an ally or benefactor, or an enemy. On the other hand, an organization might try to recruit a PC.

If a character joins one of these organizations, they have the opportunity to gain a benefit. The benefit provided is in lieu of gaining a new skill during character advancement.

many large cities, including Charmonde in Navarene. Despite that, hardly anyone realizes it. That's because the Cabal always acts through intermediaries. Otherwise, their growing trading empire would likely be stopped cold by interfering Aeon Priests and any number of other concerned do-gooders.

Extortion, protection rackets, and fencing stolen goods are the mainstays of the Cabal of Whispers. Other opportunities are also exploited, depending on whether they're judged to be worth the investment. Low margin businesses are scorned by the Cabal.

The Cabal of Whispers is secretly part of and controlled by a publicly known mercantile family in Charmonde called House Eledemer. Recognized in Navarene as a noble family of considerable wealth, though by no means the most wealthy or influential, Eledemer is usually seen as a patron of the arts and benefactor of those wishing to increase their social station. Why? Because doing good works is perfect camouflage for the far larger volume of less savory activities House Eledemer engages in as a front for the Cabal of Whispers.

Nobility is something that House Eledemer openly "sells" in Charmonde, specifically a noble position in House

Eledemer. Unlike other families claiming noble blood, one can get an Eledemer title simply by buying it. For just a few thousand shins, anyone can join the House.

Once newcomers become part of the nobility, they are eligible to participate

CABAL OF WHISPERS

The Cabal of Whispers is a network of shady traders, excommunicated Aeon Priests, spies, and other ne'er-do-wells who harness "dark magic" to gain power for themselves and House Eledemer, the mercantile noble house that secretly fronts the group. In addition to questionable uses of the numenera, the Cabal of Whispers also uses intimidation, treachery, and brute force to further its aims across the Steadfast. Its tactics are unquestionably morally bankrupt. It stops at nothing to expand its reach. The Cabal has established itself as an important part of commerce in





Demons do their bidding. Shadowy spells cloak them. Whispers swirl in their wake. They deal in secrets and anonymity. Those who pledge themselves to the Cabal of Whispers become practitioners of evil magic.

in the many functions, balls, and parties the House hosts. These functions also have a way of extracting fees from those attending, often as donations in House winnings from the many games of chance that are wheeled out during such events.

Buying a title in Eledemer doesn't grant membership in the Cabal of Whispers; purchased titles are designed to separate the foolish from their capital and to further cement the good name of House Eledemer. The more people who become part of the Eledemer nobility, the less likely that potential future news of any association with wrong-doing will stick to House Eledemer as a front for the Cabal.

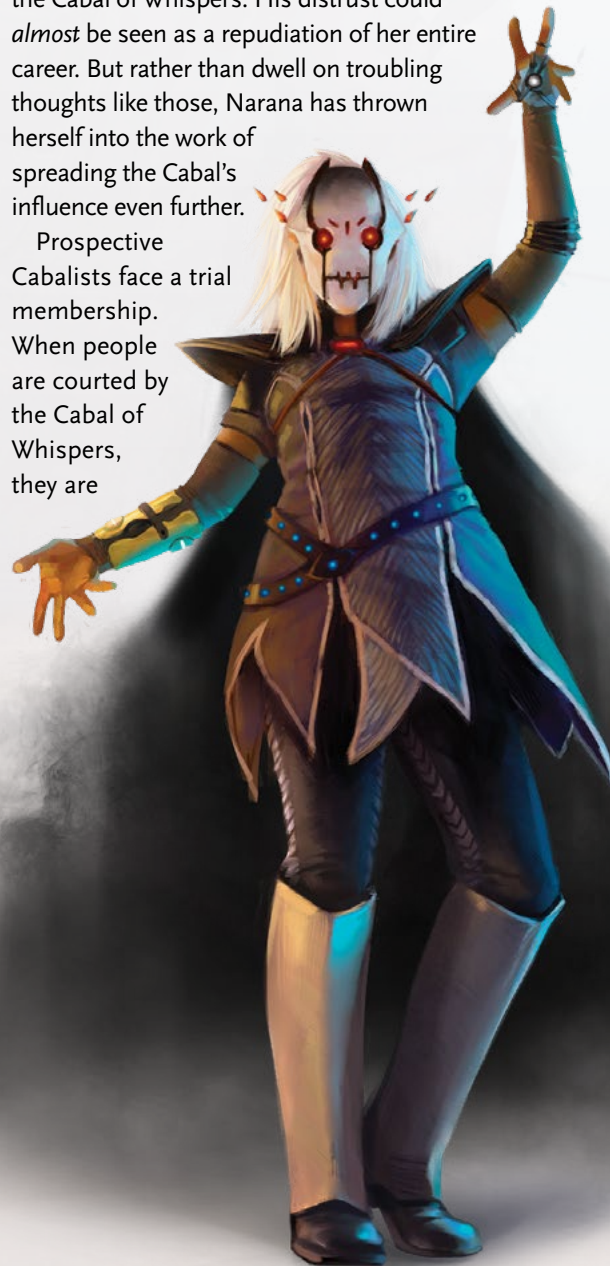
Eranis Eledemer is the decrepit head of the House. His twin sister, Narana, is head of the Cabal. They meet daily in a secret chamber high in a large dirigible the House owns, far from prying eyes and ears, to discuss events of the day and plan for the future. Eranis has grown old acquiring wealth and wielding power, and despite the application of various numenera and "spells" to restore his youth, none has quite taken. He has become paranoid that his sister Narana is quietly attempting to do him in. That paranoia and desperation now creeps into his interactions with all others. Some in the House fear that his growing instability threatens to bring it all down.

For her part, Narana has successfully arrested her own aging. As a Cabal sorcerer, she managed to do so by bonding with a "demon" from another realm, as she describes it. The process has given her newly revitalized and youthful look a silver sheen. When she tried to give her

brother Eranis the same demonic treatment, the spell failed, leaving behind only a small pool of inert silvery fluid for their trouble.

As Eranis grows more distrustful of Narana, she grows more despondent. For most of her life, she had only one friend: her brother. All others she sacrificed to extend the grip of the Cabal of Whispers. His distrust could almost be seen as a repudiation of her entire career. But rather than dwell on troubling thoughts like those, Narana has thrown herself into the work of spreading the Cabal's influence even further.

Prospective Cabalists face a trial membership. When people are courted by the Cabal of Whispers, they are



Eranis: level 3, tasks related to subterfuge, finance, and nobility as level 7

Narana: level 6, tasks related to subterfuge, intimidation, the numenera, and creating illusions within short range as level 7



not shown behind the curtain, as it were, of House Eledemer. Instead, they're given a large sum of discretionary funds as a loan. If the prospective member can double that sum within one year, they're taken on as a full member, and brought into the fold by Narana herself. If double the original loan isn't paid off, the prospective member is killed. Sometimes, prospective cabalists are not provided all the details of the agreement prior to their acceptance of it. But after they take the money, it's too late to back out.

Symbol: Demonic mask

Motto: Fear is your sword

Badge of Membership: Shadow-tinged strongglass dagger

Member Benefits: The first stage of cabal membership is probationary. Trial members are given 300 shins. If they can double that money and return it to the Cabal of Whispers within one year, they are accorded full membership. Full members—called cabalists—are trained over the course of several weeks. At the end of that period, they gain an asset on all tasks involving lies, trickery, or intimidation. This asset is taken in lieu of choosing a new skill.

THE CONFLUX

The amount of world covered by water is nearly three times the amount of dry land that protrudes above the waves. Drylanders rarely consider it, but that means the ocean depths also have *well* over three times the scope when it comes to exploration and discovery. Civilizations of the prior worlds didn't restrict themselves to dry land. And locations that may have once prospered under the sun have sunk into the watery depths, forgotten. But not by the Conflux.

Several organizations operate beneath the world's seas, but the most well known

and dominant is the Conflux, whose members roam at every depth and across the bottom of nearly every ocean basin. Conflux members—called brine magi—are recognized as dependable scholars in exploring, identifying, and applying the lore of the deeps. Brine magi are made up of various species, including octopi, Glanae (creatures quite similar to humans but with the ability to live and breathe underwater), and a few regular humans.

In many ocea—a name some use for undersea cities—brine magi are viewed as prophets, leaders, and potential saviors in the face of calamitous events. Brine magi consider themselves explorers and scholars. Given the magi's penchant for helping those in need, sometimes residents of the deep attribute their actions as inspired by a divine being of the oceans and seas. Most brine magi discourage this perception, though at least one magus decided to embrace that belief to enrich himself. If other members discover one among their ranks stooping to such behavior, the perpetrator is banned. If the offense is great enough, the villain is killed.

The Conflux is based in the massive ocea of Morenel, one of the largest undersea cities in the seas between the Steadfast and the Rayskel Cays. Much of the city

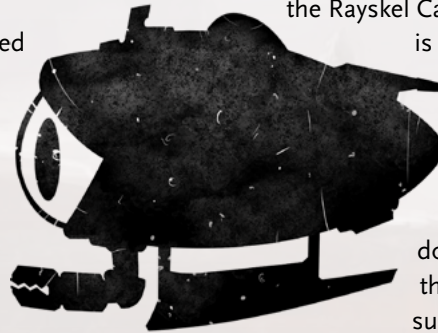
is located in a mile-high egg-shaped structure filled with breathable air. The Conflux keeps its headquarters in a massive, permanently docked submersible at the city's periphery. The submersible, named

Sanctuary, contains both water-filled and air-filled chambers. Dozens of brine magi live permanently aboard Sanctuary, including the Brine Hierarch, a massive octopus who has final say on all the organization's policies and directives.

The brine magi who make up the Conflux view Sanctuary as the center of their



Strongglass, page 77



Brine Hierarch, octopus: level 7, tasks related to the numenera as level 9



The spell of the sea enchants you and never lets go.



When you find yourself at the end of your rope, with no friends, on the run from the constabulary of every major kingdom in the Steadfast, and without funds to continue onward, you'll find the Grey Company waiting to take you in and make you one of their own.

organization, although many smaller brine magi outposts are scattered about the seas. In some of these outposts, the Conflux keeps small regiments; in others, scribes and craftspeople.

The Conflux's clout is impressive. Some believe that its influence has done more to keep the various communities located across the deep from conflict than any other group. But more than anything else, the brine magi use their influence to prevent the various underwater communities and species from warring with rival communities on dry land. Likewise, when new discoveries are made along the sea bottom, brine magi agents are dispatched to determine what kind of threat, if any, they pose to the rest of the oceans.

Many have left the Conflux's hierarchy but still call themselves brine magi. Depending on why they left, the Conflux either ignores them and their claims, or sends bounty hunters after the imposters, if the latter act in a way that can be seen to tarnish the larger group.

Symbol: Submersible with eye

Motto: Go deeper

Badge of Membership: Water-resistant coin stamped with an octopus

Member Benefits: Members can look forward to respect from most other underwater creatures, which can sometimes be parlayed into an asset during interactions. However, becoming a brine magus isn't as simple as filling out a form, unless one already meets the requisite command of knowledge and skill with the numenera. Otherwise, training is required. But once a member becomes a brine magus, and in lieu of taking a new skill, they gain 3 points of a special form of Armor that protects against Intellect damage.

GREY COMPANY

The Grey Company is a group of brigands and bounty hunters who ally with whoever pays them the most. They've fought as soldiers against abhumans. They've taken down rogue automatons. They've guarded merchant caravans hauling food, others transporting slaves, and a few whose cargo they never discovered. At least one contingent of the Grey Company has also hunted several mutants to their deaths, which has given the organization the reputation for being an auxiliary arm of the *Angulan Knights*. In some cases, these targets were important people who were secretly hiding mutations.

The Grey Company avoids reprisals when it targets mutants, or people who are later discovered to have been mutants, thanks to its occasional affiliation with the *Angulan Knights*.

The Grey Company's staunchest ally in the *Angulan Knights* is a man known as *Jad the Hammer*. Jad sometimes rides with a contingent of the company, claiming he finds the rules and strictures of the *Knights* to be too smothering. "Grand Knight Jad," as he prefers to be called, is more often referred to by unsavory euphemisms relating to his hammer, but only behind his back. He always appears in full battle regalia: a magnificent panoply of armor that Jad calls *Armora*. When pressed in combat, he calls on "her" for aid.

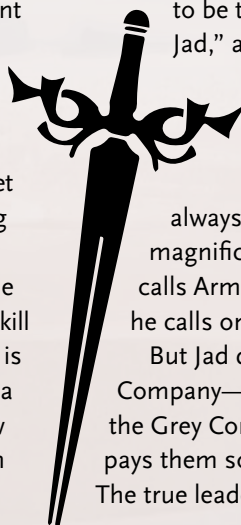
But Jad doesn't lead the Grey Company—he's an entitled client who the Grey Company tolerates because he pays them so well for services rendered. The true leaders of the mercenary company are a group of hard-bitten veterans who've achieved their present status by being

If you'd like to learn more about Morenel, octopi, and Glanae, you can do so by reading about them in Into the Deep.



Angulan Knights,
page 224

Jad the Hammer: level 7, interaction tasks as level 3; health 21; Armor 4; for more information, see page 150 of *The Ninth World Bestiary*





the longest surviving after many years of dangerous campaigns. They number about half a dozen, but only a few interact with other members in any official capacity.

One of the leaders and a prominent face of the group is Delrana, a grey-haired woman of above-average height and strength. Delrana's practiced scowl rarely leaves her face, unless she's snarling or cursing whoever most recently failed to live up to her exacting standards. In truth, Delrana is the Grey Company's treasurer. It is to her that all client payments are made, and it is from her that all Grey Company members currently riding with the group are paid each month.

Another leader of the group is Old Hawk. Old Hawk is a man in his fifties or sixties who yet retains the reflexes and strength of someone half that age. His scars reveal he's survived more than one close call. Old Hawk is the Grey Company's strategist, scout, and of late, the person to talk to in order to contract the organization to take on a job.

The organization doesn't have permanent headquarters, but rather a mobile one that

takes the form of a military encampment consisting of several tents, dug-in defenses, and watchful guards all set up beneath the banner of the Grey Company. This encampment moves here and there across the Steadfast and sometimes even into the Beyond, setting up near wherever the organization's latest client wants their aid as soldiers, spies, guards, or assassins.

The company is large enough that it sometimes splits into separate contingents, each tasked with completing a separate contract. Other times, the entire company is called together in order to take on particularly large tasks, such as becoming a small army fielded by a noble, Aeon Priest, or someone else with sufficient funds. Not all members travel directly with the company; many are detached members, and travel with other unaffiliated groups, but still serve as scouts, informants, and potential warm bodies should the Grey Company call. PCs who are members usually fall into this latter category.

Symbol: Black dagger

Motto: Fight on!



Ninth World ruins are filled with wonders. Weapons that beam sunlight, intelligent drit, unknowable objects, and more. But what's their worth compared to finding a prior-world craft capable of breaking the sky? We pledge to soar ever higher, and plunge into the infinite beyond where nothing can ever hold us back again.

~pledge ascribed to a Moonwrecker

Badge of Membership: Grey company dress uniform (when times are good)

Member Benefits: After some military training, a new member of the company deals an additional 1 point of damage in combat when they are working toward achieving a current contract or mission on behalf of the Grey Company. (The player and the GM can decide whether a particular situation warrants the bonus.) This ability must be chosen in lieu of a new skill.

MOONWRECKERS

Moonwreckers is a far-flung organization of explorers who've pledged to break the bonds of the world and fly off into the night in search of treasures lost in the vault of space. They're audibly scornful of the wonders scattered across Earth— unjustifiably so, most would probably admit under hard questioning. But that's not the point. Moonwreckers are possessed by a wanderlust that pulls them upward into the ultimate frontier in search of unknown worlds, strange life, and places that humans have never before seen, tread upon, or to be frank, looted. Moonwreckers are also sometimes called midnight pilgrims, though anyone who journeys into space is called a midnight pilgrim by people of the Ninth World.

Only a handful of Moonwreckers have achieved the group's overarching goal. Many continue to search the prior-world ruins they profess to loathe, seeking working space-capable craft to make their dreams come true. To finance their ongoing search, they sell lesser objects of the numenera that they discover. They keep especially potent treasures for their

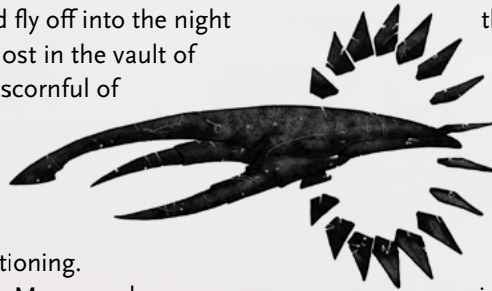
own use. A suit of synth armor and a sword made of shaped fire will presumably come in just as handy in space as on Earth.

Moonwreckers doesn't have a defined leadership structure or hierarchy. Every member is considered equal. However, the organization has elected a few officers. The officers spend half their time in Qi where records, a treasury, a crafting station, and other group facilities are maintained. The rest of their time they spend in the town nearest the Beanstalk known as "the Base." The Beanstalk is a tall tower of metal and glass from which projects a strip of unknown material that reaches far, far higher.

Moonwreckers suspect that the Beanstalk offers a method for ascending into the heavens. At least a couple of members can usually be found in the vicinity at any given time trying to find a way in, and up.

Moonwreckers officers include Modanan, a man charged with keeping the organization's treasury in Qi. The funds collected (in the form of shins as well as saleable artifacts, cyphers, and oddities) are pledged to any group of Moonwreckers that finds a prior-world craft that requires refurbishment before it becomes capable of being used again. Modanan has been accused of skimming from the treasury, but never by anyone with enough power or grit to prove it.

Zatasa, an Aeon Priest, keeps Moonwreckers records and lore. She has a massive journal scribed with the current and past membership roll, as well as stories of Moonwreckers who've achieved the dream of breaking free of gravity. Most of these latter accounts are



Qi, page 148

Beanstalk, page 186

The Base, page 186

Modanan: level 4, tasks related to finance as level 7

Zatasa: level 5, tasks related to geography and perception as level 7

open ended because explorers that have blasted into space usually don't return to tell the tale of their exploits. For example, she gladly relates the story of a group of Moonwreckers who discovered a crashed prior-world vessel buried on Earth and got it running after a few years of exceptional effort. From there, they broke the grasp of Earth and sailed into the night, continuing their adventures in the airless realms. They named their craft the *Vlerryn*, after one of their companions they lost during the process of retrofitting it. But nothing else is known. Moonwreckers still on Earth have filled that void with many fanciful tales of high adventure and amazing discoveries in far corners of the night.

Equally important, Zatasia keeps a record of all the likely locations where other craft might be found, as well as all the sites where craft were previously found and successfully used, or are still undergoing refurbishment. The list isn't particularly

in vacuum from lack of pressure, and a mask that will supply a creature with air in airless environments. In all cases, Lirrad's creations have a depletion of 1 in 1d6, rolled per day of use.

Symbol: Nightcraft silhouette

Motto: Into the night

Badge of Membership: Silver necklace set with glittering white stones

Member Benefits: Moonwreckers gain access to any leads related to the location of possible prior-world craft, or other means to access space, as collected by Zatasia. In addition, members can claim one item of the numenera crafted by Lirrad, in return for an artifact of equal value. Finally, members who undergo training gain an asset in all tasks related to piloting space-capable craft (though this asset likely applies to any craft that relies on the numenera for propulsion and navigation) in lieu of taking a new skill.



"When I was a young man, I insisted that all the creatures of our world could be neatly categorized into various types. Eventually, I grew wiser."

~Jarash, well-known naturalist

large. However, in return for a contribution to the Moonwreckers' treasury, Zatasia points members to a likely location where they can look to unearth a space-capable vehicle. Zatasia diligently keeps the log, but nears the end of her term as the "keeper of craft." She waits for a report of a particularly likely find. If one comes, in, she'll abandon her post to join whichever group is making plans to venture higher, or form her own group to attempt the same.

Finally, a varjellen named Lirrad knows how to fashion several items of the numenera useful for travelers in harsh, airless, and weightless environments. In return for an unrelated artifact or a few cyphers, Lirrad can manufacture boots that will keep a creature's feet in contact with a solid surface regardless of low or no gravity, a suit that will protect a creature from dying

PACT OF JARASH

An elite group called the Pact of Jarash is affiliated with the Order of Truth. The organization gets its name from the infamous naturalist and creature expert, Jarash, who was also an Aeon Priest. Like Jarash, the pact members seek out new creatures that inhabit the world in order to catalog and understand them. Recently, the Pact of Jarash collated all the data they'd gathered and compiled a massive tome. They call it *The Ninth World Bestiary*.

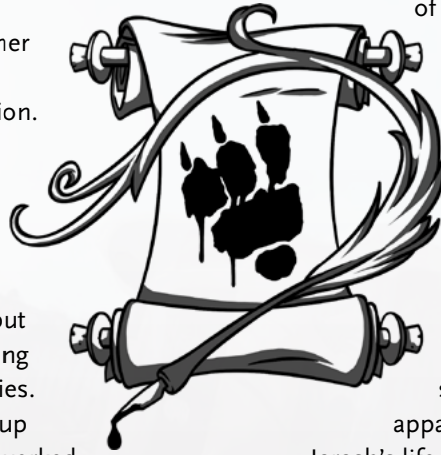
The pact officially gathers once each year at their headquarters—a place called Enelstead located in the Black Riage—to share their various discoveries. Enelstead is a prior-world ruin composed of a central tower on the surface, and many hidden chambers underneath. Jarash and the pact retrofitted the ruin for their own needs.

Jarash: level 6, all naturalist and subterfuge tasks as level 7, tasks related to the numenera as level 8; can summon a titanothaur once per year

Lirrad: level 4, tasks related to crafting the numenera as level 6

Now the compound contains a great library where members file their reports, sketches, and other findings. Enelstead also keeps a specimen collection. Some chambers beneath the tower contain special devices capable of holding objects and creatures in a timeless stasis. These have been put to good use holding a living bestiary of collected entities.

Jarash founded the group about fifty years ago. He worked alone at first. But his essays and papers spread by hand and by word of mouth through the Order of Truth and far beyond. Over time, those drawn to his work sought him out, asking if they could join him in his quest for knowledge. Jarash was agreeable, but selective. Back then, the organization was known as the Claw of Wisdom. For decades, the Claw of Wisdom kept its numbers limited to fewer than thirty naturalists. All that changed when a member accidentally lured a massive



beast—known as a titanothaur—to one of the organization's yearly gatherings in Enelstead.

The rampaging creature damaged the central tower, killed several Claw members, and almost slew Jarash himself.

Before all was lost, Jarash made a pact with the titanothaur. That pact saved the organization—apparently at the cost of Jarash's life. The titanothaur plucked up the great naturalist and thundered off, never to be seen again. At least, never officially. Rumors of Jarash sightings happen every few years.

After that fiasco, the surviving naturalists renamed the organization in honor of their founder. Then they opened up the Pact of Jarash to new members.

The Pact of Jarash retains the blessing and support of the Order of Truth despite Jarash's loss. Sometimes an Aeon Priest will give a Pact member aid and information,

Titanothaur: level 10; over 300 feet (100 m) in height; health 140; Armor 5; smash attacks inflict 18 points of damage; for more information, see page 126 of *The Ninth World Bestiary*



and Pact members are expected to do the same for Order of Truth members. For their part, the Pact officially views the Order as an allied organization, and the Amber Pope as a titular leader.

The current face of the Pact is a woman named Alelerine. Alelerine is a scarred and care-worn human with a metal hand. Like many among the Pact, Alelerine is accompanied by a devoted creature that is one part pet and one part friend: a “tame” ravage bear named Gan.

Outwardly, Alelerine is a staunch proponent of the Pact, though she is quick to quash any suggestion that the organization chase down rumors of Jarash’s reappearance. In truth, Alelerine is torn between her devotion to the principles of the Pact and her ties to the Jagged Dream. She initially joined the Pact as a secret agent of the Jagged Dream, but over time learned to value the quest for knowledge that the Pact pursues over the quest for destruction that the cult embodies.

The higher her rank in the Pact, the more she lost her desire to act as a sleeper agent pledged to incite conflict. However, she can’t wish away things she did prior to joining the Pact. Those memories still haunt her. Plus, the Jagged Dream’s dreamseekers retain leverage over her. They might one day call her debt due.

PCs who join the Pact advance through a series of five circles until they achieve the title Pact Naturalist, the highest one can rise, unless Jarash should return again. The circles are: Apprentice Seeker, Journeyman Seeker, Master Seeker, Published Naturalist, and Pact Naturalist. Working separately from others in the Pact, members generally have no contact until their official gathering in Enelstead each year. But the naturalists aren’t suicidal—even though they work separately, lone naturalists almost always explore with a group of trusted fellow explorers or hired mercenaries accompanying them.

Symbol: Claw, parchment, and quill

Motto: None

Badge of Membership: Journal with inscribed Pact symbol

Member Benefits: New members gain an asset on interactions with other Pact members and with Aeon Priests. They also are assigned the rank of Apprentice Seeker. Once a new member discovers and fully describes a creature not already collected or described in the Pact of Jarash compound at Enelstead, and in lieu of taking a new skill, the new member gains a handheld device that can stun a target within short range, causing it to lose its next turn (level 6; depletion: 1 in 1D10; upon depletion, the device can be recharged in Enelstead).

THE SCHISM

The more ideological an organization’s core beliefs, the more likely that organization will splinter over what might seem like

small disagreements to outsiders. Witness the Schism, which split off from the Convergence.

The Convergence includes Aeon Priests who left the fold,

driven by a desire to seize power for themselves using the numenera, coupled with disgust at the Order of Truth’s quasi-religious trappings. The Schism arose when several Convergence members discovered that some of their fellows were planning on doing more than simply empowering themselves: they were actively building up forces in order to side with the Gaians, a group of people in the far north. Most among the Convergence didn’t care. Among a few, unfamiliar feelings stirred, as well as anger. Not long after, the Schism formed.

The Schism is pledged to fighting both the Convergence and the Gaians, though that doesn’t make them friends with the Order of Truth. The Schism is training a small cadre of creatures called *edacious destroyers* to accomplish its ends by applying its mastery over the numenera. Using a technique developed by a former magister for training edacious destroyers to find a scent and track down targets, the Schism is making a name for itself, despite being relatively new. When a 50-foot (15 m)



Jagged Dream,
page 224

The Convergence,
page 223



Dreamseekers,
page 224

Edacious destroyer: level 7, Speed defense as level 5 due to size; health 30; Armor 5; clublike arms batter foes for 8 points of damage; for more information, see page 40 of *The Ninth World Bestiary*



A growing organization known as the Schism seems to be training edacious destroyers as scent-seeking warriors, but no one knows how or to what end.

tall plant creature bursts into a market bazaar and batters an Aeon Priest to death, then slurps up the remains, people notice.

Members of the Schism still call themselves magisters or magistrixes, as they did when they were part of the Convergence. In addition to the array of numenera weaponry and devices each typically wields, some also carry a cypher that can isolate a target's scent and summon an edacious destroyer to track and destroy that target using the scent as a marker.

The Schism has a single base of operation, called the Splintered Sanctum, which is hidden behind a space-bending gateway that opens in a spice shop in Bodrov. New members are inducted in the Splintered Sanctum, assuming the candidate can demonstrate at least some skill using the numenera, and a proven desire to take down either the Gaians or the Convergence, or both.

The Schism's leader is **Magister Barwath**. He's the one that developed the scent-training technique. Whether it's because he's fascinated and enthralled with his own technique, or because he harbors some unspoken history or grudge with the Gaians, Barwath is eager to bring in new candidates. Those that pass his test are accorded full membership.

Symbol: Edacious destroyer head silhouette

Motto: Betrayers must pay

Badge of Membership: Grey-green seed

Member Benefits: In lieu of gaining a new skill, new members are given unrestricted access to the Splintered Sanctum, whose entrance lies in the city of Bodrov. In addition to gaining room, board, and the ability to interact with other Schism members who might be present, a member may contribute a cypher and gain an edacious scent marker

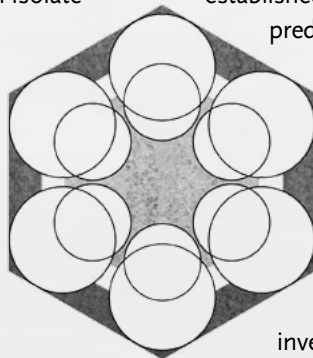
cypher of equal level (up to level 7). However, such an exchange can be made no more than once per ninety days—the ability of the Schism to craft the cyphers isn't unlimited.

TWELFTH ODE

The Twelfth Ode is a secret organization established by **Queen Armalu's** predecessor in Navarene more than fifty years ago. When Armalu took power, she wasn't told about the Twelfth Ode, or that it owed its existence to Navarene. And so the covert organization became even more secretive. The Ode's original charter was to investigate and protect Navarene from ultraterrestrial threats.

When the Twelfth Ode threw off the reins of direct control by dint of the old king's death, the organization modified its charter to include the entire Steadfast. Being protective means being proactive—Ode operatives are charged with discovering and using ultraterrestrial technology to enhance their own abilities, which in turn gives them a greater ability to investigate and safeguard the Steadfast. The organization has grown from just one cell into half a dozen or more. Each cell keeps individual records of its sightings involving ultraterrestrials, as well as all information, special items, and related gathered intelligence. At random times, the Twelfth Ode's leader appears and asks for updates. That leader is none other than the charming and thoroughly engaging **Leverett Stamper**.

Leverett claims to be working for the betterment and protection of all humans of the Ninth World, and many heads of state believe him. So much so that some have occasionally given Leverett Stamper wide latitude to oversee the investigation of



Queen Armalu,
page 137

Navarene, page 137

Bodrov, page 139

Magister Barwath:
level 7; carries a level 7
edacious scent marker
cypher

Leverett Stamper:
level 7, interaction tasks
as level 8; health 27;
Armor 2; plasma sword
attack inflicts 6 points
of damage and ignores
most Armor; for more
information, see page
152 of The Ninth World
Bestiary



The Twelfth Ode is organized into cells. Each cell is charged with looking into incidents and sightings involving ultraterrestrials, though philethis sightings in particular are a priority. More than that, we do not yet know.

~from the pages of a confidential report to Queen Armalu



Philethis, page 252

strange happenings, sometimes even ahead of their own official law-keeping bodies. This willingness to step aside may be due more to his amazing ability to convince people that he's right. He's especially keen to hear about philethis sightings, though he won't say why they excite him the most.

The Twelfth Ode keeps its primary secret headquarters in a prior-world structure that houses an unstable breach in reality, located on a small island not far from the coastal city of Harmuth. The unstable breach manifests only every few weeks or months, and usually only for a few hours at most. However, it

usually produces one or more objects crafted on other worlds. A few times, it's even spat out living ultraterrestrials. Each object (and occasional visitor) is quarantined, studied, and usually stored away for safety. Sometimes junior Twelfth Ode members wonder if the latter isn't tantamount to imprisoning free creatures. But after Leverett visits with the concerned individual, they're usually reassured that the Twelfth Ode's way is the right way.

A less-well-publicized effect of the reality breach is its ability to *sometimes* spit out a still-living version of a Twelfth Ode member that's recently died. In fact, it's probably why—despite how many times the group's founder has been slain with reliable eye-witnesses attesting to a most grisly death indeed—the man and his smile have appeared not long after, apparently no worse for wear. Other members have had less reliable luck, but of course, once dead, they don't know or care if some version of them returns to take up their plans and dreams.

Symbol: Twelve spheres

Motto: Leave no stone unturned

Badge of Membership: Tattoo of symbol in silvery ink

Member Benefits: In lieu of gaining a new skill, members gain an asset on all interactions with ultraterrestrials. This benefit comes in the form of an implant, training, a manual, or some other aid provided to the character. In addition, a user that visits the secret headquarters on an island off the coast of Harmuth is shown the reality breach, which sets up a resonance. If the member is later killed, a version of them is plucked out of a parallel dimension where they didn't die and spat out the breach. For most members, this is a benefit that works one time and one time only.

EDACIOUS SCENT MARKER

Level: 1d6 + 1

Usable: Handheld device

Effect: Scent of a target within short range is sampled. If successful, the nearest edacious destroyer whose level is equal to the cypher's begins to track the target by scent. Unless it's physically impossible for an edacious destroyer to reach the target at the target's current location, roll randomly to determine how quickly the nearest edacious destroyer finds the target. Upon finding the target, the edacious destroyer does everything in its power to consume the target.

1d6 Time To Discovery

1	Ten minutes
2	One hour
3	Ten hours
4	One day
5	Two days
6	Three days

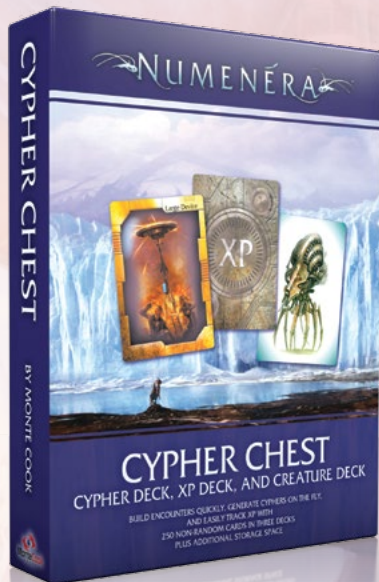
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