

## SKILLS

Jumping

X S

T S

T S

T S

T S

T S

T S

T S

T S

Social Interaction

X S

T S

T S

Inability: Lore or Knowledge

T S

Resisting Mental Attacks

T S

## SPECIAL ABILITIES

Flex Skill

Practiced in Armor

Bash (Costs 1 Might Point)

Influential Contact

\*Needs Special Healing

EFFORT

1

1

XP

MIGHT

POOL 15

EDGE 1

SPEED

POOL 15

EDGE

INTELLECT

POOL 14

EDGE

## CYPHERS

LIMIT

2

X-ray viewer / 9

Reality Spike / 7

## POSSESSIONS

### EQUIPMENT

Clothing / Brigandine

Mace

Razor Ring

Explorer's Pack

Pack of Light Tools & Spare Parts

SHINS: 18

### ARTIFACTS & ODDITIES

Crystal that shatters easily but instantly reforms.

IMPAIRED  
DAMAGE

RECOVERY ROLLS

1D6+

1

1 ACTION

10 MINS

ARMOR

3

MOD

DMG

Mace

4

Razor Ring

1 step

2

ATTACKS



## BACKGROUND

You remember little of your past, which has always seemed strange to you. You are secretive about your partially mechanical nature and use your natural charm to convince others that you are nothing more than you appear. Thus, your components are hidden from everyone except \_\_\_\_\_ (choose a PC) who recently discovered your secret.

Your group's current mission to explore the wilderness was instigated by you. You fancy yourself the group's leader.

## NOTES

# NUMENÉRA

Benthre

NAME

Charming

DESCRIPTOR

Jack

TYPE

WHO

Fuses Flesh and Steel

FOCUS

CHARACTER ILLUSTRATION



## SKILLS

Swimming

X S

T S

T S

T S

T S

Speed Defense

X S

T S

T S

T S

T S

Geography

X S

Botany

X S

Astronomy

X S

T S

Inability: Charm/Persuasion

T S

## SPECIAL ABILITIES

Flex Skill

Pierce (Costs 1 Speed point)

Ice Armor (Costs 1 Intellect point)

EFFORT

1

1

XP

MIGHT

POOL 11

EDGE

SPEED

POOL 12

EDGE

INTELLECT

POOL 15

EDGE 1

## CYPHERS

LIMIT

2

Gravity Detonation / 5

Rejuvinator / 6 / Might

## POSSESSIONS

### EQUIPMENT

Clothing / Leather Jerkin

Bow / Arrows: 12

Forearm Blade

Axe (blade made of stronglass)

Explorer's Pack

Pack of Light Tools

Book of maps

SHINS: 8

### ARTIFACTS & ODDITIES

Goggles that tint everything green.

IMPAIRED  
DAMAGE

RECOVERY ROLLS

1D6+

1 ACTION

10 MINS

1 HOUR

ARMOR

1(2)

ATTACKS

Bow

MOD

DMG

4

Forearm Blade

1 step

2

Axe

4



## BACKGROUND

## NOTES

# NUMENÉRA

The only place you'd rather be than a library is a tavern, drinking with your friends, most of whom are glaives and warriors. Long ago, one of these friends gave you a strange device to study and after you accidentally activated it, you found you had the ability to lower the temperature of the air around you so dramatically that it covered your body in ice. You can even extend this protective coating to \_\_\_\_\_ (choose a PC) whenever they are close to you. You have no idea why it won't work on others.

When that PC was about to go on a mission exploring the wilderness, you convinced them to let you come along.

Daylen

NAME

Learned

DESCRIPTOR

Jack

TYPE

WHO

Wears a Sheen of Ice

FOCUS

CHARACTER ILLUSTRATION



## SKILLS

Running

X S

T S

T S

T S

T S

T S

T S

T S

T S

T S

Numenera

X S

T S

T S

Inability: Charm,  
Persuasion, Etiquette

T S

T S

## SPECIAL ABILITIES

Practiced in Armor

Practiced in all Weapons

Thrust (Costs 1 Might point)

Trained Without Armor

Sense "magic"

Hedge Magic (Costs 1 Intellect point)

Hover (Costs 1 Intellect point)

EFFORT

1

1

XP

MIGHT

POOL 11

EDGE 1

SPEED

POOL 13

EDGE 1

INTELLECT

POOL 12

EDGE

## CYPHERS

LIMIT

2

Sonic Hole / 5

Knowledge Enhancement  
(Speed Defense) / 4

## POSSESSIONS

### EQUIPMENT

Chainmail hauberk

Sword

Shield

Explorer's Pack

SHINS: 5

### ARTIFACTS & ODDITIES

A pen-sized oddity that tells the weight of whatever you point it at (within short range).

A sealed glass cube that contains a small insect that remains alive despite not having air, food, or water.

Metallic mask that fits perfectly on your face and changes expression when you do.

IMPAIRED  
DAMAGE  
DEBILITATED

1D6+

RECOVERY ROLLS

1

1 ACTION

10 MINS

ARMOR

2

MOD

DMG

Sword

4

ATTACKS



## BACKGROUND

The early part of your life was spent on the streets where you fell in with the wrong crowd and eventually ended up in prison. While there, you met a woman who claimed to be a mystic--she taught you some of the secrets of "magic." You are a firm believer in the occult and trust that your power over gravity comes from these esoteric arts.

You joined with your current group of companions because the omens were favorable. However, soon after joining with them, you accidentally sent

\_\_\_\_\_ (choose one PC) hurtling up into the air after a mishap with your powers. (The PC can choose how they react to this event.)

## NOTES

# NUMENÉRA

Hawmett

NAME

IS A Mystical/Mechanical

DESCRIPTOR

Glaive

TYPE

WHO

Controls Gravity

FOCUS

CHARACTER ILLUSTRATION



## SKILLS

	T	S
	T	S
	T	S
	T	S

	T	S
	T	S
	T	S
	T	S

Numenera	X	S
Resisting Mental Effects	X	S
Focus/Concentration	X	S
Inability: Puzzles, problems, lore, memorization	T	S
	T	S

## SPECIAL ABILITIES

Trained with Light Weapons

Onslaught (Costs 1 Intellect Point)

Ward

1

TIER

EFFORT

1

XP

MIGHT

POOL 11

EDGE

SPEED

POOL 9

EDGE

INTELLECT

POOL 23

EDGE 1

IMPAIRED  
DAMAGE  
DEBILITATED

1D6+

RECOVERY ROLLS

1

1 ACTION

10 MINS

ARMOR

1

ATTACKS

Rapier

Onslaught

MOD

DMG

2

4/2

## CYPHERS

LIMIT

3

Skill boost (sneaking) / 3

Shocker / 7

Visage Changer / 4

## POSSESSIONS

### EQUIPMENT

Clothing

Rapier

2 books on the numenera

SHINS: 4

### ARTIFACTS & ODDITIES

Wandlike device that keeps away normal insects in a 5-foot radius.



## BACKGROUND

## NOTES

You were the apprentice of the infamous nano known as Binthus and, like all his apprentices, you now bear his mark on your brow. He taught you not only skills but also compassion and so your great intellect is tempered with a drive to help others. That's what brought you into your current situation, using your powers to watch over your friends.

To aid in that, you've placed a special ward over \_\_\_\_\_ (choose a PC) that makes her immune to your esoterics, unless she wants to be affected.

# NUMENÉRA

Leve

NAME

IS A

Strong-Willed

DESCRIPTOR

Nano

TYPE

WHO

Power with Precision

FOCUS

CHARACTER ILLUSTRATION



## SKILLS

	T	S
	T	S
	T	S
	T	S

Balance	X	S
Speed	X	S
Physical Performing Arts	X	S
	T	S
	T	S
Numenera	X	S
Electrical machine tasks	X	S
	T	S
	T	S
	T	S

## SPECIAL ABILITIES

Practiced with Light Weapons

Push (Costs 2 Intellect points)

Scan (Costs 2 Intellect points)

Distant Activation (Costs 1 Intellect point)

## EFFORT

1

TIER

1

XP

## MIGHT

POOL

7

EDGE

## SPEED

POOL

14

EDGE

## INTELLECT

POOL

15

EDGE

1

## CYPHERS

LIMIT

3

Ray emitter (magnetic wave) / 6

Force Shield Projector / 4

Gas bomb (corrosive) / 5

## POSSESSIONS

### EQUIPMENT

Clothing  
Punching Dagger  
Book on the numenera  
A bag of small tools

SHINS: 4

### ARTIFACTS & ODDITIES

Saddle sized for a very small animal, such as a squirrel or small cat.

IMPAIRED  
DAMAGE

RECOVERY ROLLS

1D6+

1

1 ACTION

10 MINS

1 HOUR

10 HOURS

ARMOR

0

MOD

DMG

Punching Dagger

1 step

2

ATTACKS



## BACKGROUND

## NOTES

# NUMENÉRA

You bear a number of subtle devices and components implanted in your flesh which provide your esoteric powers. These were given to you in the hidden temple of Prov, an obscure machine god.

You are on a mission to explore a section of the wilderness unknown to you because \_\_\_\_\_ (choose a PC) said some things that make you believe you'll find something of significance to Prov.

That same PC seems to have a terrible relationship with machines—or at least the machines that you communicate with. If she is next to a machine that you interact with in a friendly manner, that machine is treated in all ways as being one level lower than normal (unless doing so benefits you or her, in which case the level does not change).

Reminel

NAME

Graceful

DESCRIPTOR

Nano

TYPE

WHO

Talks to Machines

FOCUS

CHARACTER ILLUSTRATION



## SKILLS

Climbing

X S

T S

T S

T S

T S

T S

T S

T S

T S

T S

Trickery & Lies

X S

Assessing Danger

X S

Resisting Mental

X S

T S

T S

Inability: Lore, knowledge

## SPECIAL ABILITIES

Practiced in Armor

Practiced with all Weapons

Pierce (costs 1 Speed point)

Bash (costs 1 Might point)

## EFFORT

1

1

XP

## MIGHT

POOL 15

EDGE 1

## SPEED

POOL 12

EDGE 1

## INTELLECT

POOL 9

EDGE

## CYPHERS

LIMIT

2

Detonation (Massive) / 5

Remote Viewer / 4

## POSSESSIONS

### EQUIPMENT

Dagger

Heavy Crossbow / Bolts: 12

Sword Staff

Explorer's Pack

Beastskin armor

Compass

SHINS: 5

### ARTIFACTS & ODDITIES

Scarf that appears to be made of silk but is virtually indestructible and cannot be dirtied or stained

IMPAIRED  
DAMAGE  
DEBILITATED

RECOVERY ROLLS

1D6+

1

1 ACTION

10 MINS

1 HOUR

1 HOUR

ARMOR

2

ATTACKS

Dagger

MOD

DMG

1 step

1

Heavy Crossbow

6

Sword Staff

7



## BACKGROUND

You spent many years working as a constable, protecting and keeping order in a large community. When you discovered that your superior was corrupt, you quit in disgust and unfortunately fell on hard times. You are now in need of money, so when you heard a number of explorers were heading off into the wilds, you joined in the hopes that it would be profitable.

Although you are new to this group, you have noticed that \_\_\_\_\_ (choose one PC) shows great potential for use of the sword staff. You are qualified and willing to teach her, but she might not be interested.

## NOTES

# NUMENÉRA

Satha

NAME

IS A

Clever

DESCRIPTOR

Glaive

TYPE

WHO

Masters Weaponry

FOCUS

CHARACTER ILLUSTRATION