



NUMENERA™

PLAYER'S GUIDE

By Monte Cook, Bruce R. Cordell, and Sean K. Reynolds

NUMENÉRA™

PLAYER'S GUIDE



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Numenera Player's Guide contains everything
you need to create Numenera characters.
Your gaming group will also need at least
one copy of *Numenera Discovery* and
Numenera Destiny to play Numenera.

You can download form-fillable character
sheets at montecookgames.com for free.

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CHAPTER 1

WELCOME TO THE NINTH WORLD

There have been eight previous worlds. You may refer to them as ages, aeons, epochs, or eras, but it's not wrong to think of each as its own individual world. Each former world stretched across vast millennia of time. Each played host to a species whose civilizations rose to supremacy but eventually died or scattered, disappeared or transcended. During the time that each world flourished, those who ruled it spoke to the stars, reengineered their physical bodies, and mastered form and essence, all in their own unique ways.

Each left behind remnants.

The Ninth World is built on the bones of the previous eight, and in particular the last four. Reach into the dust, and you'll find that each particle has been worked, manufactured, or grown, and then ground back into *drit*—a fine, artificial soil—by the relentless power of time. Look to the horizon—is that a mountain, or part of an impossible

monument to the forgotten emperor of a lost people? Feel that subtle vibration beneath your feet and know that ancient engines—vast machines the size of kingdoms—still operate in the bowels of the earth.

The Ninth World is about discovering the wonders of the worlds that came before it, not for their own sake, but as the means to improve the present and build a future.

Each of the prior eight worlds, in its own way, is too distant, too different, too incomprehensible. Life today is too dangerous to dwell on a past that cannot be understood. The people excavate and study the marvels of the prior epochs just enough to help them survive in the world they have been given. They know that energies and knowledge are suspended invisibly in the air, that reshaped continents of iron and glass—below, upon, and above the earth—hold vast treasures, and that secret doorways to stars and other dimensions and realms provide power and





The Ninth World is about discovering the wonders of the worlds that came before it, not for their own sake, but as the means to improve the present and build a future.

secrets and death. They sometimes call it magic, and who are we to say that they're wrong?

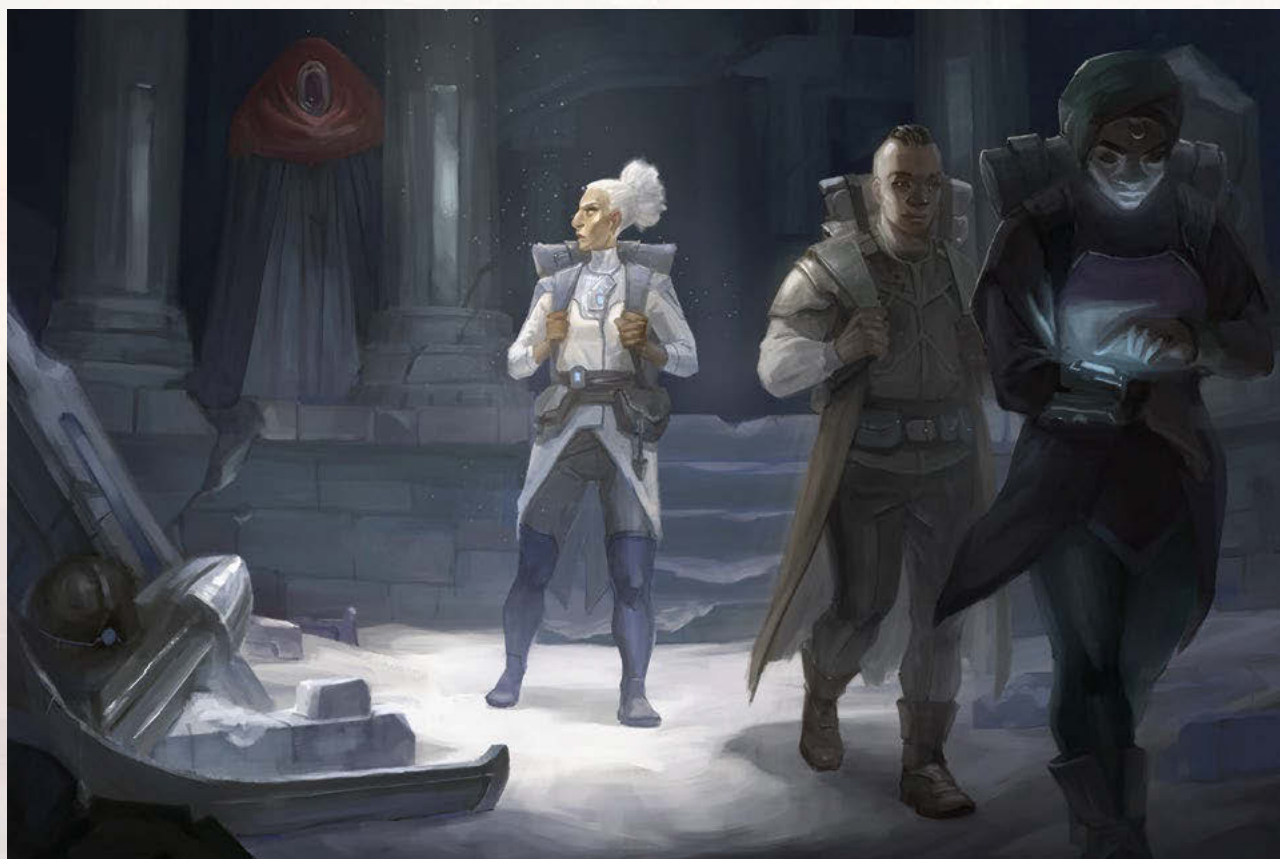
More often, however, when they find leftovers of the old worlds—the devices, the vast machine complexes, the altered landscapes, the changes wrought upon living creatures by ancient energies, the invisible nano-spirits hovering in the air in clouds called the iron wind, the information transmitted into the so-called datasphere, and the remnants of visitors from other dimensions and alien planets—they call these things the *numenera*. In the Ninth World, the numenera is both a boon and a bane. It makes life very different from any other time on Earth.

In a southern part of the vast, singular continent of the Ninth World lies a cluster of settled lands collectively called the Steadfast. Although each of the kingdoms and principalities of the Steadfast has its own ruler, a leader known as the Amber Pope guides the Order of Truth, an organization of Aeon Priests that commands a great deal of respect in the region. Thus, the Amber Pope is likely the most powerful ruler in the Steadfast even though he does not govern a single square foot of land. The Order of Truth reveres the people of the past and their knowledge on a quasi-religious level of adoration and faith. It is a religion devoted to science.

Deeper in the wilds lies a region called the Beyond, where villages and communities are isolated and rare. Here, Aeon Priests still study the secrets of the past, but they do so cloistered in remote caves. These priests do little more than pay lip service to the Amber Pope, if that, and are not considered part of the Order of Truth. Like the regions in which they live, and the caves in which they work, they are isolated, islands unto themselves.

THE PEOPLE OF THE NINTH WORLD

In the youth of an age, people use the resources they have on hand, coupled with whatever understanding of their world they can master, to carve out a life for themselves. In the Ninth World, the resources are the numenera—the detritus of the prior eras—and the people's understanding of these resources is crude and incomplete. The Aeon Priests possess just enough discernment and knowledge to suggest possible uses for things, but so much remains to be discovered. Even the creatures and plants of the Ninth World are strange by-products of the prior ages; the past left behind flora, fauna, and machines, some designed by lore or nature, others transplanted from distant stars or dimensions.



The people of the Ninth World clothe themselves in newly spun fabrics but weave the artifacts of the past into each garment. They forge armor, weapons, and tools from materials recovered from ancient structures and devices. Some of these materials are metals, but others are (or appear to be) glass, stone, bone, flesh, or substances that defy categorization and understanding.

Those who risk the mysterious dangers to recover the relics of the past provide a valuable service. Typically these brave souls—warrior Glaives, science-wielding Nanos, wily Jacks, and others—bring their findings to the Aeon Priests, who use the artifacts to fashion tools, weapons, and other boons for the growing civilization. As time passes, more individuals learn to use the numenera, but it still remains a mystery to most people.

Who, then, are the people of the Ninth World? Most are humans, although not all that call themselves human truly are. There are likewise the abhumans: mutants, crossbreeds, genetically engineered, and their offspring. And then there are the visitants, who are not native to the earth but who now call the Ninth World home, and who have no more understanding of the past (even their own) than anyone else.

THE NUMENERA

People with knowledge of the relics of older worlds divide them into three types: artifacts, cyphers, and oddities.

ARTIFACTS are large devices that typically can be used more than once to produce the same result. An artifact might be a belt that creates a shield of invisible force to protect the wearer or a flying skiff that carries people and cargo from one place to another. The term is almost always used for an item that has an obvious purpose—a weapon, a defense, a mode of transport, a means of communication or learning new information, a means of obtaining food or other necessities, and so forth. Artifacts make their users more powerful, or they make life easier or better.

CYPHERS are usually small, minor devices that most characters can coax a single effect from before they are depleted and become curiosities or decorations. They might include a quick injection designed to repair physical damage in a living creature or a handheld object that, when manipulated properly, becomes a weapon that explodes with tremendous force. However, cyphers are dangerous when gathered together because they create radiation and harmonic frequencies that are inimical to human life.

ODDITIES are the relics that are neither cyphers nor artifacts. They serve no obvious purpose but have strange functions that are at least curious, if not downright entertaining. Examples include a piece of glass in a metal frame that shows peculiar images or a box with three bells that ring at unpredictable times. Not everything from the prior worlds can be understood. In fact, much of it cannot.

LOOKING AT THE NINTH WORLD FROM THE 21ST CENTURY

The Ninth World is a science-fantasy setting approximately a billion years in the future. The people of the world dwell amid the flotsam of impossible ultratech of eight prior civilizations and call it magic. Unimaginably huge machines lie beneath the earth, and satellites orbit high above, transmitting a web of data and free energy. Nanotech, gravitic technology, genetic engineering, spatial warping, and superdense polymers allowed the inhabitants of the previous worlds to reshape the planet. Mass and energy were theirs to command.

In many ways, the Ninth World is a medieval fantasy setting without the historicity. When people who haven't done a lot of homework on the dark ages run a traditional fantasy game, they often insert modern sensibilities or developments such as democracy, hygiene, or matches. But in the Ninth World, these things, and more, make sense. Characters can have rain slickers, ink pens, zippers, and plastic bags, all left over from the prior eras (or fashioned from leavings of the past). They can understand how illnesses are transmitted or how socialism works. They can know that the earth revolves around the sun and be aware of other "anachronistic" bits of knowledge.

On the other hand, characters in Numenera don't refer to weapons as "guns" or to vehicles as "cars." The technology in the Ninth World is too advanced and too alien for such terminology to have endured. Using 21st-century terms for weapons and vehicles is as inappropriate as using medieval terms. The numenera is weird—much of it wasn't created by humans or for humans. It isn't designed or presented in any way that might be familiar to the players or the characters. Only through experimentation, player insight, and character skill can the player characters (PCs) identify, and possibly use, what they find.

Perhaps even more important, the artifacts, cyphers, and oddities that characters use probably aren't serving their original purpose. The explosive cypher that a character tosses at an enemy might have been the power source for a vehicle. The force field the enemy uses to protect herself from the blast might have been designed to contain the radiation of the fuel rods in a miniature nuclear reactor.

Welcome to the Ninth World, where every discovery might save you—or kill you. But you won't know until you try.



CHAPTER 2

HOW TO PLAY NUMENERA

The rules of Numenera are quite straightforward at their heart, as all of gameplay is based around a few core concepts.

This chapter provides a brief explanation of how to play the game, and it's useful for learning the game. Once you understand the basic concepts, you'll likely want to reference *Numenera Discovery*, Chapter 8: Rules of the Game for a more in-depth treatment.

Numenera uses a twenty-sided die (d20) to determine the results of most actions. Whenever a roll of any kind is called for and no die is specified, roll a d20.

The game master (GM) sets a difficulty for any given task. There are 10 degrees of difficulty. Thus, the difficulty of a task can be rated on a scale of 1 to 10.

Each difficulty has a target number associated with it. The target number is always three times the task's difficulty, so a difficulty 4 task has a target number of 12. To succeed at the task, you must roll the target number or higher.

Character skills, favorable circumstances, or excellent equipment can decrease the difficulty of a task. For example, if a character is trained in climbing, she turns a difficulty 6 climb into a difficulty 5 climb. This is called *easing the difficulty by one step* (or just *easing the difficulty*, which assumes it's eased by one step). If she is specialized in climbing, she turns a difficulty 6 climb into a difficulty 4 climb. This is called *easing the difficulty by two steps*. Decreasing the difficulty of a task can also be called simply *easing a task*. Some situations increase, or *hinder*, the

difficulty of a task. If a task is hindered, it increases the difficulty by one step.

A skill is a category of knowledge, ability, or activity relating to a task, such as climbing, geography, or persuasiveness. A character who has a skill is better at completing related tasks than a character who lacks the skill. A character's level of skill is either trained (reasonably skilled) or specialized (very skilled).

If you are trained in a skill relating to a task, you ease the difficulty of that task by one step. If you are specialized, you ease the difficulty by two steps. A skill can never ease a task's difficulty by more than two steps.

Anything else that reduces difficulty (help from an ally, a particular piece of equipment, or some other advantage) is referred to as an *asset*. Assets can never ease a task's difficulty by more than two steps.

You can also ease the difficulty of a given task by applying Effort. (Effort is described in more detail in *Numenera Discovery*, Chapter 8: Rules of the Game.)

To sum up, three things can ease a task's difficulty: skills, assets, and Effort.

If you can ease a task so that its difficulty is reduced to 0, you automatically succeed and don't need to make a roll.

WHEN DO YOU ROLL?

Any time your character attempts a task, the GM assigns a difficulty to that task, and you roll a d20 against the associated target number.

TASK DIFFICULTY

Task Difficulty	Description	Target No.	Guidance
0	Routine	0	Anyone can do this basically every time.
1	Simple	3	Most people can do this most of the time.
2	Standard	6	Typical task requiring focus, but most people can usually do this.
3	Demanding	9	Requires full attention; most people have a 50/50 chance to succeed.
4	Difficult	12	Trained people have a 50/50 chance to succeed.
5	Challenging	15	Even trained people often fail.
6	Intimidating	18	Normal people almost never succeed.
7	Formidable	21	Impossible without skills or great effort.
8	Heroic	24	A task worthy of tales told for years afterward.
9	Immortal	27	A task worthy of legends that last lifetimes.
10	Impossible	30	A task that normal humans couldn't consider (but one that doesn't break the laws of physics).



*You don't earn XP for killing foes or overcoming standard challenges in the course of play.
Discovery is the soul of Numenera.*

When you jump from a burning vehicle, swing a battleaxe at a mutant beast, swim across a raging river, identify a strange device, convince a merchant to give you a lower price, craft an object, use a power to control a foe's mind, or use a heat-beam emitter to carve a hole in a wall, you make a d20 roll.

However, if you attempt something that has a difficulty of 0, no roll is needed—you automatically succeed. Many actions have a difficulty of 0. Examples include walking across the room and opening a door, using a special ability to negate gravity so you can fly, using an ability to protect your friend from radiation, or activating a device (that you already understand) to erect a force field. These are all routine actions and don't require rolls.

Using skills, assets, and Effort, you can ease the difficulty of potentially any task to 0 and thus negate the need for a roll. Walking across a narrow wooden beam is tricky for most people, but for an experienced gymnast, it's routine. You can even ease the difficulty of an attack on a foe to 0 and succeed without rolling.

If there's no roll, there's no chance for failure. However, there's also no chance for remarkable success (in Numenera, that usually means rolling a 19 or 20; see Special Rolls in *Numenera Discovery*, Chapter 8: Rules of the Game).

COMBAT

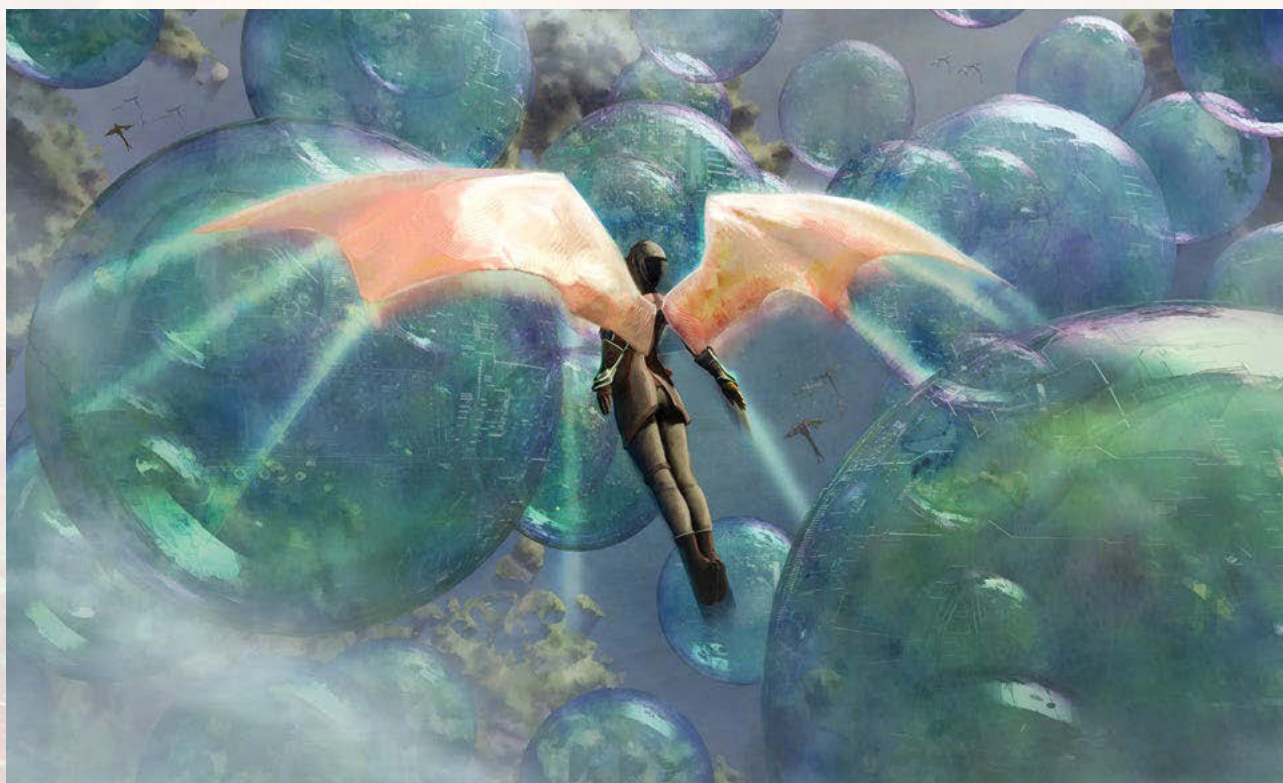
Making an attack in combat works the same way as any other roll: the GM assigns a difficulty to the task, and you roll a d20 against the associated target number.

The difficulty of your attack roll depends on how powerful your opponent is. Just as tasks have a difficulty from 1 to 10, creatures have a level from 1 to 10. Most of the time, the difficulty of your attack roll is the same as the creature's level. For example, if you attack a level 2 bandit, it's a level 2 task, so your target number is 6.

It's worth noting that players make all die rolls. If a character attacks a creature, the player makes an attack roll. If a creature attacks a character, the player makes a defense roll.

The damage dealt by an attack is not determined by a roll—it's a flat number based on the weapon or attack used. For example, a spear always does 4 points of damage.

Your Armor characteristic reduces the damage you take from attacks directed at you. You get Armor from wearing physical armor (such as a sturdy leather jerkin or chainmail) or from special abilities. Like weapon damage, Armor is a flat number, not a roll. If you're attacked, subtract your Armor from the damage you take. For example, a leather jerkin gives you 1 point of Armor,





In Numenera, players make all die rolls. If a character attacks a creature, the player makes an attack roll. If a creature attacks a character, the player makes a defense roll.

meaning that you take 1 less point of damage from attacks. If a bandit hits you with a knife for 2 points of damage while you're wearing a leather jerkin, you take only 1 point of damage. If your Armor reduces the damage from an attack to 0, you take no damage from that attack.

When you see the word "Armor" capitalized in the game rules (other than as the name of a special ability), it refers to your Armor characteristic—the number you subtract from incoming damage. When you see the word "armor" with a lowercase "a," it refers to any physical armor you might wear.

Typical physical weapons come in three categories: light, medium, and heavy.

LIGHT WEAPONS inflict only 2 points of damage, but they ease attack rolls by one step because they are fast and easy to use. Light weapons are punches, kicks, clubs, knives, handaxes, rapiers, and so on. Weapons that are particularly small are light weapons.

MEDIUM WEAPONS inflict 4 points of damage. Medium weapons include swords, battleaxes, maces, crossbows, spears, and so on. Most weapons are medium. Anything that could be used in one hand (even if it's often used in two hands, such as a quarterstaff or spear) is a medium weapon.

HEAVY WEAPONS inflict 6 points of damage, and you must use two hands to attack with them. Heavy weapons are huge swords, great hammers, massive axes, halberds, heavy crossbows, and so on. Anything that must be used in two hands is a heavy weapon.

BONUSES

Rarely, an ability or piece of equipment does not ease a task's difficulty but instead adds a bonus to the die roll. Bonuses always add together, so if you get a +1 bonus from two different sources, you have a +2 bonus. If you get enough bonuses to add up to a +3 bonus for a task, treat it as an asset: instead of adding the bonus to your roll, you ease the task. Therefore, you never add more than +1 or +2 to a die roll.

SPECIAL ROLLS

When you roll a natural 19 (the d20 shows "19") and the roll is a success, you also have a minor effect. In combat, a minor effect inflicts 3 additional points of damage with your attack, or, if you'd prefer a special result, you could decide instead that you knock the foe back, distract them, or something similar. When not in combat, a minor effect could mean that you perform the action with particular grace. For example, when jumping down from a ledge, you land



GLOSSARY

Game Master (GM): The player who doesn't run a character, but instead guides the flow of the story (and runs all the NPCs).

Nonplayer Character (NPC): Characters run by the GM. Think of them as the minor characters in the story, or the villains or opponents. This includes any kind of creature as well as people.

Party: A group of player characters (and perhaps some NPC allies).

Player Character (PC): A character run by a player rather than the GM. Think of them as the main characters in the story.

Player: The players who run characters in the game.

Session: A single play experience. Usually lasts a few hours. Sometimes one adventure can be accomplished in a session. More often, one adventure is multiple sessions.

Adventure: A single portion of the campaign with a beginning and an end. Usually defined at the beginning by a goal put forth by the PCs and at the end by whether or not they achieve that goal.

Campaign: A series of sessions strung together with an overarching story (or linked stories) with the same characters. Often, but not always, a campaign involves a number of adventures.

Character: Anything that can act in the game. While this includes PCs and human NPCs, it also includes creatures, aliens, mutants, automatons, animate plants, and so on. The word "creature" is usually synonymous.

smoothly on your feet, or when trying to persuade someone, you convince them that you're smarter than you really are. In other words, you not only succeed but also go a bit further.

When you roll a natural 20 (the d20 shows "20") and the roll is a success, you also have a major effect. This is similar to a minor effect, but the results are more remarkable. In combat, a major effect inflicts 4 additional points of damage with your attack, but again, you can choose instead to introduce a dramatic event such as knocking down your foe, stunning them, or taking an extra action. Outside of combat, a major effect means that something beneficial happens based on the circumstance. For example, when climbing up a cliff wall, you make the ascent twice as fast. When a roll grants you a major effect, you can choose to use a minor effect instead if you prefer.

In combat (and only in combat), if you roll a natural 17 or 18 on your attack roll, you add 1 or 2 additional points of damage, respectively. Neither roll has any special effect options—just the extra damage.

Rolling a natural 1 is always bad. It means that the GM introduces a new complication into the encounter.

RANGE AND SPEED

Distance is simplified into four categories: immediate, short, long, and very long.

IMMEDIATE DISTANCE from a character is within reach or within a few steps. If a character stands in a small room, everything in the room is within immediate distance. At most, immediate distance is 10 feet (3 m).

SHORT DISTANCE is anything greater than immediate distance but less than 50 feet (15 m) or so.

LONG DISTANCE is anything greater than short distance but less than 100 feet (30 m) or so.

VERY LONG DISTANCE is anything greater than long distance but less than 500 feet (150 m) or so. (Beyond that range, distances are always specified—1,000 feet [300 m], a mile [1.5 km], and so on.)

The idea is that it's not necessary to measure precise distances. Immediate distance is right there, practically next to the character. Short distance is nearby. Long distance is farther off. Very long distance is really far off.

All weapons and special abilities use these terms for ranges. For example, all melee weapons have immediate range—they are close-combat weapons, and you can use them to attack anyone within immediate distance. A thrown knife (and most other thrown weapons) has short range. A bow has long range. A Nano's Onslaught ability also has short range.

A character can move an immediate distance as part of another action. In other words, they can take a few steps over to the control panel and activate a switch. They can lunge across a small room to attack a foe. They can open a door and step through.

A character can move a short distance as their entire action for a turn. They can also try to move a long distance as their entire action, but the player might have to roll to see if the character slips, trips, or stumbles as the result of moving so far so quickly.

For example, if the PCs are fighting a group of abhumans, any character can likely attack any abhuman in the general melee—they're all within immediate range. Exact positions aren't important. Creatures in a fight are always moving, shifting, and jostling, anyway. However, if one abhuman stayed back to use its crossbow, a character might have to

use their entire action to move the short distance required to attack that foe. It doesn't matter if the abhuman is 20 feet (6 m) or 40 feet (12 m) away—it's simply considered short distance. It does matter if it's more than 50 feet (15 m) away because that distance would require a long move.

EXPERIENCE POINTS

Experience points (XP) are rewards given to players when the GM intrudes on the story with a new and unexpected challenge (an event called a GM intrusion). For example, in the middle of combat, the GM might inform the player that they drop their weapon. However, to intrude in this manner, the GM must award the player 2 XP. The rewarded player, in turn, must immediately give one of those XP to another player and justify the gift (perhaps the other player had a good idea, told a funny joke, performed an action that saved a life, and so on).

Alternatively, the player can refuse the GM intrusion. If they do so, they don't get the 2 XP from the GM, and they must also spend 1 XP that they already have. If the player has no XP to spend, they can't refuse the intrusion.

The GM can also give players XP between sessions as a reward for recovering interesting artifacts or making discoveries during an adventure. You don't earn XP for killing foes or overcoming standard challenges in the course of play. Discovery is the soul of Numenera.

Experience points are used primarily for character advancement (for details, see *Numenera Discovery*, Chapter 3: Creating Your Character), but a player can also spend 1 XP to reroll any die roll and take the better of the two rolls.

CYPHERS

As explained in Chapter 1: Welcome to the Ninth World, cyphers are a type of numenera that have a single minor use. A character can carry cyphers and use them during the game. You can't bear many cyphers at a time because a large number of these weird items emit radiation or dangerous chemicals that don't mix well. Gathering cyphers together in one place is extraordinarily unhealthy.

Characters will find new cyphers frequently in the course of play, so players shouldn't hesitate to use their cypher abilities. Because cyphers are always different, the characters will always have new special powers to try.

Most cyphers are as simple to use as swallowing a pill, flipping a switch on a handheld device, or throwing a bomb. Some are more complex, with multiple buttons, switches, knobs, keypads, touchscreen controls, wires, and so on, and may take longer to understand, but otherwise they are still one-use items.

OTHER DICE

In addition to a d20, you'll need a d6 (a six-sided die). Rarely, you'll need to roll a number between 1 and 100 (often called a d100 or d% roll), which you can do by rolling a d20 twice, using the last digit of the first roll as the "tens" place and the last digit of the second roll as the "ones" place. For example, rolling a 17 and a 9 gives you 79, rolling a 3 and an 18 gives you 38, and rolling a 20 and a 10 gives you 00 (also known as 100). If you have a d10 (a ten-sided die), you can use it instead of the d20 to roll numbers between 1 and 100.

THERE'S MORE TO EXPLORE

Numenera is a game in which player characters explore the ruins of aeons past to gather amazing treasures and help build a new future for a world struggling in darkness. The original *Numenera* corebook delivered well on the first part, and *Numenera Discovery* is an updated version of that book. Here you have the rules for three character types (Glaive, Jack, and Nano), exploration, using ancient technology, and combat, as well as advice about how to run a campaign set in the Ninth World.

Numenera Destiny allows you to take the game in a direction that we only touched on before. The people of the Ninth World are locked in a medieval-like state, a world of struggle and danger, and they are often suffering in the shadow of the prior worlds' wonders. *Numenera Destiny* allows you to build adventures and campaigns in which players don't just explore the wonders of the past but use them to help lift the Ninth World out of darkness. You can make the world a better place. Help a community defend itself from abhumans or the iron wind. Create centers of learning or trade. Innovate, build, and protect. Manage an entire community and help it prosper and grow—or simply create a cool base or vehicle for your PC group. *Numenera Destiny* will allow you to take what you discover and make your mark on history as someone who elevated the Ninth World into the future.

If you're ready for more, we've published a lot of books sure to appeal to your interests. If you want more creatures, there's the *Ninth World Bestiary* and *Ninth World Bestiary 2*. For more weird technology, read the *Technology Compendium: Sir Arthour's Guide to the Numenera*. For more descriptions of places and people, there's the *Ninth World Guidebook* and *Torment: Tides of Numenera—The Explorer's Guide*. For advice on campaigns underwater, in space, and other dimensions, we have *Into the Deep*, *Into the Night*, and *Into the Outside*. If you want a campaign's worth of adventures, try *The Devil's Spine* or *Jade Colossus: Ruins of the Prior Worlds*. For fiction about the Ninth World, we've published many short stories and two full-length novels, *The Poison Eater* and *The Night Clave*. Altogether, we've published more than 60 supplements and accessories, and the Ninth World has spawned a critically acclaimed hit computer game, board games, an excellent short film, and a line of novels. And all of that just scratches the surface of Numenera.

CHAPTER 3

CREATING YOUR CHARACTER

This section explains how to create characters to play in a Numenera game. This involves a series of decisions that will shape your character, so the more you understand what kind of character you want to play, the easier character creation will be. The process involves understanding the values of three game statistics and choosing three aspects that determine your character's capabilities.

CHARACTER STATS

Every player character has three defining characteristics, which are typically called "statistics" or "stats." These stats are Might, Speed, and Intellect. They are broad categories that cover many different but related aspects of a character.

MIGHT: Might defines how strong and durable your character is. The concepts of strength, endurance, constitution, hardiness, and physical prowess are all folded into this one stat. Might isn't relative to size; instead, it's an absolute measurement. An elephant has more Might than the mightiest tiger, which has more Might than the mightiest rat, which has more Might than the mightiest spider.

Might governs actions from forcing doors open to walking for days without food to resisting disease. It's also the primary means of determining how much damage your character can sustain in a dangerous situation. Physical characters, tough characters, and characters interested in fighting should focus on Might.

SPEED: Speed describes how fast and physically coordinated your character is. The stat embodies quickness, movement, dexterity, and reflexes. Speed governs such divergent actions as dodging attacks, sneaking around quietly, and throwing a ball accurately. It helps determine whether you can move farther on your turn. Nimble, fast, or sneaky characters will want good Speed stats, as will those interested in ranged combat.

INTELLECT: This stat determines how smart, knowledgeable, and likable your character is. It includes intelligence, wisdom, charisma, education, reasoning, wit, willpower, and charm. Intellect governs solving puzzles, remembering facts, telling convincing lies, and using

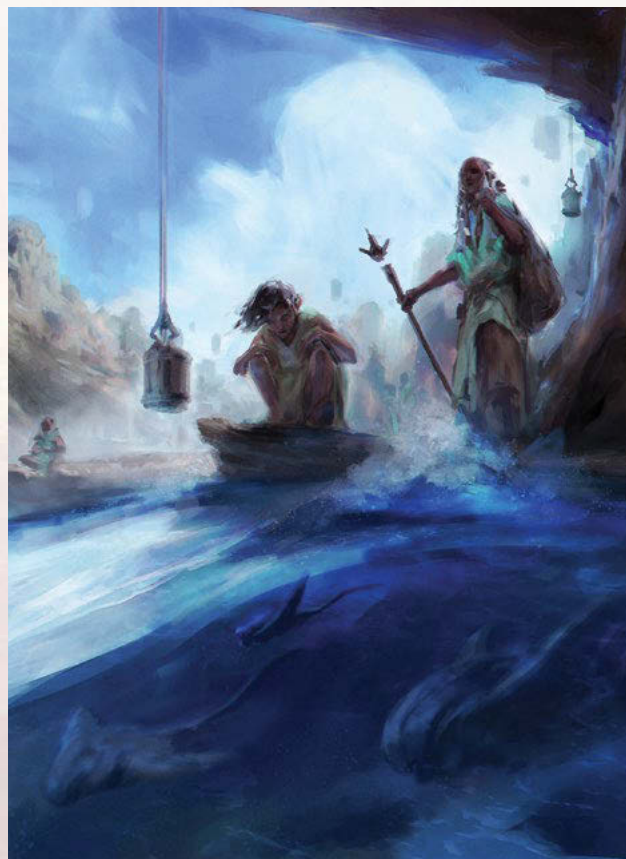
mental powers. Characters interested in communicating effectively, being learned scholars, and wielding the numenera should stress their Intellect stat.

POOL, EDGE, AND EFFORT

Each of your stats has two components: your Pool and your Edge. Your Pool represents your raw, innate ability, and your Edge represents knowing how to use what you have. A third element ties into this concept: Effort. When your character really needs to accomplish a task, you apply Effort.

POOL

Your Pool is the most basic measurement of a stat. Comparing the Pools of two creatures will give you a general sense of which creature is superior in that stat. For example, a character who has a Might Pool of 16 is stronger (in a basic sense) than a character who has a Might Pool





Every character starts the game at the first tier. Tier is a measurement of power, toughness, and ability. Characters can advance up to the sixth tier.

of 12. Most characters start with a Pool of 9 to 12 in most stats—that's the average range.

When your character is injured, sickened, or attacked, you temporarily lose points from one of your stat Pools. The nature of the attack determines which Pool loses points. For example, physical damage from a sword reduces your Might Pool, a poison that makes you clumsy reduces your Speed Pool, and a mental blast reduces your Intellect Pool. You can also spend points from one of your stat Pools to decrease a task's difficulty (see Effort, next page). You can rest to regain lost points from a stat Pool (see Recovering Points in a Pool), and some special abilities or numenera might allow you to recover lost points quickly.

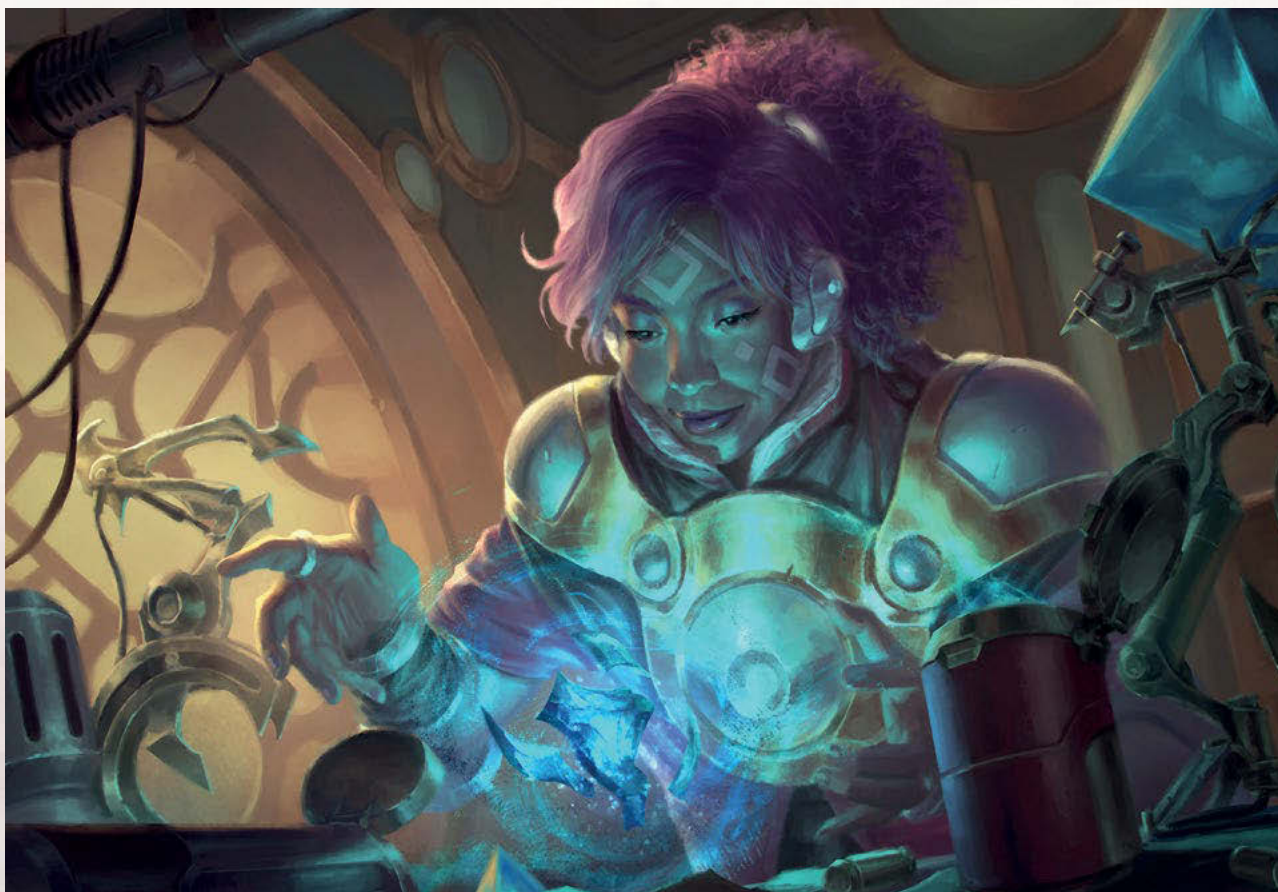
EDGE

Although your Pool is the basic measurement of a stat, your Edge is also important. When something requires you to spend points from a stat Pool, your Edge for that stat reduces the cost. It also reduces the cost of applying Effort to a roll.

For example, let's say you have a mental blast ability, and activating it costs 1 point from your Intellect Pool. Subtract your Intellect Edge from the activation cost, and the result is how many points you must spend to use the mental blast. If using your Edge reduces the cost to 0, you can use the ability for free.

Your Edge can be different for each stat. For example, you could have a Might Edge of 1, a Speed Edge of 1, and an Intellect Edge of 0. You'll always have an Edge of at least 1 in one stat. Your Edge for a stat reduces the cost of spending points from that stat Pool, but not from other Pools. Your Might Edge reduces the cost of spending points from your Might Pool, but it doesn't affect your Speed Pool or Intellect Pool. Once a stat's Edge reaches 3, you can apply one level of Effort (see next page) for free.

A character who has a low Might Pool but a high Might Edge has the potential to perform Might actions consistently better than a character who has a Might Edge of 0. The high Edge will reduce the cost of spending points from the Pool, which means they'll have more points available to spend on applying Effort.



EFFORT

When your character really needs to accomplish a task, you can apply Effort to reduce the difficulty of a task (also called easing a task). For a beginning character, applying Effort requires spending 3 points from the stat Pool appropriate to the action. Thus, if your character tries to dodge an attack (a Speed roll) and wants to increase the chance for success, you can apply Effort by spending 3 points from your Speed Pool. Using Effort eases the task by one step. This is called applying one level of Effort.

You don't have to apply Effort if you don't want to. If you choose to apply Effort to a task, you must do it before you attempt the roll—you can't roll first and then decide to apply Effort if you rolled poorly.

Applying more Effort can lower a task's difficulty further: each additional level of Effort eases the task by another step. Applying one level of Effort eases the task by one step, applying two levels eases the task by two steps, and so on. Each level of Effort after the first costs only 2 points from the stat Pool instead of 3. So applying two levels of Effort costs 5 points (3 for the first level plus 2 for the second level), applying three levels costs 7 points (3 plus 2 plus 2), and so on.

Every character has an Effort score, which indicates the maximum number of levels of Effort that can be applied to a roll. A beginning (first-tier) character has an Effort of 1, meaning you can apply only one level of Effort to a roll. A more experienced character has a higher Effort score and can apply more levels of Effort to a roll. For example, a character who has an Effort of 3 can apply up to three levels of Effort to ease a task.

When you apply Effort, subtract your relevant Edge from the total cost of applying Effort. For example, let's say you need to make a Speed roll. To increase your chance for success, you decide to apply one level of Effort, which will ease the task by one step. Normally, that would cost 3 points from your Speed Pool. However, if you have a Speed Edge of 2, you subtract that from the cost. Thus, applying Effort to the roll costs only 1 point from your Speed Pool.

What if you applied two levels of Effort to the Speed roll instead of just one? That would ease the task by two steps. Normally, it would cost 5 points from your Speed Pool, but after subtracting your Speed Edge of 2, it costs only 3 points.

Once a stat's Edge reaches 3, you can apply one level of Effort for free. For example, if you have a Speed Edge of 3 and you apply one level of Effort to a Speed roll, it costs you 0 points from your Speed Pool. (Normally, applying one level of Effort would cost 3 points, but you subtract your Speed Edge from that cost, reducing it to 0.)

Skills and other advantages also ease a task, and you can use them in conjunction with Effort. In addition, your character might have special abilities or equipment that allow you to apply Effort to accomplish a special effect, such as knocking down a foe with an attack or affecting multiple targets with a power that normally affects only one.

EFFORT AND DAMAGE

Instead of applying Effort to ease your attack, you can apply Effort to increase the amount of damage you inflict with an attack. For each level of Effort you apply in this way, you inflict 3 additional points of damage. This works for any kind of attack that inflicts damage, whether a sword, a crossbow, a mind blast, or something else.

When using Effort to increase the damage of an area attack, such as the explosion created by a Nano's Flash ability, you inflict 2 additional points of damage instead of 3 points. However, the additional points are dealt to all targets in the area. Further, even if one or more of the targets in the area resist the attack, you still inflict 1 point of damage to them.

MULTIPLE USES OF EFFORT AND EDGE

If your Effort is 2 or higher, you can apply Effort to multiple aspects of a single action. For example, if you make an attack, you can apply Effort to your attack roll and apply Effort to increase the damage.

The total amount of Effort you apply can't be higher than your Effort score. For example, if your Effort is 2, you can apply up to two levels of Effort. You could apply one level to an attack roll and one level to its damage, two levels to the attack and no levels to the damage, or no levels to the attack and two levels to the damage.

You can use Edge for a particular stat only once per action. For example, if you apply Effort to a Might attack roll and to your damage, you can use your Might Edge to reduce the cost of one of those uses of Effort, not both. If you spend 1 Intellect point to activate your mind blast and one level of Effort to ease the attack roll, you can use your Intellect Edge to reduce the cost of one of those things, not both.

STAT EXAMPLES

A beginning character is fighting a creature called a broken hound. She stabs her spear at the broken hound, which is a level 2 creature and thus has a target number of 6. The character stands atop a boulder and strikes downward at the beast, and the GM rules that this helpful tactic is an asset that eases the attack by one step (to difficulty 1). That lowers the target number to 3. Attacking with a spear is a Might action; the character has a Might Pool of 11 and a Might Edge of 0. Before making the roll, she decides to apply a level of Effort to ease the attack. That costs 3 points from her Might Pool, reducing the Pool to 8. But they appear to be points well spent. Applying the Effort lowers the difficulty from 1 to 0, so no roll is needed—the attack automatically succeeds.

Another character is attempting to convince a guard to let him into a private office to speak to an influential noble. The GM rules that this is an Intellect action. The character is third tier and has an Effort of 3, an Intellect Pool of 13, and an Intellect Edge of 1. Before making the roll, he must decide whether to apply Effort. He can choose to apply one, two, or three levels of Effort, or apply none at all. This



"I am a [fill in an adjective here] [fill in a noun here] who [fill in a verb here]."

action is important to him, so he decides to apply two levels of Effort, easing the task by two steps. Thanks to his Intellect Edge, applying the Effort costs only 4 points from his Intellect Pool (3 points for the first level of Effort plus 2 points for the second level minus 1 point for his Edge). Spending those points reduces his Intellect Pool to 9. The GM decides that convincing the guard is a difficulty 3 (demanding) task with a target number of 9; applying two levels of Effort reduces the difficulty to 1 (simple) and the target number to 3. The player rolls a d20 and gets an 8. Because this result is at least equal to the target number of the task, he succeeds. However, if he had not applied some Effort, he would have failed because his roll (8) would have been less than the task's original target number (9).

CHARACTER TIERS AND BENEFITS

Every character starts the game at the first tier. Tier is a measurement of power, toughness, and ability. Characters can advance up to the sixth tier. As your character advances to higher tiers, you gain more abilities, increase your Effort, and can improve a stat's Edge or increase a stat. Generally speaking, even first-tier characters are quite capable. It's safe to assume that they've already got some experience

under their belt. This is not a "zero to hero" progression, but rather an instance of competent people refining and honing their capabilities and knowledge. Advancing to higher tiers is not really the goal of Numenera characters, but rather a representation of how characters progress in a story.

To progress to the next tier, characters earn experience points (XP) by exploring new places and discovering new things—the Ninth World is about discovery of the past and what it means for the future. Experience points have many uses, and one use is to purchase character benefits. After your character purchases four character benefits, they go up to the next tier.

CHARACTER DESCRIPTOR, TYPE, AND FOCUS

To create your character, you build a simple statement that describes them. The statement takes this form: "I am a [fill in an adjective here] [fill in a noun here] who [fill in a verb here]."

Thus: "I am an *adjective noun* who *verbs*." For example, you might say, "I am a Rugged Glaive who Controls Beasts" or "I am a Charming Nano who Focuses Mind Over Matter."

In this sentence, the adjective is called your *descriptor*.

The noun is your character *type*.

The verb is called your *focus*.

Even though character type is in the middle of the sentence, that's where we'll start this discussion. (Just as in a sentence, the noun provides the foundation.)

Character type is the core of your character. In some roleplaying games, it might be called your character class. 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*."

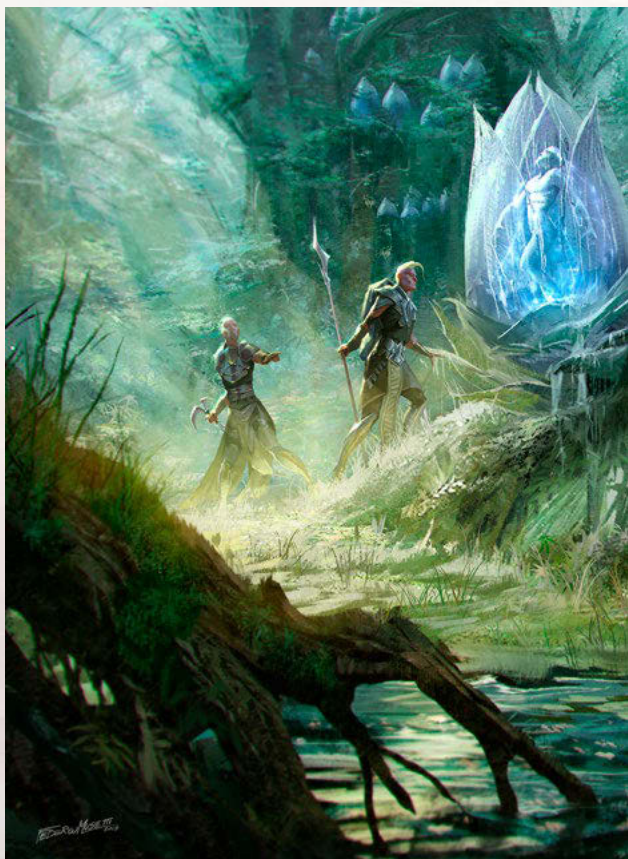
You can choose from three character types: Glaive, Jack, and Nano.

Descriptor defines your character—it flavors everything you do. Your descriptor places your character in the situation (the first adventure, which starts the campaign) and helps provide motivation. It's the adjective of the sentence "I am an *adjective noun* who *verbs*."

You can choose from many character descriptors.

Focus is what your character does best. Focus gives your character specificity and provides interesting new abilities that might come in handy. Your focus also helps you understand how you relate with the other player characters in your group. It's the verb of the sentence "I am an *adjective noun* who *verbs*."

There are many character foci to choose from.



SPECIAL ABILITIES

Character types and foci PCs special abilities at each new tier. Using these abilities usually costs points from your stat Pools; the cost is listed in parentheses after the ability name. Your Edge in the appropriate stat can reduce the cost of the ability, but remember that you can apply Edge only once per action. For example, let's say a Nano with an Intellect Edge of 2 wants to use their Onslaught ability to create a bolt of force, which costs 1 Intellect point. They also want to increase the damage from the attack by using a level of Effort, which costs 3 Intellect points. The total cost for their action is 2 points from their Intellect Pool (1 point for the bolt of force plus 3 points for using Effort minus 2 points from their Edge).

Sometimes the point cost for an ability has a + sign after the number. For example, the cost might be stated as "2+ Intellect points." That means you can spend more points or more levels of Effort to improve the ability further.

Many special abilities grant a character the option to perform an action that they couldn't normally do, such as projecting rays of cold or attacking multiple foes at once. Using one of these abilities is an action unto itself, and the end of the ability's description says "Action" to remind you. It also might provide more information about when or how you perform the action.

Some special abilities allow you to perform a familiar action—one that you can already do—in a different way. For example, an ability might let you wear heavy armor, ease Speed defense rolls, or add 2 points of fire damage to your weapon damage. These abilities are called enablers. Using one of these abilities is not considered an action. Enablers either function constantly (such as being able to wear heavy armor, which isn't an action) or happen as part of another action (such as adding fire damage to your weapon damage, which happens as part of your attack action). If a special ability is an enabler, the end of the ability's description says "Enabler" to remind you.

SKILLS

Sometimes your character gains training in a specific skill or task. For example, your focus might mean that you're trained in sneaking, in climbing and jumping, or in social interactions. Other times, your character can choose a skill to become trained in, and you can pick a skill that relates to any task you think you might face.

The game has no definitive list of skills. However, the following list offers ideas:

Astronomy	History	Philosophy
Balancing	Identifying	Pickpocketing
Carrying	Initiative	Repairing
Climbing	Intimidation	Riding
Crafting numenera*	Jumping	Salvaging numenera*
Deceiving	Leatherworking	Smashing
Economics	Literature	Sneaking
Escaping	Lockpicking	Swimming
Geography	Metalworking	Understanding numenera*
Geology	Perception	Woodworking
Healing	Persuasion	

* This skill requires detailed knowledge. If you aren't trained or specialized in this skill, you have an inability in the skill. See *Numenera Discovery*, page 101.

You could choose a skill that incorporates more than one of these areas (interacting might include deceiving, intimidation, and persuasion) or is a more specific version of one (hiding might be sneaking when you're not moving). You could also make up more general, professional skills, such as baker, sailor, or lumberjack. If you want to choose a skill that's not on this list, it's probably best to run it past the GM first, but in general, the most important aspect is to choose skills that are appropriate to your character.

Remember that if you gain a skill that you're already trained in, you become specialized in that skill, which eases related tasks by two steps instead of one. Because skill descriptions can be nebulous, determining whether you're trained or specialized might take some thinking. For example, if you're trained in lying and later gain an ability that grants you skill with all social interactions, you become specialized in lying and trained in all other types of interactions. Being trained three times in a skill is no better than being trained twice (in other words, specialized is as good as it gets).

Only skills gained through character type abilities (such as the Glaive's fighting moves), focus abilities, or other rare instances allow you to become skilled with attack or defense tasks.

If you gain a special ability through your type, your focus, or some other aspect of your character, you can choose it in place of a skill and become trained or specialized in that ability. For example, if you have a mind blast, when it's time to choose a skill to be trained in, you can select your mind blast as your skill. That would ease the task every time you used it. Each ability you have counts as a separate skill for this purpose. You can't select "all mind powers" or "all esoterics" as one skill and become trained or specialized in such a broad category.

CHAPTER 4

CHARACTER TYPE

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*."

You can choose from a total of six different character types: the Glaive, Nano, Jack, Arkus, Wright, and Delve.

GLAIVE

Glaives are the elite warriors of the Ninth World, using weapons and armor to fight their enemies. Hunters, guardians, and soldiers could be Glaives. Sometimes scouts, warlords, bandits, and even athletes are Glaives. "Glaive" is a common slang term used almost everywhere in the Steadfast and the Beyond for any person skilled with weapons or a martial art, but in truth, it applies only to the best of the best. Glaives are warriors who command abilities far beyond those of a typical person with a sword.

Most Glaives are either strong (using the heaviest armor and weapons available and having a high Might) or fast (sticking with light weapons and armor and having a high Speed). A few attempt to use both Might and Speed and stay somewhere in the middle. Glaives also use ranged weapons such as bows or darts. Some don't rely on weapons at all, preferring to use their bodies in hand-to-hand combat—punching, kicking, grabbing, throwing, and so on.

Glaives in Society: In most cities and villages, people hold Glaives in great esteem. Although a Glaive could just as likely be a thug as a noble warrior, those who help protect their fellow humans from the dangers of the Ninth World are always treated with respect. There is no shame in getting paid for the use of one's skills, so being a blade for hire is a perfectly acceptable profession. Restrictions on carrying weapons openly are rare, and most Glaives wear the tools of their trade with pride.

Not surprisingly, Glaives often get along best with other Glaives, or at least soldiers, guards, or similar comrades in arms. Nanos, scholars, and people who aren't terribly physical are less likely to mix well with Glaives, but obviously not every Glaive is the same. They focus on their bodies, but that doesn't mean they don't value more cerebral pursuits as well. A Glaive need not follow the stereotype of the dumb bruiser with a sword or an axe.

Glaives in the Group: In a group of explorers, Glaives typically take the lead. They're usually the most physically capable, the most durable, and the most ready to meet danger head-on. Sometimes they act protectively toward their companions; other times, they're more self-interested. Either way, a Glaive's place is often in the middle of the fray.

Glaives and the Numenera: When it comes to the numenera, most Glaives are interested in weapons, armor, or devices that aid them in combat. The ancients produced all sorts of incredibly durable substances, many of which can be made into armor that is lighter and more protective than steel. Sometimes, Glaives can scavenge a suit of armor composed of these advanced materials, but more often they find the materials and then ask a crafter or smith to make the armor. Of course, the problem is that a substance that is difficult to damage is also hard to work.

As varied as armoring materials might be, numenera weaponry is infinitely more so. These items include melee weapons that shock, stun, or burn whatever they touch; and ranged weapons that blast projectiles with incredible power or bursts of strange energies. There are also bombs, damaging energy fields, poisonous gases, and far stranger weaponry, but some Glaives find that such complex objects are better off in the hands of a Nano. Maneuverability is just as important as attack or defense, however, so an item that allows a Glaive to move quickly or negate gravity is a great prize.

As for cyphers, Glaives prefer physically enhancing or restorative objects, such as injections of chemicals that improve reaction time or pills with microscopic repair devices that heal wounds and restore fatigued muscle tissue. They use the nickname "boost" for any cypher that enhances their strength, stamina, reflexes, or other physical aspects, while one that repairs damage or alleviates fatigue is called a "treat."

Advanced Glaives: As they progress, Glaives become better combatants, often felling multiple foes in a single stroke. They gain special types of attacks and learn to use armor more efficiently to get the most out of the protection it offers.



GLAIVE BACKGROUND

Glaives are no mere bandits or town guards. They stand head and shoulders above ordinary soldiers and brawlers. Something in your background—whether intensive training, inborn traits, or biomechanical modification—has made you more than the others around you. Choose one of those three options (described below) as the source of your skills, strength, reflexes, and stamina. 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.

INTENSIVE TRAINING

You are strong, fast, or both, but what really separates you from the crowd is your training. Perhaps you ascended the highest peak of the Black Riage or sought the deepest sewers beneath Qi to find teachers who could show you how to move, fight, and endure beyond normal human limits. You know a thousand ways to kill a foe, most of them secret to all but a chosen few. You're privy to techniques and fighting styles that most people in the Ninth World have never seen. You have learned that the impossible is possible—as long as you know the secret. Your body is a weapon, and your weapon is part of your body. You have studied with the masters, and now you carry that regimen as you venture into the world.

Advancement: You need to train and practice constantly to hone your skills and develop new techniques, building on what you've been taught. Perhaps at some point you will return to your secret masters for further initiation or find new teachers or lessons that can take you to the next step.

When you gain additional points for your stat Pools, an increase to a stat's Edge, or an increase in the level of Effort you can apply, the benefit comes as the result of rigorous

exercise and personal development. When you gain a new skill or Glaive ability, it's the result of the martial arts you have studied.

INBORN TRAITS

You've trained under excellent instructors and have experience in many dangerous situations, but what makes you different is deep inside, entwined in your genetic heritage. Maybe it was the luck of being born fit. Maybe you're a hulking brute—a mountainous figure who commands attention when you enter a room. Or maybe your strength is more subtle; you might be the descendant of a bioengineered species bred (or designed) for perfection. Perhaps you're a mutant with psychic abilities that augment your physical nature; you guide and enhance your attacks with telekinesis, or you use a natural mutation in your brain to control matter on a molecular level to resist blows and inflict harm. Perhaps you're something wholly new: an aberration or a human so perfect that you're beyond human. You might be a posthuman—the next step toward the true destiny of the people of the Ninth World.

Advancement: You have talents of which you are only dimly aware. You must practice and experiment to find your limitations, if any. At some point in the future, you might have to seek out someone who can help you master your inherent abilities. You were born with great power. Now you need to learn how to use that power, even if the education takes a lifetime.

PLAYER INTRUSION

A player intrusion is the player choosing to alter something in the campaign, making things easier for a player character. Conceptually, it is the reverse of a GM intrusion: instead of the GM giving the player XP and introducing an unexpected complication for a character, the player spends 1 XP and presents a solution to a problem or complication. What a player intrusion can do depends on the PC's type, and it usually introduces a change to the world or current circumstances rather than directly changing the character. If a player has no XP to spend, they can't use a player intrusion.

Not every player intrusion listed here is appropriate for all situations. The GM may allow players to come up with other player intrusion suggestions, but the GM is the final arbiter of whether the suggested intrusion is appropriate for the character's type and suitable for the situation. If the GM refuses the intrusion, the player doesn't spend the 1 XP, and the intrusion doesn't occur.

Using an intrusion does not require a character to use an action to trigger it. A player intrusion just happens.



When your stats improve, it's because you're tapping deeper into the unknown reserves within you. When you gain a new Glaive ability, it's the result of your superhuman traits as much as it is about your study, practice, or knowledge. You can do things that other people simply cannot, no matter how hard they train.

BIOMECHANICAL MODIFICATION

You might be a fighter, but you're no archaic stereotype—this is the Ninth World, after all. Although you trained and gained your share of practical experience, you have the numenera on your side as well. Some of your knowledge of fighting techniques is implanted in your brain and spine, wired into your nerves and muscles. Your joints have surgically implanted servo motors. Subdermal plating makes you tougher than should be possible. Your muscle tissue is augmented with artificial fibers.



Perhaps your genetic code has been rewritten by engineered viruses, or the tissues in your body have been reworked by nanotech, turning you into an efficient battle machine. Or maybe you've been altered by strange science—radioactive treatments of bizarre energies, chemical compounds and drugs, or extradimensional enhancements—that makes you stronger, faster, tougher, and more proficient in attack and defense than anyone around you.

Whatever the case, you're the result of ancient knowledge made manifest in the present, and now you're shaping the future. Perhaps your modifications are obvious and visible; perhaps they're not. Regardless, you know that you're more than merely human.

Advancement: Your body is an ongoing project. In a way, it's a work of art, although its beauty comes not from its appearance but from what it can do. As you go forward, you should keep an eye out at all times for new parts and systems that can be incorporated into your body, or new doses of drugs and supplements to maintain your abilities. You might need to seek out surgeons, mechanics, or bioenhancement specialists to take you to the next level. Perhaps the Aeon Priests can help. Perhaps the parts you need can be found only in the ruins of the past or the dangerous black market of a faraway city.

When your stats improve, it's because you literally have added something new to your body. When you gain a new ability, it's the direct result of a tangible change in your own physical being.

GLAIVE PLAYER INTRUSIONS

As a Glaive, you can spend 1XP to use one of the following player intrusions, provided the situation is appropriate and the GM agrees.

Perfect Setup: You're fighting at least three foes and each one is standing in exactly the right spot for you to use a move you trained in long ago, allowing you to attack all three as a single action. Make a separate attack roll for each foe. You remain limited by the amount of Effort you can apply on one action.

Old Friend: A comrade in arms from your past shows up unexpectedly and provides aid in whatever you're doing. They are on a mission of their own and can't stay longer than it takes to help out, chat a while after, and perhaps share a quick meal.

Weapon Break: Your foe's weapon has a weak spot and in the course of the combat quickly becomes damaged and moves two steps down the object damage track.

GLAIVE STAT POOLS

Stat	Pool Starting Value
Might	11
Speed	10
Intellect	7

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

GLAIVE CONNECTION

Roll a d20 or choose from the following list 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.

Roll	Background
1	You were in the military and have friends who still serve. Your former commander remembers you well.
2	You were the personal guard of a wealthy merchant who accused you of theft. You left her service in disgrace.
3	You were the bouncer in a local bar for a while, and the patrons there remember you.
4	You trained with a highly respected mentor. He regards you well, but he has many enemies.
5	You trained in an isolated monastery far away. The monks think of you as a brother, but you're a stranger to all others.
6	You have no formal training. Your abilities come to you naturally (or unnaturally).
7	You spent time on the streets and even were in prison for a while.
8	You were conscripted into military service, but you deserted before long.
9	You served as a bodyguard to a powerful criminal who now owes you his life.
10	You worked as a constable. Everyone knows you, but their opinions of you vary.
11	Your older sibling is an infamous glaive who has been disgraced.
12	You served as a caravan guard. You know a smattering of people in many cities and towns.
13	Your best friend is a sage and a scholar. She is a great source of knowledge.
14	You and a friend both smoke the same kind of rare, expensive tobacco. The two of you get together weekly to chat and smoke.
15	Your uncle runs a theater in town. You know all the actors and watch all the shows for free.
16	Your blacksmith friend sometimes calls on you for help at the forge. However, he pays you well.
17	Your mentor wrote a book on the martial arts. Sometimes other warriors seek you out to ask about its stranger passages.
18	A man you fought alongside in the military is now the mayor of a nearby town.
19	You saved the lives of a family when their house burned down. They're indebted to you, and their neighbors regard you as a hero.
20	Your old trainer still expects you to come back and sharpen her blades and clean up after her classes, but when you do, she occasionally shares interesting rumors.

FIRST-TIER GLAIVE

First-tier Glaives have the following abilities. Add them to the appropriate place on your character sheet, under Effort, Edge (in the appropriate stat Pool), equipment, and potentially skills and special abilities:

Effort: Your Effort is 1.

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

Combat Prowess: You add +1 damage to one type of attack of your choice: melee attacks or ranged attacks. Enabler.

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

Trained in Armor: You can wear armor for long periods of time without tiring and can compensate for slowed reactions from wearing armor. You reduce the Speed Effort cost for wearing armor by 1. Enabler.

Weapons: You can use any weapon without penalty.

Physical Skills: Choose one of the following skills in which you aren't already trained: balancing, climbing, jumping, or swimming. You are trained in this skill. You have an inability in crafting numenera, salvaging numenera, and understanding numenera.

Starting Equipment: You start with clothing, two weapons (or one weapon and a shield), light or medium armor, an explorer's pack, two cyphers (chosen for you by the GM), one oddity (chosen for you by the GM), and 5 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 fighting moves, descriptor, and focus.

Default Starting Cyphers and Oddity: Your GM may provide you with starting cyphers and an oddity. Otherwise, you begin with the following.

- **Cyphers:** density nodule, rejuvenator
- **Oddity:** Blob of clay that takes on various mysterious shapes when left alone

Fighting Moves: You have a special talent for combat and can perform feats that others can barely imagine. These feats are called *fighting moves*. Some fighting moves are constant, ongoing effects, and others are specific actions that usually cost points from one of your stat Pools.

Choose two of the fighting moves described below. You can keep track of these in the Special Abilities section of your character sheet. You can't choose the same fighting move more than once unless its description says otherwise.

- **Aggression (2 Might points):** You focus on making attacks to such an extent that you leave yourself vulnerable to your opponents. While this ability is active, you gain an asset on your melee attacks, and your Speed defense rolls against melee and ranged attacks are hindered. This effect lasts for as long as you wish, but it ends if no combat is taking place within range of your senses. Enabler.

- **Fleet of Foot (1+ Speed points):** You can move a short distance as part of another action. You can move a long distance as your entire action for a turn. If you apply a level of Effort to this ability, you can move a long distance and make an attack as your entire action for a turn, but the attack is hindered. Enabler.
- **Impressive Display (2 Might points):** You perform a feat of strength, speed, or combat, impressing those nearby. For the next minute you gain an asset in all interaction tasks with people who saw you use this ability. Action.
- **Misdirect (3 Speed points):** When an opponent misses you, you can redirect their attack to another target (a creature or object) of your choosing that's within immediate range of you. Make an unmodified attack roll against the new target (do not apply any of your or the opponent's modifiers to the attack roll, but you can apply Effort for accuracy). If the attack hits, the target takes damage from your opponent's attack. Enabler.
- **No Need for Weapons:** When you make an unarmed attack (such as a punch or kick), it counts as a medium weapon instead of a light weapon. Enabler.
- **Trained Without Armor:** You are trained in Speed defense actions when not wearing armor. Enabler.

NANO

Nanos are sometimes called mages, wizards, sorcerers, or witches by the people of the Ninth World. Nano-sorcerer is also a common term, with their abilities referred to as nano-sorcery. Some claim to be the representatives of gods or other supernatural agencies. Whatever they're called, Nanos master the mysteries of the past to the degree that they seem to perform miracles. They tap into the numenera to alter reality or learn things that they couldn't otherwise know.

The term "Nano" is derived from the nanotechnology that is omnipresent throughout the Ninth World (whether anyone realizes it or not). Sometimes people call these invisible, numinous particles that infuse the landscape nano-spirits. Sometimes these spirits take on a devastating manifestation called the iron wind and move through the air in clouds, which can be far more dangerous than any conventional storm. In truth, nanites are literally everywhere.

Nanos wield their power in the form of what they call *esoterics*, although some prefer to call them spells, enchantments, or charms. Nanos are proficient with other devices as well, and sometimes their powers are actually the subtle use of such items hidden upon their person. All Nanos call forth their power in slightly different ways.

Typically, Nanos are intelligent, learned, and insightful. Most of the time, they devote themselves to the numenera and other esoterica rather than to purely physical pursuits. As a result, they're often well versed in the artifacts and leftovers of the previous worlds.

Nanos in Society: Frequently, common folks fear Nanos or look upon them with suspicion. It's easy to be afraid of a brute with an axe, but when it comes to someone

who wields invisible powers—magic, for lack of a better term—too much is unknown. A Nano's strange abilities are unsettling even to the bravest souls unless they have a modicum of knowledge about the numenera. That said, not everyone is frightened of or intimidated by Nanos. There are other people and creatures that have capabilities far beyond the understanding of normal folks—things that even Nanos might not understand. Things that even Nanos might fear.

Like the wizards of fables, some Nanos dwell in solitude to study and conduct odd experiments, while others gather in schools and teach those with potential to use their abilities. They enjoy time in the company of people with similar predilections and interests. Not every Nano is a frail bookworm, however—that's just the stereotype placed upon them by society. Sometimes, people view Nanos as representatives of the powers that be: gods, demons, or spirits. That's not too surprising considering that they affect the world around them in ways that most people can't fathom. What's more surprising is that some Nanos believe this to be true as well. They call themselves priests or shamans and treat their esoterics more like rituals, prayers, or invocations. When these Nanos gather, they do so in temples, but just as often one of them lives alone amid a flock of the faithful. Some of these loner Nanos don't call themselves priests; they call themselves gods.

Nanos in the Group: Typically, a Nano is the party member who keeps to the back of the group, as far from the danger as possible. Compared to their comrades, Nanos are often a bit fragile and less well protected against threats. In addition, most of their abilities work best at range.

As useful and impressive as Nanos' offensive powers can be, their knowledge is often most valuable to a group. When the party comes upon mysterious devices, weird creatures, or other aspects of the numenera, the Nano is usually the one who knows how to identify or deal with the finds. They can scavenge for new cyphers or figure out how to use artifacts from the past. Many Nanos possess other valuable knowledge in areas such as geography, botany, medicine, and more.

Nanos and the Numenera: All Nanos know a fair bit about the numenera. In many ways, it's their lifeblood. When a group finds a broken vehicle, an inactive automaton, or an ancient machine, the Nano steps up and searches it for useful devices.

Almost any numenera item would be welcome, but generally, Nanos are most interested in ranged weapons, protective devices other than armor, and devices that have interesting utility effects—using magnetism, creating force fields, healing wounds, reshaping flesh, creating or destroying matter, and so on. This is true of cyphers as well as artifacts.

Advanced Nanos: As Nanos gain more experience, they typically learn new and more powerful esoterics. They begin their careers by making personal shields and blasting foes with energy, but eventually, they can fly through the air, disintegrate matter, teleport vast distances, and control the weather.

NANO BACKGROUND

Nanos can do things that seem like magic to other people, but their powers aren't based on charms or spellcasting—the explanation is likely far stranger. Choose one of the three options described below as the source of your abilities. 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.

FORBIDDEN KNOWLEDGE

You understand the numenera far better than most people do. You know that it isn't just strange machines buried in old ruins. The numenera is everywhere, beyond the perception of humans. You know that microscopic machines called nanites are threaded through every inch of the world, waiting to be activated. You know that satellites in orbit are broadcasting information, waiting for someone to access it. Having studied long and hard, learning the proper ways to tap into the forces all around you, you know how to activate these machines and make them do what you wish, at least in limited, specific ways. These uses of power are called esoterics.

Through various tiny devices that you possess, which probably seem like magic charms to the uninitiated, you “conjure” energy. By accessing the datasphere transmitted across the world, you connect with machines—including the nanites—to change your environment.

Advancement: You must continue to study. There's far more to the numenera than one person can ever know, but that doesn't mean you shouldn't try to learn it all. More secrets and more knowledge mean more power. At some point in your career, you might need to find a teacher or another source of knowledge. So many questions need answers.

When your stats improve or you learn new skills, it's because you have mastered another new technique that taps into the secret world. When you gain a new esotery, it's the result of long hours of study and practice in using your mysterious lore.

PSIONICS

You know that the world is filled with ancient machines and their creations. Some of them are visible, but many are not. It's not just skill or knowledge that allows you to gain access to them. You have a psychic talent to interface with the machines to produce various effects. Some of these machines are secreted about your person, and others are infused into the environment of the Ninth World.

You can't conjure energy or warp matter on your own, but you have the rare and spectacular ability to control the invisible nano-machines that do it for you. Is this gift the natural result of extreme exposure to technology? Is it the fusion of the biological and the mechanical? Is it the design of a genius architect, generations earlier, who manipulated the genetics of your family? Or is it just a random mutation? In any case, you're the natural synthesis of human and machine, working as one.

Advancement: Understanding this natural talent took time and training, and more of both is needed to expand and refine your powers. In addition to seeking help with your instruction, you might need to find drugs, devices, or other external stimulation.

When aspects of your character improve or you learn new skills or esoterics, it's because you have mastered a new facet of your psychic abilities or discovered an entirely new use for a machine in your environment.

PORTS AND PLUGS

You have a connection with machines for one clear reason: you're practically a machine yourself. Your nervous system is laced with circuitry, and your body has implanted jacks and ports where you plug in modules and other technological bits that provide your capabilities. When you produce effects or manipulate nanites, you do so through your body's direct mechanical interface. Your force blasts might come from a device implanted in your palm or fingertip. Your ability to tap into the datasphere might come from the receiver plugged into a port you built in the back of your neck.



NANO CONNECTION

Roll a d20 or choose from the following list 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.

Roll	Background
1	You served as an apprentice for a nano-sorcerer respected and feared by many people. Now you bear his mark.
2	You studied in a school infamous for its dark, brooding instructors and graduates.
3	You learned nano-sorcery (or gained your modifications) in the temple of an obscure god. Its priests and worshippers, although small in number, respect and admire your talents and potential.
4	While traveling alone, you saved the life of a powerful abhuman brute. Although unwilling to accompany you on your journey, he remains indebted to you.
5	Your mother was a powerful nano while she lived, helpful to many locals. They look upon you kindly, but they also expect much from you.
6	You owe money to a number of people around town and don't have the funds to pay your debts.
7	You failed disgracefully at your initial studies with your teacher and now proceed on your own.
8	You learned your skills faster than your teachers had ever seen before. The powers that be took notice and are paying close attention.
9	You killed a well-known criminal in self-defense, earning the respect of many and the enmity of a dangerous few.
10	You trained as a glaive, but your skills with the numenera and other types of lore eventually led you down a different path. Your former comrades don't understand you, but they respect you.
11	While studying to be a nano, you worked as an assistant for a seamstress, making friends with the owner and the clientele.
12	Your family owns a large vineyard nearby known to all for its fine wine and fair business dealings.
13	You trained for a time with a group of Aeon Priests, and they still look upon you with fondness.
14	You worked the gardens in the palace of an influential noble. She wouldn't remember you, but you made friends with her young daughter.
15	An experiment you conducted in the past went horribly awry. The locals remember you as a dangerous and foolhardy individual.
16	You hail from a distant land where you were well known and regarded, but people here treat you with suspicion.
17	People you meet seem put off by the strange birthmark on your face.
18	Your best friend is also a nano. You and she share discoveries and secrets readily.
19	You know a local merchant very well. Since you give him so much business, he offers you discounts and special treatment.
20	You belong to a secretive social club that gathers monthly to drink and talk.

Obviously, to become a Nano, you have undergone numerous surgeries and procedures (either willingly or unwillingly). You are forever changed. Some people treat you with disdain or derision, but perhaps most of your modifications can be hidden by a hooded cloak or similar garment.

Advancement: Do you want to gain more abilities? Just find new hardware and plug it in. Although talent and practice are still involved, physical upgrades are your primary means of picking up new tricks. Adding points to your stat Pools might mean undergoing new procedures. Adding a new esotery might require putting an implant in your head, although changing one esotery to another could be as simple as unplugging one module and jacking in a replacement.

NANO PLAYER INTRUSIONS

When playing a Nano, you can spend 1 XP to use one of the following player intrusions, provided the situation is appropriate and the GM agrees.

Advantageous Malfunction: A numenera device that is being used against you malfunctions. It might harm the user or one of their allies for a round, or activate a dramatic and distracting side effect for a few rounds.

Convenient Glimmer: A glimmer provides you with a clear answer or suggests a course of action with regard to an urgent question, problem, or obstacle you're facing.

Inexplicably Unbroken: An inactive, ruined, or presumed-dead device temporarily activates and performs a useful function relevant to the situation. This is enough to buy you some time for a better solution, alleviate a complication that was interfering with your abilities, or just get you one more use out of a depleted cypher or artifact.

NANO STAT POOLS

Stat	Pool Starting Value
Might	7
Speed	9
Intellect	12

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

FIRST-TIER NANO

First-tier Nanos have the following abilities. Add them to the appropriate place on your character sheet, under Effort, Edge (in the appropriate stat Pool), equipment, and potentially skills and special abilities:

Effort: Your Effort is 1.

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

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

Weapons: You can use light weapons without penalty.

You have an inability with medium weapons and heavy weapons; your attacks with medium and heavy weapons are hindered.

Skills: You are trained in understanding numenera.

Starting Equipment: You start with clothing, one weapon, a book about the numenera, three cyphers (chosen for you by the GM), one oddity (chosen for you by the GM), and 4 shins (coins). Before selecting your weapons, armor, and other gear, you might want to wait until after you've chosen your esoterics, descriptor, and focus.

Default Starting Cyphers and Oddity: Your GM may provide you with starting cyphers and an oddity. Otherwise, you begin with the following.

- **Cyphers:** gravity-nullifying spray, telepathy implant, teleporter
- **Oddity:** Metallic jar that maintains the temperature of liquid inside indefinitely

Esoterics: You can tap into the numenera to reshape the world around you. Similar in appearance to the way a fabled wizard might seem to cast spells, these expressions of your knowledge are called esoterics. People who are not Nanos sometimes call them spells or charms.

Most esoterics must be activated, which requires that you have a free hand and spend 1 or more Intellect points. If no Intellect point cost is given for an esotery, it functions continuously without needing to be activated. Some esoterics specify a duration, but you can always end one of your own esoterics anytime you wish.

Choose two of the esoterics described below. You can keep track of these in the Special Abilities section of your character sheet. You can't choose the same esotery more than once unless its description says otherwise.

- **Hedge Magic (1 Intellect point):** You can perform small tricks: temporarily change the color or basic appearance of a small object, cause small objects to float through the air, clean a small area, mend a broken object, prepare (but not create) food, and so on. You can't use Hedge Magic to harm another creature or object. Action.

- **Onslaught (1 Intellect point):** You attack a foe using energies that assail either their physical form or their mind. In either case, you must be able to see your target. If the attack is physical, you emit a short-range ray of force that inflicts 4 points of damage. If the attack is mental, you focus your mental energy to blast the thought processes of another creature within short range. This mindslice inflicts 2 points of Intellect damage (and thus ignores Armor). Some creatures without minds (such as automatons) might be immune to your mindslice. Action.
- **Push (2 Intellect points):** You push a creature or object an immediate distance in any direction you wish. You must be able to see the target, which must be your size or smaller, must not be affixed to anything, and must be within short range. The push is quick, and the force is too crude to be manipulated. For example, you can't use this esotery to pull a lever or even close a door. Action.



- **Scan (2 Intellect points):** You scan an area equal in size to a 10-foot (3 m) cube, including all objects or creatures within that area. The area must be within short range. Scanning a creature or object always reveals its level (a measure of how powerful, dangerous, or difficult it is). You also learn whatever facts the GM feels are pertinent about the matter and energy in that area. For example, you might learn that the wooden box contains a device of metal and synth. You might learn that the glass cylinder is full of poisonous gas, and that its metal stand has an electrical field running through it that connects to a metal mesh in the floor. You might learn that the creature standing before you is a mammal with a small brain. However, this esotery doesn't tell you what the information means. Thus, in the first example, you don't know what the metal and synth device does. In the second, you don't know if stepping on the floor causes the cylinder to release the gas. In the third, you might suspect that the creature is not very intelligent, but scans, like looks, can be deceiving. Many materials and energy fields prevent or resist scanning. Action.
- **Ward:** You have a shield of energy around you at all times that helps deflect attacks. You gain +1 to Armor Enabler.



JACK

Jacks are intrepid explorers. They are jacks of all trades—hence the name—although the word also hearkens back to fables involving a wily, resourceful hero who always seems to be named Jack. Used as a verb, “to jack” means to steal, to deceive, or to get out of a tight scrape through ingenuity or luck.

Jacks don't use one skill or tactic exclusively; they use whatever weapons, armor, esoterics, or anything else might help them. They are hunters (particularly treasure hunters), con artists, skalds, rogues, scouts, and experts in a variety of fields.

Jacks in Society: Jacks are crafters, entertainers, leaders, and thieves. They're architects, engineers, con artists, salespeople, and teachers. This diversity doesn't mean that the Jack is the archetypal everyman—that kind of simple categorization would diminish the character type. Jacks are remarkable in that they can do so many different things, and some do multiple things. If one Jack is an artist and another is an explorer, there's likely a third who is both at once.

Skilled and learned Jacks who share their gifts with others are prized members of society, well respected for what they know and can do. A village might be protected by warriors, but it's the Jack who makes everything run smoothly by repairing or building whatever is needed, handling disputes, investigating mysteries, and so on. On the other hand, Jacks who use their varied abilities to benefit only themselves are distrusted at best and reviled at worst. The murderers and thieves of a community are likely Jacks.

Jacks in the Group: Jacks fill in the space between the extremes of Nanos and Glaives. They frequently do a little of everything and know a little of everything. They can fight alongside a Glaive or have a scholarly talk with a Nano. There are no right or wrong places, actions, or roles for Jacks. They can hold their own in combat or other dangerous situations, but they excel at many assorted tasks like searching for clues, using diplomacy with the locals, or repairing a piece of broken gear. The drawback, of course, is that Jacks are rarely the best fighters in combat or the best numenera handlers. They might, however, be the best at more specialized skills. They're the most likely characters to know how to climb, how to stand watch effectively, how to jimmy a lock, and how to jury-rig a makeshift shelter or snare trap.

Jacks and the Numenera: Jacks gravitate toward cyphers or artifacts that expand their array of options even further. An enhanced piece of armor might be fine for a Glaive, but many Jacks would rather have an object that allows them to communicate at a distance, walk through walls, or put foes to sleep.

Advanced Jacks: Jacks are the most flexible of the character types, and advanced Jacks are no different. Some learn esoterics, as Nanos do. Others hone their combat abilities. Some Jacks do both, gaining more skills and improving at, well, a little bit of everything.

JACK CONNECTION

Roll a d20 or choose from the following list 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.

Roll	Background
1	You come from a large family and had to fend for yourself from an early age.
2	Your older sister is a skilled nano. You weren't able to follow her path, but the numenera is not unknown to you.
3	You're a member of a guild of explorers who specialize in uncovering ancient mysteries.
4	You worked alongside your father, who was skilled in many things, until he disappeared one day with no explanation.
5	You grew up on the streets and studied at the school of hard knocks.
6	You remember little of your past, which has always seemed strange to you.
7	You came of age in the wild and are used to living rough.
8	Your family is wealthy but earns little respect from the locals.
9	You're friends with many people in the community and are generally well regarded.
10	You have an annoying rival who always seems to get in your way or foil your plans.
11	You're in love with a local shopkeeper, but that person shows little interest in you.
12	Several expeditions preparing to explore old ruins and odd mysteries would like you to join them because you seem like a promising addition to the team.
13	Your best friend from childhood is now an Aeon Priest.
14	You come from a nearby community, but the locals consider the folk of your hometown to be untrustworthy rivals.
15	You're close friends with a local married couple, both of whom are experienced nanos.
16	You're drinking buddies with a number of the local guards and glaives.
17	You once saved the child of a local noble from a fire, and she is very grateful.
18	You used to work with a troupe of traveling minstrels and performers, and they remember you fondly (as do people in the places you visited).
19	You're wanted for a crime you didn't commit.
20	You have a friend with an extensive library, plenty of food and drink, and a comfortable home—and the door is always open to you.

JACK BACKGROUND

You might hear people say that a Jack is just the typical everyman (or everyperson), but don't believe it. You aren't like anyone else. You can do things that no one else can do because you do so *many* things. You're a warrior, you're a thief, you're a diplomat, you're a sage, and you're a spy.

When you choose Jack as your character type, come up with an explanation for how you learned your wide variety of talents. Choose one of the three options described below. 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.

BORN LUCKY

You seem to be better than most people because you are. Your ancestors were part of a genetic experiment, and your genes are superior to those of the average human. You're smarter, stronger, more dexterous, and able to learn mental and physical skills more quickly. Folks might call you charismatic, blessed, divinely gifted, or just plain lucky. They probably said the same thing about your parents, their parents, and so on. Some of your genetic advantage might even grant you low-level psychic abilities that greatly resemble the "miracles" performed by Nanos.

Advancement: You might be a superhuman, but you're still limited by what you learn and experience. Therefore, you must continue to train and study. Practice is the key—it just comes easier for you than it does for others.

When you improve, it's because you have honed your natural abilities or unlocked heretofore unknown genetic traits.

SCHOOL OF HARD KNOCKS

You learned things the hard way—on your own. Adaptive and canny, you express the true strengths of humanity in your ability to adjust quickly to circumstances, pick up new tricks to succeed, and ultimately survive when you probably should be dead.

Most likely, you grew up on your own, perhaps on the streets, in the wilderness, or amid ruins. The details don't really matter. What's important is that you taught yourself how to overcome whatever challenges came along.

Advancement: Just keep on keeping on. You got to where you are by observing, learning, adapting, and adopting. To advance, you need to do more of the same. Constant wariness coupled (somewhat paradoxically) with constant curiosity allows you to hone your skills and new capabilities.

A COBBLED JUMBLE

You're the product of generations of eugenics, bolstered by minor cybernetic enhancements, a few small psychic abilities, and the lessons of secret masters. In other words, you don't have one source of power or one explanation for your abilities—you have many, and as far as you're concerned, that's the best formula for success. You don't put all your eggs in a single proverbial basket. To really get ahead, you must rely on multiple strengths.

You've always got an unexpected trick up your sleeve or a fallback contingency. For example, you might have subdermal implants that make you more resilient, your training might let you sense a foe's attack before he strikes, and your psychic abilities could allow you to push your enemy's blade slightly to the left so you can just barely dodge it. In the end, you're simply hard to hurt.

Advancement: You have chosen every path, so you must travel each of them. Training and drugs fuel your body and mind, brain implants grant you additional skills, and devices hidden in your palms give you fresh abilities. Advancement means new teachers and technicians, strange substances and radiations, and an ever-increasing need to discover the secrets of the past that will prove essential for your future.

JACK PLAYER INTRUSIONS

When playing a Jack, you can spend 1 XP to use one of the following player intrusions, provided the situation is appropriate and the GM agrees.

Familiar Insight: You know this person (or heard about them somewhere) well enough to give insight about their motives or intentions and how best to convince them to see things your way. You know the right words, posturing, inflection, amount of emotional manipulation, or even what sort of joke or agreeable complaint might sway them. This can convince a neutral person to take your side, or a hostile one to hear you out for a little while longer.

Inspirational Recall: You recall an important detail from a previous encounter (perhaps something you don't even remember noticing at the time) that suggests a successful course of action for your current situation. This might be recognizing a password hidden in an innocuous code or riddle, realizing you saw a suspicious individual near a crime scene, overhearing an important conversation between two NPCs, or understanding that an NPC's subtle glance or gesture had additional connotations indicating what you should do.

Lucky Break: Something unexpected happens that is to your advantage. A rope your opponent is hanging from might snap, the person you're debating in front of an influential Aeon Priest might trip or forget what they were going to say, or something that was supposed to last only a round or two lasts a little while longer.

JACK STAT POOLS

Stat	Pool Starting Value
Might	10
Speed	10
Intellect	10

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

FIRST-TIER JACK

First-tier Jacks have the following abilities. Add them to the appropriate place on your character sheet, under Effort, Edge (in the appropriate stat Pool), equipment, and potentially skills and special abilities:

Effort: Your Effort is 1.

Jack of All Trades: You have an Edge of 1 for one stat of your choice: Might, Speed, or Intellect. You have an Edge of 0 for the other two stats.

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

Weapons: You can use light and medium weapons without penalty. You have an inability with heavy weapons; your attacks with heavy weapons are hindered.

Skills: Choose one skill (other than attacks or defense) in which you aren't already trained. You are trained in this skill.

Flex Skill: At the beginning of each day, choose one task (other than attacks or defense) on which you will concentrate. For the rest of that day, you're trained in that task. You can't use this ability with a skill you're already trained in to become specialized.



Starting Equipment: You start with clothing, two weapons, light armor, an explorer's pack, a pack of light tools, two cyphers (chosen for you by the GM), one oddity (chosen by the GM), and 8 shins. Before selecting your weapons, armor, and other gear, you might want to wait until after you've chosen your tricks of the trade, descriptor, and focus.

Default Starting Cyphers and Oddity: Your GM may provide you with starting cyphers and an oddity. Otherwise, you begin with the following.

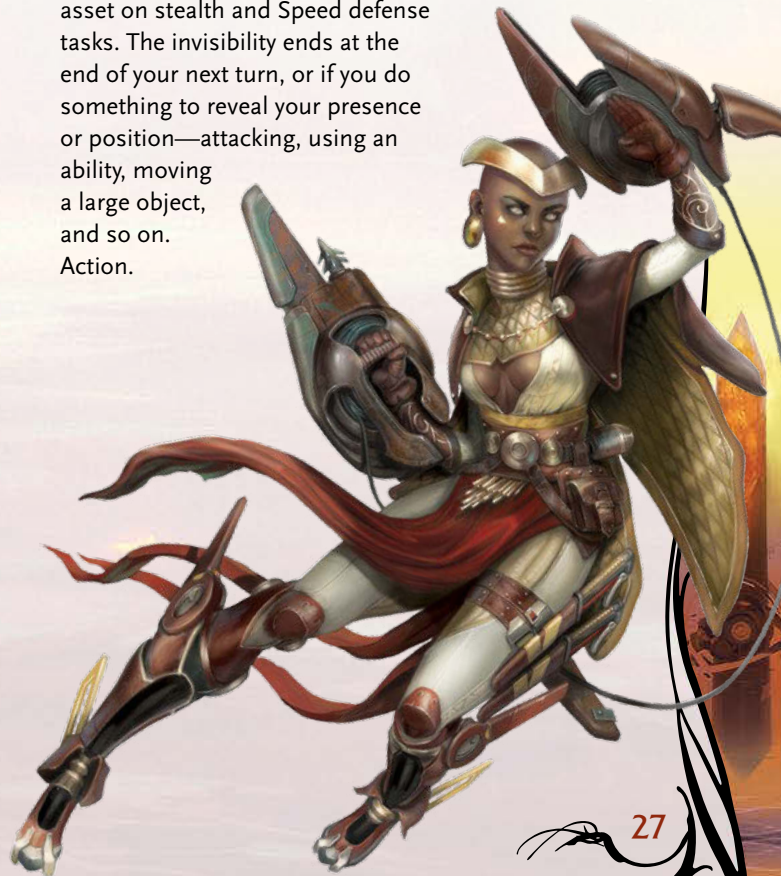
- **Cyphers:** machine control implant, visage changer
- **Oddity:** Small square cage that puts whatever single creature is inside it into stasis

Tricks of the Trade: You have a wide range of abilities that keep people guessing. Some of these tricks of the trade are technically esoterics, using the numenera, while others are more mundane. Some tricks are constant, ongoing effects; others are specific actions that usually cost points from one of your stat Pools.

Choose two of the tricks described below. You can keep track of these in the Special Abilities section of your character sheet. You can't choose the same trick more than once unless its description says otherwise.

- **Trained 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 Speed Effort cost for wearing armor by 1. Enabler.
- **Create Deadly Poison (3+ Intellect points):** You create one dose of a level 2 poison that inflicts 5 points of damage. You can apply this poison to a weapon, food, or drink as part of the action of creating it. In addition to the normal options for using Effort, you can choose to use Effort to increase the level of the poison; each level of Effort used in this way increases the poison level by 1. If unused, the poison loses its potency after one hour. Action.
- **Critter Companion:** A level 1 creature accompanies you and follows your instructions. This creature is no larger than a large cat (about 20 pounds, or 9 kg) and is normally some sort of domesticated species. You and the GM must work out the details of your creature, and you'll probably make rolls for it in combat or when it takes actions. The critter companion acts on your turn. As a level 1 creature, it has a target number of 3 and a 3 health, and it inflicts 1 point of damage. Its movement is based on its creature type (avian, swimmer, and so on). If your critter companion dies, you can search an urban or wild environment for 1d6 days to find a new companion. Enabler.
- **Face Morph (2+ Intellect points):** You alter your features and coloration for one hour, hiding your identity or impersonating someone. This affects only your face, not the rest of your body. You can't perfectly duplicate someone else's face, but you can be accurate enough to fool someone who knows that person casually. You have an asset in all tasks involving disguise. You must apply a level of Effort to be able to impersonate a different species. Action.

- **Fleet of Foot (1+ Speed points):** You can move a short distance as part of another action. You can move a long distance as your entire action for a turn. If you apply a level of Effort to this ability, you can move a long distance and make an attack as your entire action for a turn, but the attack is hindered. Enabler.
- **Late Inspiration (3 Intellect points):** You retry a task you failed within the past one minute, using the same difficulty and modifiers, except this time you have an asset on the task. If this retry fails, you can't use this ability to retry it again. Enabler.
- **Link Senses (2 Intellect points):** You touch a willing creature and link its senses to yours for one minute. At any time during that duration, you can concentrate to see, hear, and smell what that creature is experiencing, instead of using your own senses. If you or the creature move out of long range, the connection is broken. Action to initiate.
- **Phased Pocket (2+ Intellect points):** You connect yourself for one hour to a small space that is out of phase and moves with you. You can access this space as if it were a convenient pocket or bag, but nobody else can perceive or access the space unless they have the ability to interact with transdimensional areas. The space can hold up to 1 cubic foot. The space is a part of you, so you can't use it to carry more cyphers than your limit, a detonation cypher activated inside the space harms you, and so on. When the connection ends, anything in the space falls out. For each 2 additional Intellect points you spend, the pocket lasts an additional hour. Enabler.
- **Vanish (2 Intellect points):** You become invisible for a short amount of time. While invisible, you have an asset on stealth and Speed defense tasks. The invisibility ends at the end of your next turn, or if you do something to reveal your presence or position—attacking, using an ability, moving a large object, and so on. Action.



ARKUS

Arkai are natural leaders of the Ninth World, using wit, rhetoric, and the strength of working together to overcome problems. Heralds, nobles, and pioneers could be Arkai. Sometimes warlords, generals, and even guardians are Arkai. “Arkus” is common vernacular used by humans in the Steadfast and the Beyond for any person skilled in governing others, but in truth, the word applies only to those who are specially gifted in leadership. Arkai have the potential to spearhead armies, cities, or even entire regions, because their abilities surpass those who are merely good at running a long confidence game.

Arkai are usually quite intelligent, but being able to survive physical challenges is important for anyone exploring or establishing new communities in the Ninth World. As a result, many Arkai have a high Intellect and either Might or Speed as a high secondary statistic, depending on whether they like to come in strong or to get out of the way of threats. When forced to fight, Arkai prefer ranged weapons, though they'd rather get someone else to fight on their behalf if they can't defuse the situation another way.

Arkai in Society: People who don't have a talent for leadership or who haven't trained long and hard to lead sometimes discount an Arkus's abilities. Without personal experience in being an effective leader, it's easy to assume that anyone can do it. In terms of public perception, Arkai are at the opposite end of the continuum from Nanos. Nanos are viewed with suspicion and fear because what they do is unknown, but anyone can tell someone else what to do. Of course, the secret is that it's incredibly hard to convince people to listen, let alone tell someone else the *best* thing to do and not inadvertently lead followers into some kind of disaster.

Tales of both mighty and disastrous leaders are common in the Ninth World, with anecdotes of the disastrous (or at least the mediocre and bad) ones outnumbering the positive by ten to one. That's because true Arkai are relatively rare. Anyone can say they're a leader, and many people do have experience in ordering others around. But that experience doesn't necessarily equate to quality.

Arkai are almost always found with others—peers, at least, if not followers. An Arkus is at their best when surrounded by those who can help them develop their

ARKUS CONNECTION

Roll a d20 or choose from the list below 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.

Roll Background

- | | |
|----|---|
| 1 | You were in the military and had command over several others who still serve. |
| 2 | You were the head of a wealthy merchant family that lost everything in a disaster. |
| 3 | You owned a tavern for a while, but you sold it to a friend so you could seek greater challenges. |
| 4 | You learned at the feet of an incredibly talented leader who went into hiding for fear of assassination. |
| 5 | Your first love is involved in the ruling council of the community where you spent much of your youth. |
| 6 | One of your grandparents was a minor official, but they were ousted and run out of town on suspicion of corruption. |
| 7 | You spent some time leading a group of violent rebels but thought better of your actions later. |
| 8 | You once promised to help a negotiation with a group of abhumans that turned out badly. |
| 9 | A flock of traveling murders always seek you out when they're nearby because you once helped them. |
| 10 | You are a member of a small secret society. |
| 11 | Your ex-best friend tried to have you arrested on trumped-up charges, so you left town. |
| 12 | You have traveled extensively, and during that time, you accumulated quite a collection of strange souvenirs. |
| 13 | You grew up in a large, thriving city and still have many friends and contacts back there. |
| 14 | You spoke up for a person you thought was wrongly accused of a crime. They were released partly based on your testimony, but you later came to have doubts. |
| 15 | As an orphan, you had a difficult childhood, and your entry into adulthood was challenging. |
| 16 | You headed a small church, and though you left to pursue your own strange journey, the congregation still tries to lure you back to the pulpit. |
| 17 | Before they died, your parent was a respected member of the Order of Truth. Those who knew your parent are fond of you, but they also expect great things from you. |
| 18 | As a political refugee, you are often treated with suspicion. |
| 19 | When you were a diplomat working for a large city, you made friends with several visiting envoys, some of whom you still contact. |
| 20 | You were married but lost your spouse in a horrific accident. The protection you failed to offer them is something you'd like to provide to save others. |

ideas, turn their goals into reality, and improve society in a way that the Arkus most values.

Some Arkai claim power by showing their competence and winning over others. Other Arkai rely on their legacy of a noble birth, an inheritance, or even claims that they are representatives of a god, some ancient and dead species, or one that no longer exists in the world. These latter claims are appeals to authority and can be effective in the short term, but only if an Arkus can back up those claims with the actual ability to make good decisions on behalf of a larger community.

Arkai in the Group: Typically, an Arkus is the party member who leads from the rear, as their abilities are not directly aggressive. Compared to the Glaive or Delve, the Arkus isn't nearly as robust. However, an Arkus is never too far away to verbally intercede on the party's behalf. Many of their abilities require that they be able to talk to other creatures. This is especially true when an Arkus is operating within an allied community or horde. When the party needs to negotiate with enemies, calm a community, or take charge, the Arkus is the one they want.

Arkai and the Numenera: When it comes to the numenera, most Arkai are interested in items that allow communication across large distances or to many people at once, in objects that will extend their influence with others, and even in items that allow them to know what others think and believe. With such knowledge, an Arkus can better lead them or at least figure out how to gain their allegiance. Arkai understand that changing a creature's mind against its will or otherwise compromising consent is not the way to build a following over time, because reputations are hard to shed once tainted by bad behavior.

Advanced Arkai: An Arkus might begin as a wide-eyed idealist interested in leading people to a better tomorrow, but as they advance, they might use their skills to become one of the leaders in an allied or newly founded community. Their presence helps a community be more robust and better able to survive hard times. They can rule effectively, because they know how other creatures think.

ARKUS BACKGROUND

As an Arkus, you have the capacity to influence other people and, on a larger scale, communities, hordes, and even society itself. 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 background. This choice will provide the foundation of your character 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.

INBORN TRAITS

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, and your face attractive. These qualities have always been strong enough that you could rely on them. While others studied a craft, learned to fight or steal, or tinkered with the numenera, you found that you could usually get what you needed and wanted by talking to people.

Now, all this might come from a heritage of quality forebears, or it could come from something more. A silver-tongued Arkus like yourself might have inherited these qualities from your family, or you might benefit from 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

You might be a leader, but you don't fit the mold. Although you gained your share of practical experience in learning how to influence others, you have the numenera on your side as well. Some of your knowledge of rhetoric and ability to speak at an enhanced volume is due to biomechanical bits implanted in your brain and spine, wired into your nerves and muscles. Your vocal cords are woven with subtle resonant threads. Subdermal plating makes your appearance more symmetrical and pleasing. Your facial muscles are interlaced with small elements that give you complete control over your micro expressions.

Alternatively, your genetic code could have been rewritten by engineered viruses, or the tissues in your body could have been reworked by nanotech, turning you into a paragon that others are drawn to. Or maybe you've been altered by strange science—radioactive treatments of bizarre energies, chemical compounds and drugs, or extradimensional enhancements—that makes you smarter and more able to see the implications of long-term planning than anyone around you.

Whatever the case, you're the result of ancient knowledge made manifest in the present, and now you're shaping the future. Perhaps your modifications are obvious and visible; perhaps they're not. Regardless, you know that you're more than merely human.

Advancement: Your leadership abilities are in some ways predicated on keeping the enhancements in your body working well and, when possible, improving them. You're always on the lookout for new parts and systems that can be incorporated into your body or new doses of drugs and supplements to maintain your abilities. You might need to seek out surgeons, mechanics, or bioenhancement specialists to take you to the next level. Perhaps the Aeon Priests 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 are eloquent, good-looking, or both, but what really separates you from the crowd is your training. Perhaps you worked as an intern with the Aeon Priests in Qi that work behind the scenes to lead the Order of Truth, where they taught you how to speak eloquently, debate convincingly, and synthesize the best plans from all those put forth.

You know a thousand different ways to argue and influence. You learned how to read people to ascertain their moods, distinguish their truths from their lies, and determine what they want and what they need to hear. You got a lot of practice using your skills in public, starting small at first but working your way up to leading community movements and taking charge of short-term community projects.

Advancement: When it comes to leadership, meeting with small convocations of your peers is always useful; however, there is no teacher like actual experience. You will develop some of your greatest skills and abilities on your own. Perhaps when the time comes, you will consider taking on an intern of your own, not only to pay back what's been given to you but because through teaching comes discovery.



ARKUS PLAYER INTRUSIONS

When playing a Arkus, you can spend 1 XP to use one of the following player intrusions, provided the situation is appropriate and the GM agrees.

Friendly NPC: An NPC you don't know, someone you don't know that well, or someone you know but who hasn't been particularly friendly in the past chooses to help you, though doesn't necessarily explain why. Maybe they'll ask you for a favor in return afterward, depending on how much trouble they go to.

Perfect Suggestion: A follower or other already-friendly NPC suggests a course of action with regard to an urgent question, problem, or obstacle you're facing.

Unexpected Gift: An NPC hands you a physical gift you were not expecting, one that helps put the situation at ease if things seem strained, or provides you with a new insight for understanding the context of the situation if there's something you're failing to understand or grasp.

ARKUS 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.

FIRST-TIER ARKUS

First-tier Arkai have the following abilities. Add them to the appropriate place on your character sheet, under Effort, Edge (in the appropriate stat Pool), equipment, and potentially skills and special abilities:

Effort: Your Effort is 1.

Leader: 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.

Weapons: You can use light weapons without penalty. You have an inability with medium and heavy weapons; your attacks with medium and heavy weapons are hindered.

Skills: You are trained in persuasion. In addition, you are trained in another interaction skill in which you are not already trained. Choose one of the following: negotiation, deceiving, public speaking, intimidation, or seeing through deception. You have an inability in crafting numenera, salvaging numenera, and understanding numenera. Enabler.

Community Leader: While you are present within a community, and actively and personally working on behalf of that community, the community's rank is +1 for all purposes except damage inflicted. Enabler.

Demeanor of Command (2 Intellect points): You emote confidence, knowledge, and charisma to all who see you for the next hour. Your demeanor is such that those who see you automatically understand that you are someone important, accomplished, and with authority. When you

speak, strangers that are not already attacking give you at least a round to have your say. If speaking to a group that can understand you, you can attempt to have them produce their leader or ask that they take you to their leader. You gain a free level of Effort that can be applied to one persuasion task you attempt during this period. Action to initiate.

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

Default Starting Cyphers and Oddity: Your GM may provide you with starting cyphers and an oddity. Otherwise, you begin with the following.

- **Cyphers:** farspeaker, harmony lamp
- **Oddity:** Feathered hat that occasionally makes bird noises

Precepts: You have a wide range of abilities that give you an edge over other people. Some of these precepts are similar to esoterics in that you call upon a strange ability, use a device, and so on. Others are more mundane, relying on skill. 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 precepts are constant, ongoing effects; others are specific actions that usually cost points from one of your stat Pools.

Choose two of the precepts described below. You can't choose the same precept more than once unless its description says otherwise. You can keep track of these in the Special Abilities section of your character sheet.

- **Anecdote (2 Intellect points):** You can lift the spirits of a group of creatures and help them bond together by entertaining them with an uplifting or pointed anecdote. For the next hour, those who pay attention to your story are trained in a task you choose that's related to the anecdote, as long as it's not an attack or defense task. Action to initiate, one minute to complete.
- **Babel (3 Intellect points):** Once each day, choose one language that you've encountered on which you will concentrate. For the rest of that day, you can speak that language with reasonable facility. You don't lose the use of any other languages you know normally during this period. Action to initiate, ten minutes to complete.
- **Connection With an Organization:** You have a general connection with an important organization, such as the Order of Truth, the Angulan Knights, the aristocracy of a region, a merchant guild, and so on. Tasks related to interacting with members of that group gain an asset. Further, you can use this connection to learn about events related to that organization's focus. For instance, if you have a connection with the Angulan Knights, you may learn of events related to mutants in the area. You and the GM should work out the details together. You can choose this ability more than once and choose a new organization each time. Enabler.



- **Goad (1 Intellect point):** You can attempt to goad a target into a belligerent—and probably foolish—reaction that requires the target to try to close the distance between you and attempt to physically strike you on its next turn. They attempt this action even if this would cause them to break formation or to give up cover or a tactically superior position. Whether the target strikes you or fails to do so, they come to their senses immediately afterward, after which further tasks attempting to goad the target again are hindered. Action to initiate.
- **Powerful Rhetoric (1 Intellect point):** After engaging a creature in conversation for at least a minute, you can attempt to influence how that creature is perceived, promoting it as a *friend*, dismissing it as a *fool*, or denouncing it as an *enemy*. Your words are so well chosen that even you and it are affected, because your conviction and its doubt are paramount. The accuracy of your assessment isn't important as long as you keep up the rhetoric. From then on (or until you change your rhetoric or the creature offers a convincing defense to those who've heard your label), the friend's social interactions gain an asset, the fool's social interactions are hindered, or the enemy's defenses are hindered. Action to initiate, one minute to complete.
- **Trained Without Armor:** You are trained in Speed defense actions when not wearing armor. Enabler.
- **Understanding (1 Intellect point):** You observe or study a creature or object. Your next interaction with that creature or object gains one asset. Action.

WRIGHT

Wrights are builders and crafters. When something special is required, a Wright can make it. When strange instructions are found in the ruins of the prior worlds, Wrights can decipher them and, using special components called *iotum*, craft their own cyphers, artifacts, or installations. In a way, Wrights are especially good at understanding and stealing the fire of creation that burned so brightly in the civilizations that rose to unimaginable heights before the Ninth World. Wrights are the rarest of the already rare numenera scholars; they aren't afraid of weird or incomprehensible tech—they try to take it apart and learn how to make more.

Wrights are especially skilled in the many tasks related to crafting. They need to be at least a little skilled at a lot of things. They want Intellect to help them decipher and develop numenera plans, identify components, and craft amazing items.

Wrights are not afraid to explore, especially because the *iotum* they need to make their wondrous items can usually be found only by salvaging it from places where physical danger is certain. They're happy to don heavy armor to protect themselves from danger, even though it slows them down a little. Though such armor can be restrictive, Wrights can usually rely on allies or followers to help them search out a particularly difficult-to-reach or tight spot.

Wrights in Society: People are usually very accepting of Wrights since the things they craft are often useful or even necessary, whether that means a wagon, a wall, or an installation that can light up a small community. When

Wrights begin to dabble in more exotic installations, automatons, or vehicles, public concern can creep in. A Wright with an automaton servant might be seen by some as a sorcerer who has infused a demonic spirit into crude matter, giving it life like the automatons that litter the landscape and that most people have enough sense to avoid.

But a Wright can be a vital part of any community, especially one that has special needs that can't be met any other way. With enough time and resources, a Wright can provide clean water, nutrition, defense, and of course, comfortable homes for people to live in.

Wrights get along well with Glaives and Delves. They rely on the former to protect them while they focus on creative tasks, and they trust that Delves will find and return fresh plan seeds and iotum that Wrights need to conduct their basic craft. Nanos can be friendly, but Wrights sometimes find themselves in competition with Nanos who want the same iotum, possibly for their own inscrutable tasks or even as an ingredient for their own crafting.

Arkai often come to Wrights asking for the creation of particular structures or installations. As long as they're asking and not ordering, the alliance remains on good terms. Wrights are friendly with some Jacks and sour on others; it depends on the Jack in question.

Wrights in the Group: While an Arkus might naturally assume some authority in a newly founded settlement or allied community, Wrights can also fulfill that role because they tend to remain in such locations for extended periods of time. On the other hand, a Wright is usually happy to let others make the hard decisions so they can focus on making interesting things. In a straight-up fight, Wrights rely on their creations to aid both themselves and their allies; an established Wright might even have created defensive or offensive installations in the group's base or newly founded settlement.

CHOOSING PLANS FOR YOUR WRIGHT

When choosing plans for your Wright, there are a few things to keep in mind. At lower tiers, Wrights should probably choose plans for objects and structures that have a lower minimum crafting level. Just as important, lower-tier Wrights should probably choose plans for objects and structures that don't have high modifiers for assessed crafting difficulties. Artifacts, for instance, have an assessed crafting difficulty of +3, which means that if you're trying to craft a level 3 artifact, the difficulty of the crafting task is actually 6. On the other hand, the modifier for cyphers is only +1, so attempting to craft a level 3 cypher is a difficulty 4 crafting task.

Higher assessed difficulties not only decrease the odds of succeeding at the crafting task, they also increase the amount of time required to craft the project and require that you find and salvage more and rarer kinds of iotum.

Wrights and the Numenera: Wrights wouldn't exist without the numenera. To craft anything other than mundane objects and structures, Wrights depend on iotum salvaged from scrap found in ruins and other locations, as well as fragments of information encoded in knowledge caches for millions of years or longer. So like Delves and Nanos, Wrights value any and all devices and discoveries related to the numenera and crave more.

Wrights usually craft items that help a larger community, but they can also craft objects to aid themselves, if they can find the plans to do so. Artifacts and cyphers that provide protection, store knowledge, and extend their crafting capabilities further are the kinds of numenera items Wrights are most excited to find or fashion.

Advanced Wrights: As Wrights gain experience and become more skilled and powerful, they develop more plans for building numenera objects and structures, they can drastically reduce the amount of time required to craft complex objects or structures, and they can take direct control of objects and structures they've built to create amazing effects.



WRIGHT CONNECTION

Roll a d20 or choose from the list below 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.

Roll	Background
1	Your mother praised your artistic talent as a child, but you chose to give it up in favor of crafting.
2	You lost your brother when you were young. Your only memory of him is a doll you yet keep.
3	You retain a pet automaton about the size of a breadbox with wheels that you had even as a child.
4	You are known as a seller of strange gadgets and once even made your living doing so.
5	You once created a machine for distilling spirits that your friends still tell stories about.
6	You had a partner who also enjoyed crafting, but there was an accident and they died.
7	You created a device that caused you to disappear for three months. You later reappeared with no memory of what had happened and a star-shaped scar on your left temple.
8	You're a member of a secret organization of wrights who occasionally share messages and plans.
9	You once owned a plan for crafting a dread destroyer, but it was stolen.
10	One of your creations accidentally triggered a local incident with the iron wind. At least, that's what some accused you of after it was all over and the dead were counted. You don't think it was your fault, but you wonder.
11	You had an apprentice you were teaching your craft to, but they left you in the middle of your most important project, causing it to fail.
12	Your best friend from your youth is now a hated outlaw, though others say they are a hero. You're not sure where the truth lies.
13	You once met the Amber Pope in Qi and received a verbal invitation to return one day.
14	On a few occasions, you've found just the iotum you needed to proceed in your work. You don't know who or what has been responsible for providing them.
15	You were a member of the Convergence, until you thought better of it. You still know one or two members.
16	Religion has always been part of your life, though only recently have you thought to question it.
17	A great musician in a nearby large city claims they owe their success to an instrument you crafted.
18	You know where dozens, perhaps even hundreds, of plan seeds are located, but you haven't been able to mount an expedition to locate and secure the cache yet.
19	You were accused of murdering your brother. You fled to where you are now.
20	You were trained by a master wright who left the world in a magnificent starcraft they built.

WRIGHT BACKGROUND

Not everyone that crafts numenera items is a Wright—Wrights are simply those who've trained (or otherwise gained) unique abilities related to building wondrous things. 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, and intuitions for craft, 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.

UNUSUAL UPBRINGING

From a very early age, you had access to machines and tools, and you were encouraged to learn how to use them. Perhaps you were raised by a Nano or an Aeon Priest who thought building was more important than playing. Maybe your parents were obsessed with the numenera. Or perchance

you were incubated and trained by machines who needed human ingenuity and creativity to solve a problem they couldn't overcome. You stacked gears and circuits instead of wooden blocks, and your earliest drawings were schematics for toys you wanted to build. Your bedtime stories were about automatons, nanites, and electronics, and your dreams were filled with the wondrous things you would create with an endless supply of iotum and parts.

When you grew older and prepared to set out on your own, you asked those who raised you what great work you could build for them as thanks for what they taught you—something contributing to their research, a device to overcome an infirmity, or even a new self-willed automaton to join them. Now you search for a suitable plan, the iotum to craft it, or both.

Advancement: You're always looking for new plans and, to the extent you can do so, researching new ones on your own. You have to push yourself, because researching new plans doesn't come easy. You're not even sure a limited mind like yours can do so without hurting itself. But you press on anyway, hoping for a breakthrough. Eventually,

you hope to find a plan that will allow you to bring into this world something truly amazing so you can honor your caregivers and prove that you were worthy of their work and attention.

UNEXPECTED BRILLIANCE

Your mind developed early, way before your peers. Your parents realized it and delighted in challenging you with puzzles and projects. You could fix household items, and eventually you found your true passion: taking apart oddities, scrap, and depleted cyphers. You figured out how to make broken machines work again, and honed your ability to recognize what a jumble of parts could do if you put them together in just the right configuration. Most people respected and appreciated your talent, some tried to exploit you, and a few feared you, but your incredible mind made sure you always came out ahead—or gave you enough of a head start to get away from serious trouble.

Whence did your brilliance spring? Just an accident of nurture and nature? Did you have a great-grandparent who was equally skilled? Or is your facility with objects and structures something inherent in you, such as a mutation in your brain that gives you insights that others can't imagine? It's a mystery, and one you'd like to solve one day. But only after you finish your current list of crafting projects.

Advancement: Even your amazing talents have their limits. Even when you have the perfect plan for creating an amazing new installation, you've had setbacks and failures. This means you're always looking for others like you, people with whom you can share your knowledge and they with you, so that perhaps together you'll all progress to new heights. That's not always possible, so usually your stats improve and you gain new abilities because you've taken the gifts you were born with and pushed them to the next level.

MECHANICAL INDOCTRINATION

The Prophecy was clear. If the machine that squatted at the center of town could not be awoken by midnight during the next eclipse, the Spear of God would strike like a burning sword from the void and blast everyone and everything to drit. You were one of the ones selected to awaken the Red Cube. You were schooled, drilled, and cypher-fed all manner of information, plans, knowledge, and even some physical know-how dripped into your blood by strange machines the city elders kept in dark basements. Others who were selected weakened and eventually died under the brutal regime of learning. It was rough on you, too, but where so many others failed, you succeeded. You learned. And with that knowledge, you repaired the machine and saved the city. But in the aftermath, you were different, both physically and psychologically.

You weren't taught how to craft things—it was programmed into you, hard-coded into your flesh and mind with drugs and technology, conditioned into your psyche with repetitive drills. You don't know if the motivations of your captors/doctors/instructors

were noble or nefarious, but the end result is that building things is as natural for you as breathing. You can assemble basic components when you're half asleep just by using muscle memory. You may even have subdermal implants that convert nutrition and bodily wastes into components you need. You might feel like you were robbed of a normal childhood, or you might celebrate your strange education and embrace opportunities to learn and experience childish things with adult senses and intellect. In some ways, you are an organic machine built to create and repair other machines, but your skills are what allow you to survive and thrive in the Ninth World. Your goal may be to destroy those who created you, better understand their motives, or push forward their agenda.

Advancement: You're not sure if you learned because of, or despite, the many odd substances and cyphers used to make you what you are now, so you continue to try both. Learning and, whenever possible, using machines that promise to unlock new avenues of thought and creativity within you. You're constantly on the lookout for new injections, energies, concoctions, and devices to improve your abilities and stats.



WRIGHT PLAYER INTRUSIONS

As a Wright, you can spend 1 XP to use one of the following player intrusions, provided the situation is appropriate and the GM agrees.

Device Perfection: A device or installation works even better than you expected it would, at least in this instance. Maybe the range is twice as long, the duration is 100% longer, or the effect itself is 50% stronger.

Crafting Insight: You are inspired, and you finish crafting the object or structure earlier than was expected (maybe even halving the total time).

Tinkering Vision: When using your Always Tinkering special ability, you discover that the materials you're using are of unexpectedly high quality, giving you specific options to choose from. So instead of gaining a random cypher, you gain the cypher of your choice (though it's still a temperamental cypher, so it's 2 levels lower than normal and you can't give it to someone else without destroying it).

WRIGHT STAT POOLS

Stat	Pool Starting Value
Might	9
Speed	7
Intellect	12

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

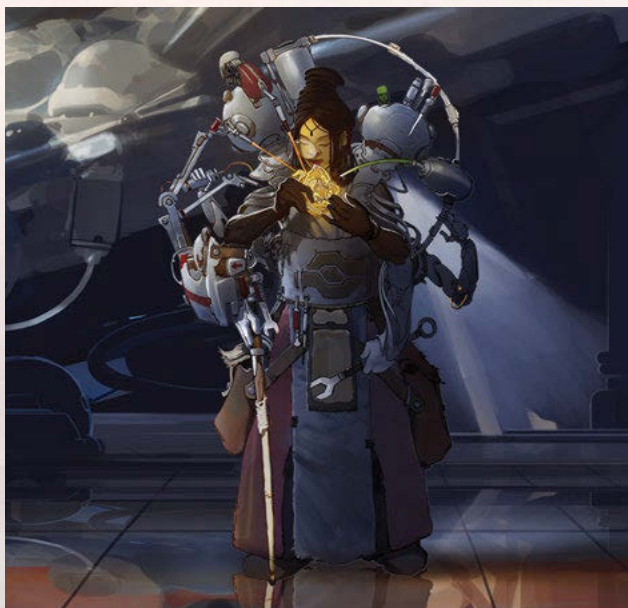
FIRST-TIER WRIGHTS

First-tier Wrights have the following abilities. Add them to the appropriate place on your character sheet, under Effort, Edge (in the appropriate stat Pool), equipment, and potentially skills and special abilities:

Effort: Your Effort is 1.

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

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



Weapons: You can use light weapons without penalty. You have an inability with medium and heavy weapons; your attacks with medium and heavy weapons are hindered.

Skills: You are trained in crafting numenera. In addition, you are trained in a crafting skill in which you are not already trained. Choose one of the following: salvaging numenera, understanding numenera, engineering, woodcrafting, armoring, weaponsmithing, or another crafting skill of your choice. You have an inability in salvaging numenera and understanding numenera. Enabler.

Community Builder: While you are present within the community, and actively and personally working on behalf of that community, +3 is added to the community's infrastructure. Enabler.

Always Tinkering: If you have any tools and materials at all, and you are carrying fewer cyphers than your limit, you can create a cypher if you have an hour of time to spend. The new cypher is random and always 2 levels lower than normal (minimum 1). It's also temperamental and fragile. These are called *temperamental cyphers*. If you give it to anyone else to use, it falls apart immediately, useless. Action to initiate, one hour to complete.

Numenera Plans: You start with two numenera plans of your choice. Enabler.

Starting Equipment: You start with clothing, one weapon, an explorer's pack, a book about crafting, three cyphers (chosen by the GM), one oddity (chosen by the GM), a box of crafting tools, and 5 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 abilities, descriptor, and focus.

Starting lotum: In addition to your starting equipment, you start with 4 units of io and 4 units of responsive synth. You also have 6 units of parts.

Default Starting Cyphers and Oddity: Your GM may provide you with starting cyphers and an oddity. Otherwise, you begin with the following.

- **Cyphers:** crafter's eyes, instant item, gravity changer
- **Oddity:** Piece of extremely strong and thin cable 8 feet (2.5 m) long

Inspired Techniques: You have a special talent for crafting and can create objects and structures that others can barely imagine. These talents are called inspired techniques. Some inspired techniques are constant, ongoing effects, and others are specific actions that usually cost points from one of your stat Pools. You gain some of your inspired techniques using special numenera tools. For instance, when you use Scan for lotum, it's probably from a device that you've either made, found, or been given.

Choose two of the inspired techniques described below. You can't choose the same inspired technique more than once unless its description says otherwise. You can keep track of these in the Special Abilities section of your character sheet.

- **Additional Numenera Plans:** You gain two additional numenera plans. You can take this ability multiple times. Enabler.
- **Deconstruct (3 Intellect points):** You take the time to closely study a bit of scrap, machine, cypher, artifact, or other numenera object or structure before attempting to salvage iotum from it. If the salvage source possesses iotum that can be salvaged (as determined by the GM), the salvage task gains an asset. In addition, you gain one additional iotum from the salvage attempt, which means one additional roll on the Iotum Result Table. Action to initiate, ten minutes to complete.
- **Extra Use (3 Intellect points):** You attempt to gain an extra use from an installation or artifact without triggering a depletion roll. The difficulty of the task is equal to the level of the installation or artifact. If you crafted the installation or artifact, you gain an asset to the task. On a failure, the depletion roll occurs normally. You could also try to use a cypher without burning it out, but the task is hindered. A failed attempt to gain an additional use from a cypher destroys it before it can produce the desired effect. Action.
- **Natural Crafter:** All commonplace objects or structures you craft are effectively 1 level higher than an average example of that object or structure. For instance, if you craft a defensive wall that would normally be level 4, its effective level is 5. Enabler.
- **Right Tool for the Job (1 Intellect point + iotum):** If you have at least 1 unit of iotum, you can fashion a temporary device that provides an asset to one physical, non-combat task, identified ahead of time. For example, if you need to climb a wall, you could create some sort of climbing assistance device; if you need to break out of a cell, you can tune iotum in your possession to serve as a lockpick; if you need to create a small distraction, you could trigger an iotum to make a loud bang and flash; and so on. Once fashioned, the adapted iotum lasts for about a minute or until used for the intended purpose. This use destroys the iotum. Action to prepare the iotum; action to initiate.
- **Scan for Iotum (2 Intellect points):** Using a device or some kind of unique sense, you scan an area equal in size to a 10-foot (3 m) cube, including all objects or structures. The area must be within immediate range. The difficulty of the task is equal to the level of the object or structure being scanned. Scanning in this fashion grants an asset to initial salvage tasks in the area to determine if anything is worth salvaging. This ability doesn't improve your ability to find a specific kind of iotum, only to discover whether there is iotum within the salvage source in the first place. That said, many materials and energy fields prevent or resist scanning. Action.
- **Scramble Machine (2 Intellect points):** You render one machine within short range unable to function for one round. Alternatively, you can hinder any action by the machine (or by someone attempting to use the machine) for one minute. Action.

- **Trained 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 Speed Effort cost for wearing armor by 1. If you choose this as one of your starting inspired techniques, you start the game with armor of your choice. Enabler.
- **Trigger Iotum Ray (1 Intellect point or iotum):** If you have at least 1 unit of iotum, you can trigger it to release a short-range ray of force that inflicts 3 points of damage. This does not destroy the iotum. Alternatively, you can choose to have this destroy the iotum, in which case there is no Intellect cost. Action.

DELVE

Delves are willing to risk everything just to find something new, something that no one else has seen before. They are driven to expand the boundaries of the known, often rediscovering what was long forgotten. Delves delight in finding never-explored ruins of the prior worlds and cataloguing them from top to bottom. Mysteries presented by weird machines and broken scrap are nearly identical for Delves. They know that what others dismiss as debris might contain hidden treasure called iotum—like apt clay, protomatter, philosophine, data orbs, and more! That's what most Delves seek. They won't ignore cyphers and artifacts prized by others, of course, but Delves see deeper and are skilled at extracting the building blocks of the prior worlds.

As with other kinds of explorers, Delves are rare. Most people in the Ninth World would rather gnaw off a hand than risk the horrors that often lie within ruins or even just over the next hill. But without Delves, who would bring back the special components that some crafters have come to depend on? Delves aren't fools; they take precautions, and they're not immune to fear. But the lure of the unknown and the thrill of discovery outweigh the risks. Longevity isn't as important to a Delve as discovery.

That said, a Delve won't discover much if they don't have the stamina to push through when things get tough. Delves 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 salvage for iotum and other numenera items.

To explore inscrutable ruins, Delves have to be able to react quickly, squeeze through small spaces, and often run away without being weighed down by heavy armor. A few might choose light armor, though most prefer clothes that don't restrict them at all.

Delves in Society: Delves don't spend much time in society because they're off exploring. When they do come back to a base, settlement, or larger community, they are given a wide berth by those afraid of the numenera, which is often a surprising number of people. To commoners, the numenera is as likely to help you as it is to kill you, disfigure you, or send you hurtling into the void. So Delves usually seek the company of other explorers, such as



DELVE CONNECTION

Roll a d20 or choose from the list below 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.

Roll	Background
1	You always seem to run into another delve when you explore. Sometimes they help, but sometimes they take the best a ruin has to offer and leave you with drit.
2	A merchant in a nearby city is always asking you for rare and wondrous items, which you're pretty sure they resell for a far higher price than they ever give you.
3	One of your parents was a minor official, with access to many privileges and much information.
4	Your sibling became a glaive and now serves with a traveling band of specimen collectors in the employ of some organization whose name you can never remember.
5	Before becoming a full-time explorer, you sometimes sang in taverns for your meals. You even created a few songs that are still sung by other balladeers.
6	The town you grew up in was destroyed in a disaster that involved a flock of brilliant spheres of light that burst from the earth and rose into the sky, each taking a portion of the town away.
7	You were taken into slavery as a child but later escaped. You still have scars and bad dreams.
8	The Amber Gleaners have been attempting to recruit you, but so far you've put them off.
9	You owe money to a number of people and don't have the funds to pay your debts. Nobody seems interested in taking iotum.
10	You ran with bandits for a short period, but you left them after thinking better of it. Now, however, they are after you, swearing that no one leaves their group while still breathing.
11	You taught children for many years, but those days are behind you now.
12	As an orphan, you had a difficult childhood, and your entry into adulthood was challenging.
13	You led a double life. Most people know you as a conscientious and daring explorer, but you led another life as a thrill-seeking thief. You don't indulge much in the latter anymore, but you sometimes dream about your lost cache of "trophies."
14	You led a popular uprising in the town where you grew up, and you won. The old leaders were exiled.
15	You were married, but your partner was stolen by transdimensional beings.
16	The Order of Truth cut you from the ranks when you consistently failed to finish the tasks they set before you, but you claim it was because your supervisor failed to tell you what those tasks actually were.
17	As an envoy working in a distant city, you made friends that you still miss today.
18	You had a pet that you loved dearly, but it was killed in an accident. You're still searching for how that accident came to be; could it have been a deliberate act by your enemies?
19	You were best friends with a nano, possibly even lovers, but the iron wind took them away from you.
20	You've often been maligned for your looks. Ungainly, different, of a different species or cultural background—the reason you look different than others is up to you.

Nanos, Jacks, Glaives, and others. Delves also seek the acquaintance of Wrights, and vice versa, because the iotum that Delves prize is equally sought by Wrights to craft installations and other wonders.

Sometimes Delves deliver objects or messages between distant locations, or they provide their expertise on travel routes to merchants and other explorers. But these are usually secondary goals, convenient in that a long-distance trip allows them to find more previously unexplored locations. Sometimes a Delve's deliveries are delayed while the Delve spends an extra week or more investigating an abandoned structure or ruin. This can put a strain on otherwise cordial relationships with Glaives and Nanos, who each see in the Delve a bit of themselves. Arkai are least likely to want to upend their stay inside newly

developed communities, but they understand the value a Delve associated with a community can bring, if the Delve decides to use the community as their base.

Delves in the Group: A Delve isn't so much a leader as a scout, though some Delves do naturally step into the role of directing a group, since they're often the ones who can find the best route forward. Though they are resilient in a fight, they are not front-line defenders; that's obviously a job for a Glaive. They pay attention to knowledge provided by Nanos, but they know enough about the numenera themselves that they don't need to rely on them. Delves may spend long periods of time exploring, but many enjoy talking about what they found with a small group of friends or allies.

Delves and the Numenera: In many ways, the numenera is what draws Delves to explore—the numenera and the special components that bring the numenera to life. But Delves are excited by any discoveries related to the numenera, whetting their appetite to explore further. Their skills and knowledge give them excellent means to find and salvage iotum and other valuables from otherwise dead ruins.

Delves look for items that help them improve their ability to search and find out information. If a Delve doesn't know where to look, then they're virtually useless.

Advanced Delves: As Delves gain experience and become more skilled and powerful, they gain abilities to better understand the numenera, to tinker with it, and to salvage and find new uses for iotum.

DELVE BACKGROUND

Lots of people explore, but not all of them are Delves. Delves have a special relationship with the iotum. 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 (or create your own). This 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.

WHAT OTHERS FEAR TO KNOW

Your knowledge of what underlies the numenera is a degree beyond what even most Aeon Priests and Nanos know. Some see it as devilry and ill magic, believing it is knowledge that should remain in the ruins of the past. Mimetic gel, tamed iron, kaon dots, and even data orbs are things that you understand because you found them and were taught by them in turn. The tamed iron nearly killed you because, as you know, it's a cousin to the iron wind. The data orb was almost your death, because when you connected it to the datasphere, an automaton was dispatched to your location as a security measure. But you survived and learned yet more in the process. In fact, you learned to disassemble both the active devices and the long-dead machines of the prior worlds in order to salvage that which gave them form and substance. This iotum, you learned, was a completely new source of wonder and knowledge.

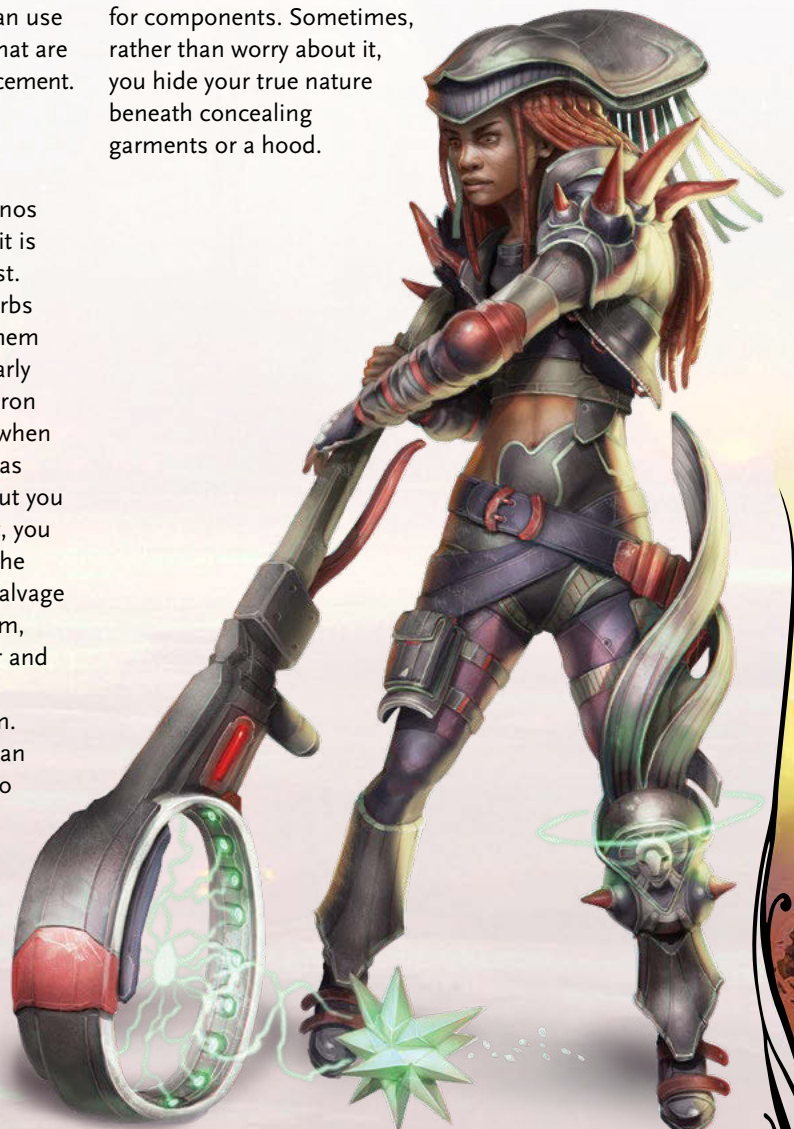
Advancement: You must continue to salvage iotum. There's far more to the numenera than one person can ever know, but that doesn't mean you shouldn't try to discover more. More secrets, more knowledge, and more components mean more power. At some point in your career, you might need to find a mentor or another data orb willing to give you answers to your many questions.

When your stats improve or you learn new skills, it's because you have discovered another new kind of iotum. When you gain a new ability, it's the result of long hours of exploration, salvage, and attempts at unlocking new wonders.

PART MACHINE

Is it any wonder you can take apart other devices and machines when you're at least half mechanical yourself? Your connection with machines is obvious: modules, ports, and other strange tech protrudes from your skin, hinting at deeper connections beneath. Perhaps your skin is shiny or metallic, or maybe it has a coating that absorbs light. You can find your way deeper into ruins of the prior worlds at least partially because you can open ways that others can't with just a touch. When you salvage iotum from dead cyphers and scrap, you do so by commanding nanites through your ports. Your abilities are at least partially derived from the hidden devices that lace your nervous system. Sometimes, you wonder if the components and iotum that you salvage from other machines also lie within you.

How you came to be part machine is a story all its own. Were you always like this? Did you fall into a ruin and wake up this way? Did you undergo surgeries offered by a strange entity, taking a chance on becoming something more? However it happened, you're not human, and commoners sometimes look upon you with fear and suspicion. That's all right, as long as another Delve doesn't look upon you as a potential source for components. Sometimes, rather than worry about it, you hide your true nature beneath concealing garments or a hood.



Advancement: Learning new things helps you advance, as do practice and persistence. However, it seems your surest way to unlock new abilities is to connect yourself to new devices uncovered in your explorations. Sometimes this leads to dangerous threats, but other times, it provides you with a new insight or an entirely new ability. Depending on how you came to be part machine, you might also be open to implanting new, permanent devices into your body, which is another route to advancement.

MENTOR

You grew up in service to another Delve from whom you learned to train your stamina, patience, and love for the weird. You were taught not to fear things that would make most people weak, sick, or outright dead. Instead, you cherish them as part of a life steeped in discovery. Your mentor taught you to love the wilderness, the unknown, and places of ancient power, in particular—exactly the opposite of how most are raised in the Ninth World. After a time, you and your mentor parted ways—perhaps due to a philosophical disagreement, a scarcity of resources, a rare opportunity requiring travel, or some kind of tragedy. Sometimes you wonder, as you gaze at some new amazing, impossible edifice: what would your mentor think of this?

Advancement: To advance, you explore. Without your mentor to guide you, it's just you and the world. That said, a part of you will never stop yearning to reunite with the one who taught you so much. If you do, maybe they will unlock an entirely new chapter in your advancement. And who knows? Maybe the things you've learned since you parted will have a similarly important effect on them.



DELVE PLAYER INTRUSIONS

When playing a Delve, you can spend 1 XP to use one of the following player intrusions, provided the situation is appropriate and the GM agrees.

Fortuitous Malfunction: A trap or a dangerous device malfunctions before it can affect you.

Serendipitous Landmark: Just when it seems like the path is lost, or you are, a trail marker, landmark, or simply the way the terrain or corridor bends, rises, or falls away suggests to you the best path forward, at least from this point.

Weak Strain: The poison or disease turns out not to be as debilitating or deadly as it first seemed, and inflicts only half the damage that it would have otherwise.

DELVE STAT POOLS

Stat	Pool Starting Value
Might	9
Speed	9
Intellect	10

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

FIRST-TIER DELVES

First-tier Delves have the following abilities. Add them to the appropriate place on your character sheet, under Effort, Edge (in the appropriate stat Pool), equipment, and potentially skills and special abilities:

Effort: Your Effort is 1.

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

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

Weapons: You can use light and medium weapons without penalty. You have an inability with heavy weapons; your attacks with heavy weapons are hindered.

Skills: You are trained in salvaging numenera. In addition, you are trained in an exploration skill in which you are not already trained. Choose from the following: navigation, perception, sensing danger, creature knowledge, initiative, peacefully opening communications with strangers, or tracking. You have an inability in crafting numenera and understanding numenera. Enabler.

Community Explorer: While you are present within a community, and actively and personally working on behalf of that community, the community's effective rank for purposes of finding resources, locating new trade routes, knowing about conditions just beyond the community, and detecting sneak attacks by enemies is +1. Enabler.

Starting Equipment: You start with clothing, one weapon, light armor or 1 extra unit of responsive synth (your choice), a pack of light tools, an explorer's pack, two cyphers (chosen by the GM), one oddity (chosen 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 Delve lore, descriptor, and focus.

Default Starting Cyphers and Oddity: Your GM may provide you with starting cyphers and an oddity. Otherwise, you begin with the following.

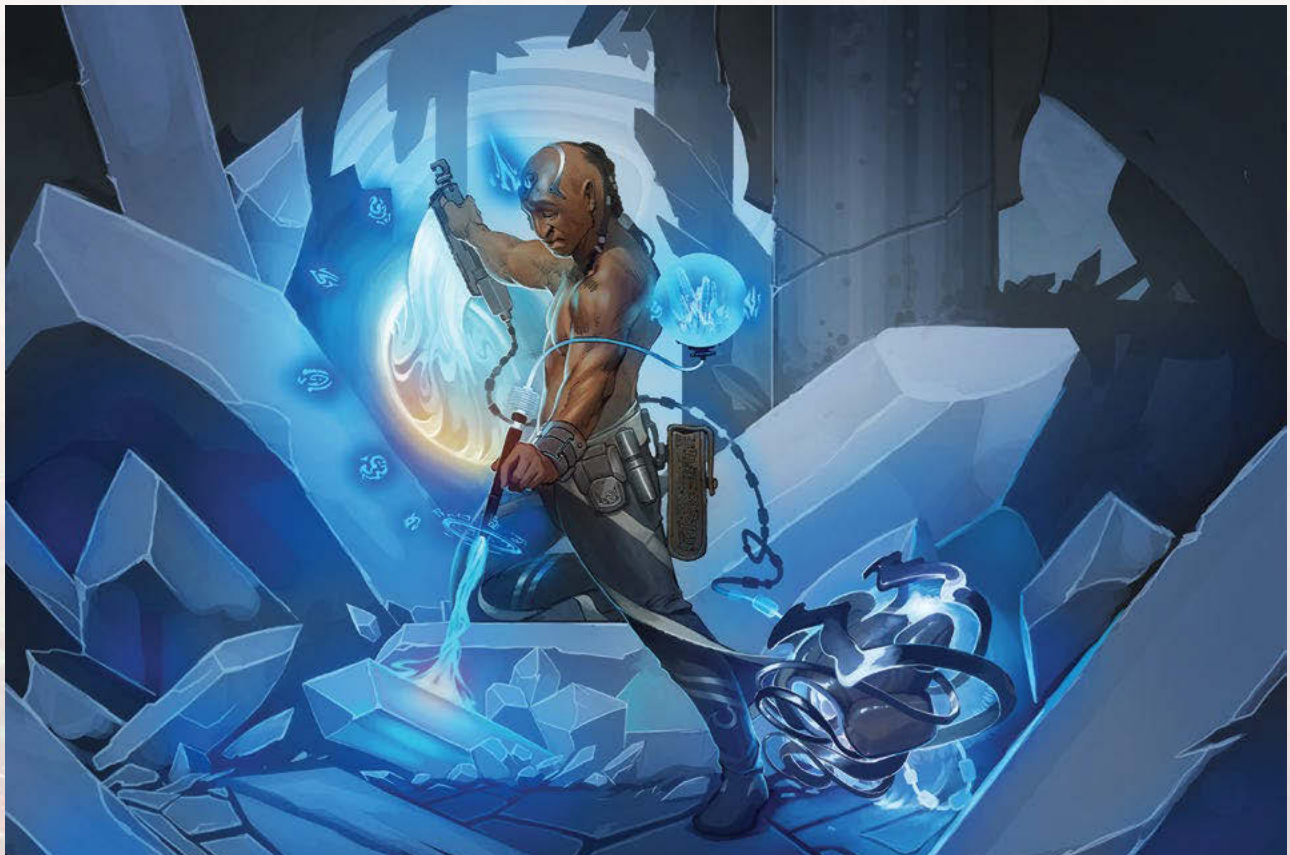
- **Cyphers:** phasing gloves, travel bubble
- **Oddity:** Shirt that displays your muscles, bones, and internal organs when you wear it

Delve Lore: You have special abilities called Delve lore that are related to exploring strange places and using numenera. Some of these abilities are constant, ongoing effects, and others are specific actions that usually cost points from one of your stat Pools.

Choose two of the lores described below. You can't choose the same lore more than once unless its description says otherwise. You can keep track of these in the Special Abilities section of your character sheet.

- **Additional Training:** You are trained in two additional skills in which you are not already trained. Choose from the following: navigation, perception, sensing danger, initiative, peacefully opening communications with strangers, and tracking. Enabler.
- **Familiarize:** You can familiarize yourself with a new area if you spend at least one hour studying a region up to a long distance across that you are able to directly access and move about in. Once you've familiarized yourself with an area, all your tasks related to perception, navigation, salvaging, defense, and moving about the area gain an asset. Each time you familiarize yourself with a new area, you lose focus on a previous area unless you spend 1 XP to retain the familiarity permanently. Action to initiate, one hour to complete.

- **Find the Way:** When you apply Effort to a navigation task because you don't know the way, are lost, are attempting to blaze a new route, need to choose between two or more otherwise similar paths to take, or something very similar, you can apply a free level of effort. Enabler.
- **Right Tool for the Job (1 Intellect point + iotum):** If you have at least 1 unit of iotum, you can fashion a temporary device that provides an asset to a physical, non-combat task (identified ahead of time). For example, if you need to climb a wall, you could create some sort of climbing assistance device; if you need to break out of a cell, you can tune iotum in your possession to serve as a lockpick; if you need to create a small distraction, you could trigger an iotum to make a loud bang and flash; and so on. Once fashioned, the adapted iotum lasts for about a minute or until used for the intended purpose. This use destroys the iotum. Action to prepare the iotum; action to initiate.
- **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 lore up to three times. Each time you select it, you must choose a different type of defense task. Enabler.
- **Trained 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 Speed Effort cost for wearing armor by 1. Enabler.
- **Trained Without Armor:** You are trained in Speed defense tasks when not wearing armor. Enabler.



CHAPTER 5

CHARACTER DESCRIPTOR

Your descriptor defines your character—it flavors everything you do. The differences between a Charming Glaive and a Graceful 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*.”

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 their first adventure. You can use these, or not, as you wish.

ADAPTABLE

You flex and sway with changes both physical and mental. When something bad happens to you, you feel the pain and the loss, but soon, you’re back on your feet and in the action. When you have to learn a new skill, you don’t back away, but instead, you jump in and try your best. Being adaptable means that you’re often cooperative, because you know that, by working together, a group can overcome things that might be impossible for an individual. Some seek you out because of your adaptability, but others don’t see it as a positive trait and instead see you as someone who always changes their mind—someone without a foundation. You laugh at those accusations. That’s just the sort of thing someone would say if they had never changed their mind about anything in their life—a way for that person to feel good about their lack of growth.

You gain the following benefits:

Versatile: +2 to any one Pool, which you can reassign after each ten-hour recovery roll.

Skill: You’re trained in pleasant social interactions.

Resilient: You’re trained in all actions that involve overcoming or ignoring the effects of deprivation, sorrow, or pain. This includes tasks related to ending an ongoing condition such as being dazed, blinded, stunned, and so on. (However, you are not trained in tasks to resist effects that confer those conditions in the first place.)

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

1. The other PCs were impressed by how quickly you adapted to a bad situation and invited you to join them.
2. The other PCs were looking for someone else, but you convinced them that you were the perfect person to join them instead.
3. The other PCs were in a bind, but you were able to convince a third party to let the PCs go about their business—and you with them.
4. One of the other PCs used to remark on your adaptability when you were younger, and now they’ve asked you to come along on a new outing where your skills are likely to be useful.

ARTICULATE

When you speak, people understand exactly what you’re saying. You’re fluent, coherent, and, some might even say, silver-tongued, though you’d beg to differ. You don’t manipulate people; you just explain things so clearly and with such imaginative examples that those who disagree with you often come around to your point of view. Your eloquence is something that many praise you for, though some hate you for it because, compared to you, they find themselves wanting.

You gain the following benefits:

Lucid: +2 to your Intellect Pool.

Skill: You’re trained in persuasion.

Skill: You’re trained in all actions that involve making plans, explaining plans, and convincing others to accept your plans.

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 asked you to explain something to them. Impressed, they asked you to accompany them on a mission.

DESCRIPTORS

Adaptable	Curious	Intelligent	Obsessive	Serene
Articulate	Earnest	Intimidating	Optimistic	Stealthy
Beneficent	Empirical	Intuitive	Organized	Strong
Charming	Exacting	Irrepressible	Passionate	Strong-Willed
Cheerful	Forward-Thinking	Lawful	Persevering	Swift
Civic	Graceful	Learned	Prepared	Tough
Clever	Gregarious	Loyal	Protective	Vicious
Committed	Heroic	Meddlesome	Relentless	
Confident	Imaginative	Mystical/Mechanical	Risk-Taking	
Cultured	Industrious	Nurturing	Rugged	

2. You were delighted with one of the other PCs' ability to convey their ideas and asked to come along.

3. You've made some enemies despite—or perhaps because of—your articulate nature, and you need to find friends or, better yet, leave the area for a while.

4. Another PC asked you to take part in the mission because they felt it would fail without you.



BENEFICENT

Helping others is your calling. It's why you're here. Others delight in your outgoing and charitable nature, and you delight in their happiness. You're at your best when you're aiding people, either by explaining how they can best overcome a challenge or by demonstrating how to do so yourself.

You gain the following benefits:

Helpful: +2 to your Intellect Pool.

Devoted: Allies who have spent the last day with you add +1 to their recovery rolls. You also gain this benefit if at least one other ally gains it.

Skill: You're trained in all tasks related to pleasant social interaction, putting other people at ease, and gaining others' trust.

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

1. Even though you didn't know most of the other PCs beforehand, you invited yourself on their quest to help them.

2. You saw the other PCs struggling to overcome a problem and selflessly joined them to help.

3. You're nearly certain the other PCs will fail without you.

4. You had to choose between living your tattered life and helping others. You haven't looked back since.

CHARMING

You're a smooth talker and a charmer. Whether through seemingly supernatural means or just a way with words, you can convince others to do as you wish. Most likely, you're physically attractive or at least highly charismatic, and others enjoy listening to your voice. You probably pay attention to your appearance, keeping yourself well groomed. You make friends easily.

You play up the personality facet of your Intellect stat; intelligence is not your strong suit. You're personable, not necessarily studious or strong-willed.

You gain the following benefits:

Personable: +2 to your Intellect Pool.

Skill: You're trained in all tasks involving positive or pleasant social interaction.

Skill: You're trained when using esoterics or special abilities that influence the minds of others.

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.

Inability: You were never good at studying or retaining facts. Any task involving lore, knowledge, or understanding is hindered.

Inability: Your willpower is not one of your strong points. Whenever you try to resist a mental attack, you're hindered.

Additional Equipment: You've managed to talk your way into some decent discounts and bonuses in recent weeks. As a result, you have 10 extra shins jangling in your pocket.

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

1. You convinced one of the other PCs to tell you what they were doing.
2. You instigated the whole thing and convinced the others to join you.
3. 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.
4. There is reward involved, and you need the money.



CHEERFUL

Happy and optimistic, you rarely feel down. Usually, you wake up with anticipation for what the day will hold. Your good spirits aren't necessarily something you try to share with others, because you know that what lies in another's heart isn't for you to change. But sometimes your mere presence and lighthearted nature is enough to mend sadness. Of course, sometimes bad things happen to you too, and your basic nature is suppressed for a time. But eventually, your light-heartedness always returns.

You gain the following benefits:

Bright: +4 to your Intellect Pool.

Skill: You are trained in one activity that most would consider to be a hobby, such as woodworking, singing, writing, and so on.

Skill: You are trained in tasks related to making friends, ending conflicts, and making a positive first impression on strangers.

Inability: You have a hard time recognizing when others aren't as bright and forthcoming as you. Tasks to detect falsehoods and disguises are hindered.

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 asked you to come along because of your pleasant nature in the hopes that it would help bond the group.
2. You were just trying to be agreeable, but you ended up agreeing to go on a mission.
3. You woke up with a great idea for an expedition and got the other PCs to join you.
4. Your cheerfulness saved you from violence when bad elements confronted you. Instead of beating you (or worse), they told you about something that led to your mission.

CIVIC

You put the good of the many over the needs of the few, at least in a sense. You implicitly understand that only through cooperation can groups of people remain happy and productive. Your experience has shown that cooperation generates greater benefits for everyone in the long term—including access to food, protection, and knowledge. As a result, you tend to become especially invested in whatever community you live in or, perhaps one day, found yourself.

You gain the following benefits:

Civic-Minded: You add +1 to the health of any community you are currently living in.

Cooperative: +2 to your Intellect Pool.

Skill: You're trained in tasks related to finding out about both current events and secrets within the community where you live.

Skill: You're trained in all tasks related to aiding a community, including repairing infrastructure, quelling riots, defending against incursions, and so on.

Additional Equipment: You start with a numenera plan for an installation.

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

1. While picking up litter around the community, you overheard the other PCs talking about a mission and asked to join.
2. You need resources and friends to help you in your civic aspirations later.
3. It was clear that the mission couldn't succeed without your civic skills and knowledge.
4. You thought the community would be endangered if you didn't come along.

CLEVER

You're quick-witted, thinking well on your feet. You understand people, so you can fool them but are rarely fooled. Because you easily see things for what they are, you get the lay of the land swiftly, size up threats and allies, and assess situations with accuracy. Perhaps you're physically attractive, or maybe you use your wit to overcome any physical or mental imperfections.

You gain the following benefits:

Smart: +2 to your Intellect Pool.

Skill: You're trained in all interactions involving lies or trickery.

Skill: You're trained in defense rolls to resist mental effects.

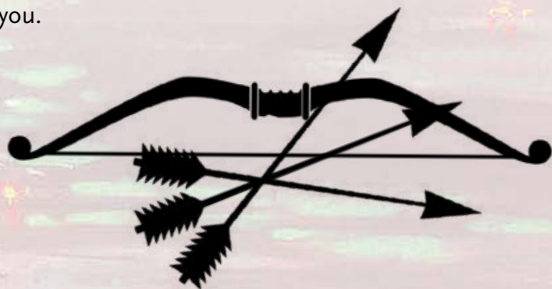
Skill: You're trained in all tasks involving, identifying, or assessing danger, lies, quality, importance, function, or power.

Inability: You were never good at studying or retaining trivial knowledge. Any task involving lore, knowledge, or understanding is hindered.

Additional Equipment: You see through the schemes of others and occasionally convince them to believe you—even when, perhaps, they should not. Thanks to your clever behavior, you have 10 extra shins.

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

1. You convinced one of the other PCs to tell you what they were doing.
2. From afar, you observed that something interesting was going on.
3. You talked your way into the situation because you thought it might earn some money.
4. You suspect that the other PCs won't succeed without you.



COMMITTED

You are wholeheartedly dedicated and loyal to a cause, activity, or job, shrugging off any obstacles that get in your way. When you pick this descriptor, you can work with your GM to figure out what that cause is. For instance, maybe you're committed to tracking down someone who wronged you long ago. Alternatively, you can wait for a cause to catch your attention in the campaign. Either way, being committed is a personality trait for you, and once you decide to do something, you throw yourself into it with a vengeance.

You gain the following benefits:

Steadfast: +4 to your Might Pool.

Skill: You're trained in tasks related to enduring trials of mind and body.

Dedication Brings Rewards: You tend to practice things over and over. Once between each ten-hour recovery roll, you gain an asset to similar actions involving the same task (such as making attacks against the same foe or operating the same device). The asset doesn't apply to similar but different tasks (such as attacking a different foe, even if of the same kind, or operating a different but very similar device).

Inability: Sometimes you come across as so single-minded that you put people off. Persuasion tasks are hindered.

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

1. Your commitment to your cause seems to overlap some aspect of what the other PCs want to accomplish.
2. You were looking for something to commit to, and the other PCs had a job they needed to get done.
3. Obviously, a task like what the PCs had in mind needed someone as committed as you to see it through.
4. As you completed another mission with great success, you overheard the other PCs talking about a new mission and asked to join.

CONFIDENT

You're self-assured, which helps in almost every situation—at least situations where violence is not involved. Fortunately, because you're so self-confident and positive, you're usually able to steer situations away from violent endings. It's possible that your confidence makes you seem levelheaded and cool in a tough situation, or your confidence could make you eager to prove your skills when the going gets rough—it's up to you. Either way, others eventually learn that you're confident for a good reason.

You gain the following benefits:

Self-Reliant: +1 to each of your Pools.

Skills: There is some basis for your confidence. You are trained in three non-physical, non-combat skills of your choice.

Confident Outlook: Sometimes confidence counts as much as or more than competence. When you set your mind to it, you are trained in one task for ten minutes, as

long as that task is not an attack or a defense. You can do this once per rest (the ability is renewed each time you make a recovery roll).

Failure Has Its Consequence: Sometimes confidence leads to overconfidence and a stark realization of failure. You trigger a GM intrusion on a d20 roll of 1 or 2.

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

1. You dragged one of the other PCs into it, certain that together you could accomplish anything.
2. When the other PCs asked for help, you were confident that you could provide whatever was necessary.
3. How could you not be involved? The mission requires someone with your skills to succeed.
4. You told another PC that you've never failed and probably never would. They took you at your word and brought you along.

CULTURED

Your excellent education and privileged upbringing has lent you a refined taste. You're able to discern degrees of difference where others see, hear, or taste the same thing. Your awareness extends to artistic endeavors and general knowledge of the area you reside in and areas far from you (to the extent this knowledge is possible). You're an example, if you do say so yourself, of the benefits that civilization can bring to someone. Though that doesn't mean you can't appreciate other ways of living.

You gain the following benefits:

Skill: You're trained in all tasks related to knowledge of current events and history.

Skill: You're discerning, trained in all tasks related to perception, detecting differences, and noticing minor flaws (or strengths) in the works of others.

Learned: Being well read and well educated, you have a wide range of talents. You can attempt one task in which you have no training as if you were trained. This ability refreshes every time you make a recovery roll, but the uses never accumulate.

Inability: People who are not Cultured may think of you as a snob. Any task involving getting people to believe or trust you is hindered.

Additional Equipment: You have a book on a topic of your choice and a set of very fine clothing.

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

1. You could see that the other PCs would fail without your help.
2. You convinced one of the other PCs that you had invaluable skills.
3. You know that expanding your education requires experience as well as study, and you believe that you can learn a lot by joining the other PCs.
4. Just because you're cultured doesn't mean you don't wish to explore, see new places, and make a name for yourself!

CURIOUS

There once was a time when the prior worlds spoke to the stars, reshaped the creatures of the world, and mastered form and essence. Isn't that incredible? Each day is a chance to rediscover a secret, a bit of knowledge, a story, or something you can't even imagine yet. It's dizzying, when you consider all there is to learn and discover. You're drawn to explore the ruins of the prior worlds, places that are brand new and unique to the Ninth World, or civilizations that still exist among the stars high overhead.

Of course, if you're going to satisfy your curiosity, you need to be careful. Before plunging directly into the unknown, you learn as much as you can about a new area through inquiry or exploration. Otherwise, you might not live long enough to see everything you want to see and do everything you want to do.

You gain the following benefits:

Inquisitive: +2 to your Intellect Pool.

Skill: You see things others miss. You are trained in perception.

Skill: You're always investigating something new and building up your knowledge. As a result, you can always find something interesting or engaging about any situation. You're trained in all tasks related to detecting falsehoods, piercing illusions or disguises, and seeing past facades.

Additional Equipment: You have three books on whatever subjects you choose.

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

1. You were curious about what the PCs were doing and followed them.
2. You heard that the other PCs were going someplace new and begged to go along.
3. You got in over your head pursuing something fascinating, and the other PCs rescued you.
4. One of the other PCs fascinates you, perhaps due to a special or weird ability they have.

EARNEST

You always speak from the heart, rarely remembering that dissembling can be useful to smooth over awkward interpersonal situations. You're sincere and feel things deeply. You like to get to the meat of whatever problem prevents you from succeeding, whether it's a person, a physical obstacle, or a puzzle of some kind.

You gain the following benefits:

Purposeful: +2 to your Intellect Pool.

Skill: You're trained in persuasion.

Skill: You have a passion. You are trained in one area of lore or knowledge of your choice.

Skill: You're trained in defense rolls to resist disease and poison.

Skill: You're trained in all tasks involving providing consolation and emotional support to others.

Inability: You never could detect a lie. Tasks that involve seeing through lies or trickery are hindered.

Additional Equipment: You make deep and abiding friendships. Thanks to your earnest nature, a friend has given you an additional expensive item worth up to 10 shins.

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

1. Another PC told you what they were up to, and you joined them.
2. Hard times overwhelmed you, and having no funds, you joined the other PCs.
3. It was either join the other PCs or be kidnapped into a far worse situation.
4. You suspect that the other PCs won't succeed without you.



EMPIRICAL

You trust only what you can see with your own eyes—and sometimes not even that. You're most comfortable when you've had time to complete your research, find all the facts, and figure out the truth.

You gain the following benefits:

Observer: +4 to your Intellect Pool.

Skill: You are trained in all actions involved with conducting tests to find proof, discern the truth, or glean information.

Quick Study: When you take a round to study whatever is in front of you and gain the facts, you feel more confident that you're about to do the right thing. Your next non-combat action gains an asset.

Non-Resilient: If you haven't had time to study something, you have a hard time taking action and moving forward. Whenever you receive a GM intrusion, any action you take in response is hindered.

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

1. You've been studying a topic for a long time, and you think one of the other PCs has some knowledge about said topic.
2. You need to gather some additional materials for something you are studying, and joining the other PCs seemed like a good way to get it.
3. Someone told you an impossible story about this area, and you absolutely need to see for yourself to prove them wrong (or begrudgingly let them know they're right).
4. You recently read something that suggested there was more knowledge in the world than could be found in study. You'd like to find out if that is true.

EXACTING

You expect a lot from others. From your point of view, you are drawing out their very best. Demanding the utmost of those around you can be challenging in and of itself. Many people would rather take things easier because putting in extra effort is hard. But for you, effort is what it's all about. You expect the most from yourself, so why wouldn't you expect greatness from those you work with? People sometimes call you demanding, but you take it as a compliment.

You gain the following benefits:

Unyielding: +4 to your Might Pool.

Skill: You're trained in persuasion and intimidation tasks.

Skill: You're trained in tasks to sense when someone isn't telling the truth.

Inability: You're sometimes accused of being unpleasant. Tasks involving positive social interaction are hindered.

Inability: Being so concerned with how those around you are performing their tasks makes you vulnerable to anything that attacks your mind. Intellect defense rolls are hindered.

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

1. The other PCs demonstrated they could meet your standards, and you offered to accompany them.
2. Another PC helped you out of a difficult situation, and you accompanied them to repay the debt.
3. Most people aren't even worth considering, but the other PCs show promise.
4. To tell the truth, being exacting all the time also leads to loneliness. You joined the other PCs because you wanted some company.

FORWARD-THINKING

You take time to think about all angles of a future project or mission, so you can prepare for any and all contingencies. You're not necessarily bad at thinking on your feet, but you work better when you have time to prepare for a situation. Because you're forward-thinking, people may come to you for advice. You're not better at guessing equally weighted outcomes, but then again, you know that few events are completely random. Things usually happen for a reason, and you excel at identifying such things ahead of time.

You gain the following benefits:

Thinker: +2 to your Intellect Pool.

Skill: You are trained in initiative tasks.

Skill: You know how to leverage risk. You're trained in tasks that involve some element of chance, such as playing games or choosing between two or three apparently equal options.

Additional Equipment: You have about 30 extra shins hidden away for emergencies.

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

1. A new danger arose, but you were prepared and responded with a pre-planned contingency.
2. You showed up when and where you did after due consideration and forethought.
3. In order to gain the resources you need for some longer-term projects, you need to accomplish shorter-term goals.
4. You told one of the other PCs that nothing could surprise you because you're always thinking ahead. They brought you along to test your claim.

GRACEFUL

You have a perfect sense of balance, moving and speaking with grace and beauty. You're quick, lithe, flexible, and dexterous. Your body is perfectly suited to dance, and you use that advantage in combat to dodge blows. You might wear garments that enhance your agile movement and sense of style.

You gain the following benefits:

Agile: +2 to your Speed Pool.

Skill: You're trained in all tasks involving balance and careful movement.

Skill: You're trained in all tasks involving physical performing arts.

Skill: You're trained in all Speed defense tasks.

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 convinced you that joining the group would be in your best interest.
3. You're afraid of what might happen if the other PCs fail.
4. There is reward involved, and you need the money.

GREGARIOUS

You love people, and they generally love you.

You know how to interact with large groups and work the crowd. You're likely to be a

leader, a diplomat, or a very successful businessperson. You enjoy being around people, and you're generally interested in what they have to say and what they think about things. You ask a lot of questions, and you're generous and kind to those who deserve it (in fact, you're often willing to give latitude to people who others would have given up on).

You gain the following benefits:

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 non-combat-related task is eased. 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 general rumors, gossip, or opinions they hold.

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. Doing anything is better than being alone.

HEROIC

You are courageous, daring, and altruistic in equal measures. You're not afraid to face horrors that make others quaver, especially if it means helping someone who couldn't succeed (or survive) without you. Some say you're made of the stuff of legends and that your exploits will one day become the stories that inspire a new generation.

You gain the following benefits:

Mighty: +2 to your Might Pool.

Heroic Guise: You hold yourself in a way that inspires others. You are trained in all social interactions.

Hero's Complication: Although the GM can use GM intrusions on you normally (awarding XP), they can also introduce a GM intrusion on you as if you had rolled a 1 on a d20 roll (without awarding XP) based on how your heroic nature tends to attract danger. Every other time the GM uses this ability to introduce a GM intrusion without giving you XP, your heroic nature works to your advantage. Your weapon breaks, but that allows you to notice something everyone else missed. A trap catches you, but it also catches your enemies. A new foe enters the fray, but your current foe mistakes it for your ally and attacks it instead of you. You and the GM should determine the advantage together.

Skill: Things tend to go your way. You are trained in tasks involving perception and finding hidden things.

Inability: You tend to take others at their word. Tasks that involve detecting falsehoods are hindered.

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

1. You were hunting a great foe and hired the other PCs to accompany you.
2. The PCs were looking for someone like you to round out their number.
3. A mentor recommended you to the other PCs.
4. You killed a mighty foe, and the other PCs were aided (or rescued from captivity) by that act.

IMAGINATIVE

You have a flair for making things up. Whenever something else isn't occupying your attention, you're creating an ongoing narrative or mental picture within the confines of your own mind. Sometimes, what you imagine becomes a useful idea or something you write, paint, or draw. Mainly, however, you live inside your own head, content to imagine all the things that the world around you sometimes fails to provide.

You gain the following benefits:

Brainy: +2 to your Intellect Pool.

Skill: You've got a flair for art and are trained in one of the following skills: painting, drawing, singing, poetry, writing, sculpting, playing a style of musical instrument, or something similar.

Imaginative Solution: When you apply a level of Effort to any Intellect task, you gain a free level of Effort. You can do this one time, although the ability is renewed each time you make a 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. In your head, the only way the group would succeed is if you were with them to save the day.
2. You needed money, and this seemed like a good way to earn some.
3. Experience is the best ingredient for even better panoramas of imagination.
4. It sounded like fun.

INDUSTRIOUS

You're rarely satisfied with the status quo. You're always thinking about how you'd like to advance your agenda or improve a situation (whether it's your situation or someone else's). Whatever your goal, you come at things with an idea of how you'll accomplish everything that needs to be done to achieve it.

You gain the following benefits:

Energetic: +4 to your Speed Pool.

Ready for What's Next: You add +1 to your recovery rolls.

Imaginative Solution: When you apply a level of Effort to any Intellect task, you gain a free level of Effort. You can do this one time, although the ability is renewed each time you make a ten-hour recovery roll.

Inability: You're energetic but not fast. All movement-related tasks are hindered.

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

1. Following your plan got you to this point.
2. Industry requires resources, and this mission seemed likely to provide what you needed.
3. You believed the mission would be a great way to learn more about some of the roadblocks that stand in the way of achieving your goal.
4. One of the other PCs said they'd help you if you helped them.

INTELLIGENT

You're quite smart. Your memory is sharp, and you easily grasp concepts that others might struggle with. This aptitude doesn't necessarily mean that you've had years of formal education, but you have learned a great deal in your life, primarily because you pick things up quickly and retain so much.

You gain the following benefits:

Smart: +2 to your Intellect Pool.

Skill: You're trained in an area of knowledge of your choice.

Skill: You're trained in all actions that involve remembering or memorizing things you experience directly. For example, instead of being good at recalling details of geography that you read about in a book, you can remember a path through a set of tunnels that you've explored before.

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 asked your opinion of the mission, knowing that if you thought it was a good idea, it probably was.
2. You saw value in what the other PCs were doing.
3. You believed that the task might lead to important and interesting discoveries.
4. A colleague requested that you take part in the mission as a favor.

INTIMIDATING

You are imposing, either in manner, stature, or both. People's eyes often grow wide as you enter a room. There's a touch of danger around you, and most people can sense it. It's off-putting and unnerving, but you can 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. Or maybe you're just a looming presence with a big weapon. Whatever it is, you scare people.

You gain the following benefits:

Threatening: +2 to your Might Pool or +2 to your Intellect Pool or +1 to both Pools.

Skill: You're trained in all intimidation tasks.

Threaten: Foes within immediate distance hesitate, which hinders their next action. You can do this once, although the ability is renewed each time you make a recovery roll.

Menace: One foe you choose within immediate range uses their next action to move away from you. You can do this once, although the ability is renewed each time you make a recovery roll.

Inability: You're threatening but not a quick study. Tasks related to lore and knowledge are hindered.

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.

INTUITIVE

You are often tickled by a sense of knowing what someone will say, how they will react, or how events might unfold. Maybe you have a mutant sense, maybe you can see just a few moments ahead through time, or maybe you're just good at reading people and extrapolating a situation. Whatever the case, many who look into your eyes immediately glance away, as if afraid of what you might see in their expression.

You gain the following benefits:

Innate: +2 to your Intellect Pool.

Skill: You are trained in perception tasks.

Know What to Do: You can act immediately, even if it's not your turn. Afterward, on your next regular turn, any action you take is hindered. You can do this one time, although the ability is renewed each time you make a 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 just knew you had to come along.
2. You convinced one of the other PCs that your intuition is invaluable.
3. You felt that something terrible would happen if you didn't go.
4. You're confident the reason you arrived at this point will soon become clear.

IRREPRESSIBLE

Your enthusiasm knows few bounds. Even when things become truly dire, you aren't deterred for long. If you're hurt, you bounce back. If you're insulted, you try to find common ground. In fact, that's what people say about you—that you always make a comeback, even if it seems like you were beaten. You may change your plans based on the situation at hand, but you never really give up. You just move along toward something better and brighter.

You gain the following benefits:

Sturdy Spirit: +4 to your Might Pool.

Bounces Back: You add +1 to your recovery rolls.

Skill: You're enthusiastic, trained in all tasks related to positive social interaction.

Inability: You have a hard time recognizing confidence games and similar schemes, especially when you're the target. Intellect defense tasks to do so are hindered.

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

1. The other PCs needed someone like you to keep them on track.
2. One of the other PCs is a good friend or relation, and you wanted to look after them.
3. Your last situation didn't turn out as you had hoped, so you're looking for a new direction.
4. How hard can it be?

LAWFUL

You live by a code. It might be your own set of rules or the rules of a religious, military, or other organization (perhaps one steeped in dogma) to which you belong or once belonged. The important thing is that you're not governed by passions but by a steadfast confidence that to follow the law is to live in grace.

You gain the following benefits:

Justified: +2 to your Might Pool and +2 to your Speed Pool.

Skill: You are trained in tasks related to knowing, understanding, and interpreting the laws of the land.

Inability: You can't abide law-breaking, especially when you're the culprit, however unjust those laws might be. While engaged in any activity that breaks the law, your Intellect-based tasks are hindered.

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

1. You heard what the other PCs were up to and knew they could use your expertise.
2. You gathered the other PCs together to accomplish a lawful task.
3. You agreed to provide money for the upkeep of an organization you are or were previously affiliated with and find yourself in need of new funds, so you joined the other PCs.
4. You think the other PCs will help you bring law to areas that suffer lawlessness, once you get them on board with your way of thinking.

LEARNED

You have studied, either on your own or with an instructor. You know many things and are an expert on a few topics, such as history, biology, geography, the numenera, nature, or any other area of study. Learned characters typically carry a few books around with them and spend their spare time reading.

You gain the following benefits:

Smart: +2 to your Intellect Pool.

Skill: You're trained in three areas of knowledge of your choice.

Inability: You have few social graces. Any task involving charm, persuasion, or etiquette is hindered.

Additional Equipment: You have two additional books on topics of your choice.

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 asked you to come along because of your knowledge.
2. You need money to fund your studies.
3. You believed that the task might lead to important and interesting discoveries.
4. A colleague requested that you take part in the mission as a favor.

LOYAL

It's in your nature to form strong attachments. And when you attach yourself to a person, a group, or an institution, you can't do anything else but remain true to it, even in the face of attacks that put you at risk of life and limb. It gives you pleasure to give your aid to others. In the past, some may have accused you of being blindly loyal, which is ridiculous. If someone shows you truly incontrovertible evidence that the person or institution that you've given yourself to is not worthy, you'd like to think that you would weigh all the evidence and come to a decision based on the facts and the facts alone.

You gain the following benefits:

Resolute: +2 to your Intellect Pool.

Devoted: If an ally within immediate range descends one step on the damage track, you can act immediately but in a restricted fashion. You can use this action either to move the willing ally up to an immediate distance or to attempt a healing task on your ally.

Faithful: When you help a creature to make or avoid an attack in combat, you regain 1 point to one of your Pools (this is true whether the task you helped with succeeds or fails). You can do this one time, although the ability renews each time you make a recovery roll.



Inability: You have a hard time seeing disloyalty in others. Tasks that involve detecting falsehoods and seeing through disguises are hindered.

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 needed help, and you obliged without a second's hesitation.
2. The other PCs were going somewhere, and you came along even though they didn't ask you to.
3. The other PCs thought you'd bring some much-needed grounding and connection for the team.
4. You decided that the institution that previously commanded your loyalty wasn't worthy of you, so you joined up with the other PCs.

MEDDLESOME

Some say you're nosy and ask too many questions. It's true you constantly ask why, because the Ninth World is a big place full of both wonderful and terrifying things. If you don't explore it, how will you ever know what's going on? But even more than the mysteries of prior-world ruins, you relish uncovering the complexities and relationships that spring up inside communities. You especially like to figure out who is sweet on whom, who is lying to whom, and who is secretly on the wrong side of the law. You relish knowing the full story, and the only way to get that in difficult situations is to meddle.

You gain the following benefits:

Analytical: +2 to your Intellect Pool.

Skill: You see things other people miss. You are trained in perception and detecting falsehoods.

Skill: You have a knack for getting into places others want to remain undisturbed. You are trained in stealth tasks.

Skill: You get a thrill from knowing the right answer. You're trained in tasks to remember pertinent details on a topic you once heard or read about.

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

1. You noticed that strange noises were coming from an abandoned area, so you gathered the other PCs to check it out.
2. One of your mutual friends has gone missing, and you and the other PCs are determined to find them.
3. You believed that the other PCs' task might lead to important and maybe even amazing discoveries.
4. Frightened by something, you fled to safety, but you returned with the other PCs to watch your back.

MYSTICAL/MECHANICAL

You have a special talent that can be viewed in one of two ways. You might think of yourself as "mystical," and thus attuned with the mysterious and the paranormal, or you might think of yourself as "mechanical," and thus adept with devices and machines. In either case, your true talents lie with the numenera. You likely have experience with ancient lore, and you can sense and wield the numenera—though whether that means "magic" or "technology" is up to you (and probably up to those around you as well).

Mystical characters often wear jewelry, such as a ring or an amulet, or have tattoos or other marks that show their interests. Mechanical characters tend to carry a lot of tools and treat them almost like talismans.

You gain the following benefits:

Smart: +2 to your Intellect Pool.

Skill: You're trained in all actions involving understanding numenera.

Sense "Magic": You can sense whether the numenera is active in situations where its presence is not obvious. You must study an object or location closely for a minute to get a feel for whether the touch of the ancients is at work.

Esotery: You can perform the esotery known as Hedge Magic when you have a free hand and can pay the Intellect point cost.

Hedge Magic: You can perform small tricks: temporarily change the color or basic appearance of a small object, cause small objects to float through the air, clean a small area, mend a broken object, prepare (but not create) food, and so on. You can't use Hedge Magic to harm another creature or object. Action.

Inability: You have a manner or an aura that others find a bit unnerving. Any task involving charm, persuasion, or deception is hindered.

Additional Equipment: You have an extra oddity, determined by the GM.

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

1. A dream guided you to this point.
2. You need money to fund your studies.
3. You believed the mission would be a great way to learn more about the numenera.
4. Various signs and portents led you here.



NURTURING

You're a born caregiver. When you see someone in need, you're there with an encouraging word, assistance, and an honest desire to see them grow and improve. Some nurturers focus only on children, who of course have the most growing to do, but your focus is wider. You nurture anyone—not only people but institutions and communities, too.

You gain the following benefits:

Caregiver: +2 to your Might Pool.

Skill: You are trained in healing tasks.

Nurturing: Allies who have spent the last day with you add +1 to their recovery rolls. You also gain this benefit if at least one other ally gains it.

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 one of the other PCs was hurt, so you offered your aid.
2. You thought you heard someone crying out in need. When you investigated, you found the other PCs.
3. You believed that the other PCs' task could end up helping a huge number of people.
4. You'd helped someone else until they no longer needed your care. So you went looking for someone or something new to nurture.

OBSESSIVE

Few things are as wonderful as getting lost in what you love. Time slips past, hour after hour, while you're in the flow. Whether you are obsessed with killing bandits, climbing, or studying something like secrets, abhumans, or mutants, your ability to sink into what most interests you is what allows you to succeed. Everything else seems less important, and this allows you to focus.

You gain the following benefits:

Your Obsession: At the beginning of each day, choose one concept on which you will concentrate. For the rest of that day, you're obsessed with that concept. 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 the obsession, and you are slightly inattentive when performing tasks that are not.

Enthralled: When you attempt a non-combat task that is directly related to your current obsession, you gain an asset. The player and GM can decide whether a particular situation warrants this benefit.

Preoccupied: Any task that is not related to your current obsession is hindered. The player and GM can decide whether a particular situation warrants this disadvantage.

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 other 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 other PCs asked you to come along, believing that your obsessive nature would be invaluable to the mission.

OPTIMISTIC

You're more than hopeful about what the future will bring, confident that it will be bright. Some optimistic people are bubbly and full of cheer. Others are quietly confident, their optimism revealed by the shine in their eyes and the way they're quick to try again when they fail. Optimism sometimes means you expect the best in others, but it doesn't mean you are blind to other's failings. You only hope they can do better, just as you hope you yourself can.

You gain the following benefits:

Spirited: +4 to your Intellect Pool.

Skill: You are trained in Intellect defense tasks.

Shrugs Off Disappointment: When you fail at a non-combat task and try that task again the very next round, you can apply a free level of Effort toward the success of that task. This benefit effectively alleviates the requirement to apply a level of Effort when retrying failed tasks.

Inability: You have a lightness of being, but you really feel it when you're physically challenged. Might defense tasks are hindered.



Inability: You're spirited but not fast. All movement-related tasks are hindered.

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

1. The PCs were in a bad spot, and one of the other PCs asked you along to add some perspective.
2. You had a spot of bad luck, but you jumped back in to try something new, hopeful it would work out.
3. To make good on a promise to help, you came with the other PCs.
4. You answered a cry for help when another PC got in over their head.

ORGANIZED

You can't stand a mess, whether physically or metaphorically, when it comes to plans and activities. Your explorer's pack is neatly catalogued and perfectly packed, so you never have to dig around in it when you're looking for something. The same is true of where you live, whether that's in a home, a temporary lodging, or a camp site. A neatly arranged living space and a well-conceived plan both contribute to everyone's peace of mind.

You gain the following benefits:

Ordered: +4 to your Intellect Pool.

Skill: You are trained in tasks related to perception, planning, and organizing.

Benefits of Organization: You can take one additional free action while you are at a location that you have organized to your liking (which means having spent at least ten minutes there tidying and organizing) or if you are following a plan that hasn't diverged from the original conception. You can do this only once, but its use is restored each time you make a ten-hour recovery roll.

Inability: You really can't stand a mess. Intellect defense tasks are hindered in messy or chaotic locations.

Additional Equipment: You have an explorer's pack with extra pockets and compartments.

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

1. You could tell from a distance that the other PCs needed your skills.
2. The other PCs came to you looking for help with a plan of action.
3. Things fell through, and going with the other PCs was your backup plan.
4. There wasn't a lot of call for neatness where you came from, which brought you to your current point.

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 it. Passionate characters are sometimes champions for a cause or defenders of a faith. Or they might just be driven individuals.

You might be seen as a hothead 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 gain the following benefits:

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 gain one asset to an action 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. Tasks requiring restraint or subtlety, including sneaking or lying, are hindered.

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.

PERSEVERING

You don't give up even in the face of calamity, danger, or personal tragedy. Luckily, calamity and tragedy are rare enough that you're not constantly testing your resolve. Instead, you show your perseverance most often in the face of boredom, long slogs, and situations where others are tempted to give up.

You gain the following benefits:

Determined: +2 to your Intellect Pool or +2 to your Might Pool.

Skill: You are trained in tasks related to endurance and keeping at an undertaking in the face of difficulties.

Irrepressible Reaction: Whenever you receive a GM intrusion (either by rolling a 1 or by getting one from the GM), one action you take in response within the next minute gains an asset.

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

1. By sticking with a difficult situation, you found the other PCs already involved in a task that you joined.
2. Sometimes persevering means starting over when things don't work out, and that's how you found the other PCs.
3. The other PCs earned your respect by accomplishing a difficult task in the face of many challenges.
4. The other PCs said their mission would be difficult to complete, so you signed up to help.

PREPARED

It's usually not for you to make the plans. Instead, you prepare for whatever the plan is. You're happiest when you've got enough time before an event to assemble the best possible selection of tools, provisions, or resources that will contribute toward that event's overall success. Often, being prepared means having the tools necessary to fix, fashion, or modify another piece of equipment, be it mundane or exotic.

You gain the following benefits:

Ready: +4 to your Speed Pool.

Skill: You are trained in initiative tasks.

Tool Aficionado: If a tool enables a non-combat task but does not provide an asset, you gain an asset to that task anyway when using a tool. If a tool provides an asset to a non-combat task, you gain one additional asset when using it.

Inflexible: You're not usually surprised, so it's extra surprising when you are. The first action you take after being surprised or when a foe attacks you before you have acted is hindered.

Additional Equipment: 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. You could tell the other PCs weren't bringing the right tools for the job, so you offered to help.
2. For someone as prepared as you are, having friends to help you is just common sense.
3. When all your preparations came to nothing, you had nothing left but to strike out on your own, which is when the other PCs found you.
4. The other PCs asked you to help them get ready for an important journey, and you ended up going with them.

PROTECTIVE

You protect what's close to you, which is usually your friends and allies, as well as an institution or a community. To some extent, people and communities can look out for themselves, but people join together for a reason. When others find themselves in harm's way, you're a perfect fit for helping to avoid such outcomes. It's deeply satisfying to know that your attention contributes to the safety and well-being of everyone around you.

You gain the following benefits:

Watchful: +4 to your Intellect Pool.

Skills: You are trained in tasks related to perception and healing.

Step in Front: If you successfully draw the attack so that a foe attacks you instead of the target they originally intended to attack, you have +2 Armor against that attack. You can do this one time, although the ability renews each time you make a recovery roll.

Inability: You're watchful, not bright. Knowledge-based tasks are hindered.

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

1. You protected another PC from a bad situation, and now you're friends.
2. You thought that, without you, the other PCs would be in too much danger, and you offered to come along.
3. The other PCs sought you out because of your reputation for helping others.
4. You believed that by coming along with the other PCs, you would learn something that would help you protect an entire community later on.

RELENTLESS

Life has thrown a lot of trouble your way. Disasters large and small have nearly stamped you out, but you've emerged from each alive and moving forward. You are stronger for it, but also scarred by what you had to do to survive. People less unyielding than you are now gone. That's not going to happen to you because you never give up.

You gain the following benefits:

Survivor: +4 to your Might Pool.

Skills: You are trained in tasks related to healing and finding food and water.

Survivor's Intuition: You can come up with a random piece of information pertinent to the current situation when you wish. It is always an objective fact and must be something you could have logically read or seen in the past. You can do this one time, although the ability renews each time you make a ten-hour recovery roll.

Inability: You're not a people person. Interaction tasks are hindered.

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

1. You found the other PCs in trouble and decided to help.
2. Uncharacteristically, you were caught in a bind. The other PCs helped to free you.
3. It was either do what needed doing or die. Now, here you are along with the other PCs.
4. To protect a loved one, you agreed to join the other PCs because their quest was related to your own.

RISK-TAKING

It's part of your nature to question what others think can't or shouldn't be done. You're not insane, of course—you wouldn't attempt to leap across a mile-wide chasm just because you were dared. There's impossible and then there's the just barely possible. You like to push the latter further than others, because it gives you a rush of satisfaction and pleasure when you succeed. The more you succeed, the more you find yourself looking for that next risky challenge to try yourself against.

You gain the following benefits:

Nimble: +4 to your Speed Pool.

Skill: You're adept at leveraging risk, and you are trained in tasks that involve some element of chance, such as playing games or choosing between two or three apparently equal options.

Pressing Your Luck: You can choose to automatically succeed on one task without rolling, as long as the task's difficulty is no higher than level 6. When you do so, however, you also trigger a GM intrusion as if you had rolled a 1. The intrusion doesn't invalidate the success, but it probably qualifies it in some fashion. You can do this one time, although the ability renews each time you make a ten-hour recovery roll.

Inability: You may be nimble, but you're not sneaky. Tasks

related to sneaking and staying quiet are hindered.

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

1. It seemed like there were equal odds that the other PCs wouldn't succeed, which sounded good to you.
2. You think the tasks ahead will present you with unique and fulfilling challenges.
3. One of your biggest risks failed to go your way, and you need money to help pay that debt.
4. You bragged that you never saw a risk you didn't like, which is how you reached your current point.

RUGGED

You're a nature lover accustomed to living rough, pitting your wits against the elements. Most likely, you're a skilled hunter, gatherer, or naturalist. Years of living in the wild have left their mark with a worn countenance, wild hair, or scars. Your clothing is probably much less refined than the garments worn by city dwellers.

You gain the following benefits:

Skill: You're trained in all tasks involving climbing, jumping, running, and swimming.

Skill: You're trained in all tasks involving training, riding, or placating natural animals.

Skill: You're trained in all tasks involving identifying or using natural plants.

Inability: You have no social graces and prefer animals to people. Any task involving charm, persuasion, etiquette, or deception is hindered.

Additional Equipment: You carry an explorer's pack. If you already have one, you can instead take 50 extra feet (15 m) of rope, two more days' worth of rations, and an extra ranged weapon.

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 convinced you that joining the group would be in your best interest.
3. You're afraid of what might happen if the other PCs fail.
4. There is reward involved, and you need the money.

SERENE

You are as still as untroubled water and as smooth as glass. Even when difficulties arise, you maintain your cool, your self-control, and your serene demeanor. Part of it comes to you naturally, but serenity also requires discipline and conscious control of your emotions. Rising to the bait offered by an ally, a foe, or a chance-met lout in the street is something you would do only if it advanced your own agenda—not because you lost control.

You gain the following benefits:

Self-Possessed: +2 to your Intellect Pool.

Skill: You are trained in Intellect defense tasks.

Skill: You are hard to rile, and you are trained in all actions that involve overcoming or ignoring the effects of fear, intimidation, or panic.

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

1. By staying calm in a difficult situation, you gained the trust of the other PCs.
2. No one else would take up the task, but you weren't afraid to try.
3. You were investigating a series of strange occurrences, which led you to the other PCs and your current situation.
4. Sometimes you need to blow off a little steam and helping the other PCs seemed like a way to do that.

STEALTHY

You're sneaky, slippery, and fast. These talents help you hide, move quietly, and pull off tricks that require sleight of hand. Most likely, you're wiry and small. However, you're not much of a sprinter—you're more dexterous than fleet of foot.

You gain the following benefits:

Quick: +2 to your Speed Pool.

Skill: You're trained in all stealthy tasks.

Skill: You're trained in all interactions involving lies or trickery.



Skill: You're trained in all esoterics or special abilities involving illusions or trickery.

Inability: You're sneaky but not fast. All movement-related tasks are hindered.

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

1. You attempted to steal from one of the other PCs. That character caught you and forced you to come along with them.
2. You were tailing one of the other PCs for reasons of your own, which brought you into the action.
3. An NPC employer secretly paid you to get involved.
4. You overheard the other PCs talking about a topic that interested you, so you decided to approach the group.

STRONG

You're extremely strong and physically powerful, and you use these qualities well, whether through violence or feats of prowess. You likely have a brawny build and impressive muscles.

You gain the following benefits:

Very Powerful: +4 to your Might Pool.

Skill: You're trained in all actions involving breaking inanimate objects.

Skill: You're trained in all jumping actions.

Additional Equipment: You have an extra medium weapon or heavy weapon.

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 convinced you that joining the group would be in your best interest.
3. You're afraid of what might happen if the other PCs fail.
4. There is reward involved, and you need the money.

STRONG-WILLED

You're tough-minded, willful, and independent. No one can talk you into anything or change your mind when you don't want it changed. This quality doesn't necessarily make you smart, but it does make you a bastion of willpower and resolve. You likely dress and act with unique style and flair, not caring what others think.

You gain the following benefits:

Willful: +4 to your Intellect Pool.

Skill: You're trained in resisting mental effects.

Skill: You're trained in tasks requiring incredible focus or concentration.

Inability: Willful doesn't mean brilliant. Any task that involves figuring out puzzles or problems, memorizing things, or using lore is hindered.

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 convinced you that joining the group would be in your best interest.
3. You're afraid of what might happen if the other PCs fail.
4. There is reward involved, and you need the money.

SWIFT

You move quickly, able to sprint in short bursts and work with your hands with dexterity. You're great at crossing distances quickly but not always smoothly. You are likely slim and muscular.

You gain the following benefits:

Fast: +4 to your Speed Pool.

Skill: You're trained in initiative actions (to determine who goes first in combat).

Skill: You're trained in running actions.

Inability: You're fast but not necessarily graceful. Any task involving balance is hindered.

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 convinced you that joining the group would be in your best interest.
3. You're afraid of what might happen if the other PCs fail.
4. There is reward involved, and you need the money.



TOUGH

You're strong and can take a lot of physical punishment. You might have a large frame and a square jaw. Tough characters frequently have visible scars.

You gain the following benefits:

Resilient: +1 to Armor.

Healthy: Add 1 to the points you regain when you make a recovery roll.

Skill: You're trained in Might defense actions.

Additional Equipment: You have an extra light weapon.

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

1. You're acting as a bodyguard for one of the other PCs.
2. One of the PCs is your sibling, and you came along to watch out for them.
3. You need money because your family is in debt.
4. You stepped in to defend one of the PCs when they were threatened. While talking to them afterward, you heard about the group's task.

VICIOUS

You try to hide what's inside, fold it into yourself when everything inside you screams to let go, make them pay, make them hurt, and make them bleed. Sometimes you succeed for your friends—smiling like they smile, laughing when they laugh, and sometimes even having other emotions of your own. But it's always there, that feeling of frantic glee mixed with hate that sometimes leaps out of you when you confront a foe. Violence your friends can tolerate, but you sometimes worry they will also learn that you are cruel.

You gain the following benefits:

Skill: You are trained in tracking creatures. If a creature has wronged you, the tracking task is eased.

Bloodthirsty: Once you begin fighting, you see only red. You inflict 2 additional points of damage with any attack.

Berserk: Once you begin fighting, it's hard for you to stop. In fact, it's a difficulty 2 Intellect task to do so, even if your foe surrenders or you've run out of foes. If the latter occurs and you fail to stop, you attack the nearest ally within short range.

Additional Equipment: You have a book in which you've listed the names of those who've wronged you.

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

1. Another PC saw you take down a mean drunk in a tavern, not realizing you were the one who started the fight.
2. You wanted to get away from a bad situation, so you went with the other PCs.
3. You want to change, and you hope that being with the other PCs will help you calm yourself.
4. One of the other PCs asked you to come along, believing that your viciousness could be harnessed for the benefit of the mission.

CHAPTER 6

CHARACTER FOCUS

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*."

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 type special abilities (fighting moves for Glaives, tricks of the trade for Jacks, and esoterics for Nanos). Each focus also offers suggestions to the GM and the player 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 rays 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.

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.

Many of the new foci presented in this chapter have a theme in keeping with *Numenera Destiny*—creation, community building, and moving into the future. Foci offer a way to come at a concept in several unique fashions. For instance, Descends From Nobility and Leads each provide the PC with a different path to leadership, even apart from those abilities provided by the Arkus type.



ABSORBS ENERGY

Every movement is an expression of energy. You can harness this kinetic energy and transform it into other kinds of energy. At first, once you absorb energy, you must use it before you can absorb any more. You can use the absorbed energy as a weapon, or you can infuse an object with dangerous energy that is released upon touch. Eventually, you will be able to use the energy for nonviolent purposes, such as healing or invigorating creatures.

Glaives often gain the biggest benefit from being energy absorbers, as they are the ones most often being struck in combat, and many of the initial uses of absorbed energy are for combat. However, Wrights can potentially use some of that energy to improve their crafting abilities.

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. Your opponent's actions are hindered next round.

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. You absorb a portion of the energy of a physical attack or impact. You negate 1 point of damage you would have suffered and store that point as energy. Once you have absorbed 1 point of energy, you continue to negate 1 point of damage from any incoming blow or impact, but the residual energy bleeds off with a flare of harmless light (you cannot store more than 1 point at a time). Enabler.

Release Energy. You release 1 point of energy you've absorbed—magnifying and focusing it into a blast of energy—that strikes a single foe within long range for 4 points of damage. (If you don't have any kinetic energy absorbed, you can still use this ability, but it requires that you transform a fraction of yourself into the blast, which costs 1 point of Might.) Action.

FOCI

Absorbs Energy
Acts Without Consequence
Adjures the Leviathan
Augments Flesh With Grafts
Battles Automatons
Bears a Halo of Fire
Brandishes an Exotic Shield
Breaks Down Walls
Builds Tomorrow
Commands Mental Powers
Controls Beasts
Controls Gravity
Crafts Illusions
Dances With Dark Matter
Defends the Gate
Defends the Weak
Descends From Nobility
Emerged From the Obelisk
Employs Magnetism
Entertains
Exists Partially Out of Phase
Explores Dark Places

Explores Yesterday
Fights With a Horde
Fights With Panache
Focuses Mind Over Matter
Fuses Flesh and Steel
Fuses Mind and Machine
Howls at the Moon
Hunts
Hunts Abhumans
Imparts Wisdom
Leads
Learns From Adversity
Lives in the Wilderness
Masters Defense
Masters Weaponry
Metes Out Justice
Moves Like a Cat
Murders
Needs No Weapons
Never Says Die
Possesses a Shard of the Sun
Radiates Vitality

Rages
Rides the Lightning
Sees Beyond
Shepherds the Community
Shreds the Walls of the World
Speaks With a Silver Tongue
Talks to Machines
Thunders
Touches the Sky
Wears a Sheen of Ice
Wields Power With Precision
Wields Two Weapons at Once
Wields Words Like Weapons
Works Miracles
Works the Back Alleys



ACTS WITHOUT CONSEQUENCE

You're a rebel. You resist the dictates of authority, you try to break away from the control that society holds over you, and you like to flout traditions that you view as backward. That's not to say that you automatically disagree with anything or anyone you deal with. It's more that you believe certain institutions and conventions are foolish and even hurtful. This is why you often press your luck and defy the status quo. Often enough, you get away with it.

In fact, your success is more than a mere twist of statistics. You enjoy some kind of psychic enhancement, implanted device, or attention of a datasphere spirit. You've also practiced certain skills, behaviors, and attitudes that allow blame to slip off you like water off a murden.

Glaives, Jacks, Delves, and Arkai are drawn to acting without consequence.

A character who acts without consequence often dresses in flamboyant garments designed to draw the eye, as if they're tempting the universe to notice them after all.

Connection: Choose one of the following.

1. Pick one other PC. Through a quirk of fate, this character is sometimes blamed for your exploits, even if they're not near you.
2. Pick one other PC. You recently discovered that they always seem to be able to track you when you Slip Into Shadow.
3. Pick one other PC. You saved them from certain death by taking a lucky gamble. It could've gone either way, but in the end, they lived. If you'd lost, they would've certainly died.
4. Pick one other PC. They rescued you from an awful predicament during one of the few times your luck failed you. You're a bit embarrassed that they know you have limits.

Additional Equipment: Deck of cards and a "lucky" oddity of the GM's choice.

Weird Ability: You can choose to learn Danger Sense instead of one of the abilities granted by your type.

Danger Sense (1 Speed point). Your initiative tasks are eased. You pay the cost each time the ability is used. Enabler.

Minor Effect Suggestions: Your foe is surprised by or has a bad reaction to you for one round, during which time all its tasks are hindered.

Major Effect Suggestions: A foe forgets about you unless you draw attention to yourself.

Tier 1: Slip Into Shadow (2+ Intellect points). You attempt to slip away from a selected target and hide from view in a nearby shadow, behind a tree or a furnishing, or into the next room, even if in full view of the target. For each level of Effort applied, you can attempt to affect one additional target, as long as all your targets are next to each other. Action to initiate.

Blameless. You are trained in one of the following: deception, stealth, or disguise. Enabler.

ADJURES THE LEVIATHAN

You have the power to command the Leviathan—your name for the horrific things that wait in the empty ruins or hunt in the dark beyond the town walls, creatures with long teeth, hellish fury, and a hunger for human flesh. The Leviathan is the spirit of the predatory, the monstrous, and the sociopathic. Sometimes, you suspect the term applies to a specific variety of creature, all descended from a literal

entity called the Leviathan—a bloodline you perhaps share in some small way, explaining why you can command and control these terrible creatures that preferentially hunt humans over all other flesh.

Ninth Worlders are generally unaware of the Leviathan, but here and there, you run across pockets of people who know of the horrors of which you speak. Some believe it is a spirit that takes up residence in certain creatures, though others suggest the same as you believe: it is a strain of life that corrupts and changes what it touches. Metaphorically, it's easy to say that all living, nonhuman predators are of the Leviathan. But you have a feeling, even if you've not said it in so many words yet, that one day a creature you encounter will *be* the Leviathan.

Glaives, Jacks, and Delves are eager to command creatures that would otherwise try to eat them, putting a leash on them.

Connection: Choose one of the following.

1. Pick one other PC. A creature you control will take commands both from this character and from you. But if it ever receives conflicting commands, it turns on you both.
2. Pick one other PC. You captured a creature for this character, but it promptly tried to kill them. They still have scars from the incident.
3. Pick one other PC. You are pretty sure you can command that PC as a creature if you apply enough Effort (though you don't think you can capture the PC). You haven't tried, and you're not sure you should; it might unlock some previously bestial part hidden inside them.
4. Pick one other PC. You saved them from a creature attack, and they owe you their life.

Additional Equipment: A leash.

Minor Effect Suggestions:

One additional creature takes no action for a round.

Major Effect Suggestions:

A creature you control takes an immediate extra action of your choice.

Tier 1: Adjure Creature (2+ Intellect points). For one minute, you can verbally control a living, nonhumanoid creature of up to level 2 within short range whose motive is some variant of "hungers for flesh," commanding it to do simple tasks on your behalf.

Alternatively, you can force up to three such creatures within range to take no actions for as long as you focus all your attention on them. Every round, each member of the group can attempt to escape your control.

Whichever effect you attempt, you can apply Effort to increase the maximum level of the affected creature. Thus, to command a level 4 creature to do simple tasks on your behalf (two levels above the normal limit), you must apply two levels of Effort. Action to initiate.

Ninth World Bestiary Knowledge. You are trained in the lore of flesh-eating, non-humanoid creatures—recognizing them, knowing their weaknesses, and knowing their habits and behaviors. Enabler.

AUGMENTS FLESH WITH GRAFTS

Machines can be upgraded and improved, and the human body is just an organic machine. Your goal is to keep improving your physical form, replacing obsolete parts of your body with new grafts and trying to become supremely efficient at your normal and augmented biological processes. Whether you do this with technology or pieces from other creatures depends on what you find in your explorations and your estimation of your flaws and shortcomings. You don't believe it's possible to achieve perfection—perfection is an ongoing process, not a final state. If following this path makes you something more than human, so be it. You left behind childish toys and forms to become an adult, so you are willing to leave your humanity behind in order to become something greater.

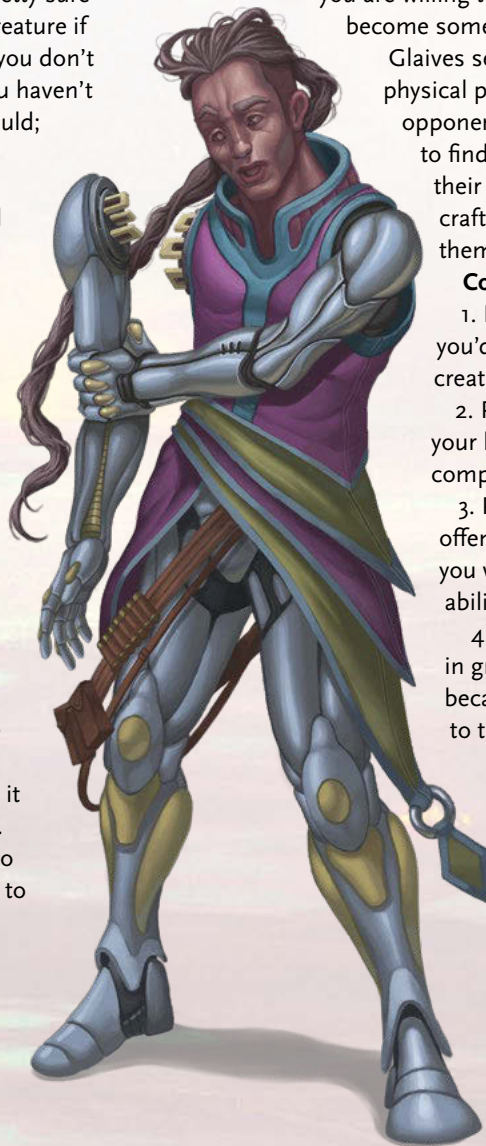
Glaives see grafting as a way to increase their physical power and survive attacks from dangerous opponents. Delves often have many opportunities to find and use grafts, and Wrights can use their own knowledge of the numenera to craft custom limbs and other body grafts for themselves.

Connection: Choose one of the following.

1. Pick one other PC. They have an ability you'd like as a graft, and you want to find a creature or cypher that duplicates that ability.
2. Pick one other PC. They once saved your life when one of your surgeries had a complication.
3. Pick one other PC. You think they're offended or disgusted by your grafts, and you want to demonstrate the value of your abilities.
4. Pick one other PC. They're interested in grafts, but you've rebuffed their requests because you think they'd have a fatal reaction to the surgery.

Minor Effect Suggestions: An upgraded body part is especially effective or efficient at a particular physical task. You gain an asset to similar actions involving the same task (such as making attacks against the same foe or dealing with a physical obstacle).

Major Effect Suggestions: Your foe is especially vulnerable to some aspect of one of your implants, like an allergy



or radiation sensitivity. Make an immediate attack against that foe (using the same stat as the action that caused the major effect). If the attack succeeds, it deals 3 points of damage (ignores Armor).

Tier 1: Autodoctor. You are trained in healing, performing surgical procedures, and withstanding pain. You can perform surgeries on yourself, remaining conscious while you do so. Enabler.

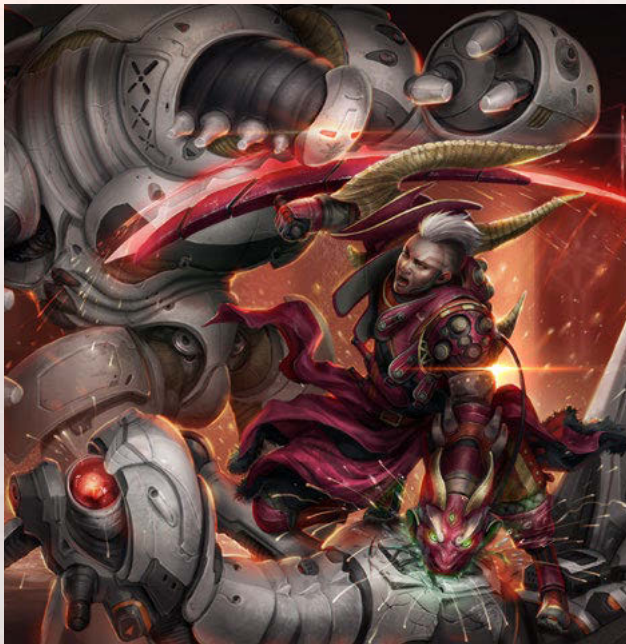
Surgical Graft. You use your knowledge to surgically attach a cypher to your body, linking it to your nerves and muscles. Activating or using this cypher is as natural for you as breathing and doesn't require any obvious motion (allowing you to activate it secretly). A grafted cypher still counts toward your cypher limit, but it is not destroyed after one use. A grafted cypher has a depletion of 1 in 1d10.

The GM may allow you to graft biological parts from other creatures, giving you an ability like one of the creature's abilities. This is treated exactly the same as if it were a grafted cypher (that is, it counts toward your cypher limit, has a depletion of 1 in 1d10, etc.), except for the graft to work you must make a surgery skill roll against a difficulty chosen by the GM. The less human the creature is, the more difficult it is to perform a successful grafting surgery. Action to initiate surgery, one hour to complete.

BATTLES AUTOMATONS

Life is for the living—the biological. Automatons, animate machines, thinking machines, and anything similar are abominations. You excel at battling these anathemas, cleansing the world of their contaminating presence.

Maybe your desire to battle automatons comes from religious zealotry. Maybe it's steeped in revenge for some past crime committed by a machine. Maybe you don't know why you're driven to destroy animate machines. Maybe you're just good at it.



You probably bear the trophies of former “kills” on you, wearing bits of numenera on your belt or around your neck. You also likely use heavy weaponry, ideal for penetrating armor. Glaives are most often automaton fighters, particularly those who are quick and nimble, able to leap in, cutting a few vital wires here or slicing through a component panel there.

Connection: Choose one of the following.

1. Pick one other PC. You suspect that this character is put off by your hatred of animate machines. You can choose whether or not they know of your suspicions.

2. Pick one other PC. You know that this character has suffered at the hands of automatons in the past, and perhaps you can convince them to help you in your calling. Regardless, you feel protective of them.

3. Pick one other PC. This character does not appear to share your feelings about automatons. In fact, you believe that they might secretly have machine parts.

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 bits and pieces that you tore from the husks of automatons you have destroyed in the past.

Anti-Machine Abilities: You are trained in understanding numenera. In addition, if your type grants you special abilities that inflict damage, they inflict 1 additional point of damage to automatons and similar beings, and 1 fewer point of damage to biological, living targets. If you have abilities that normally would not work against automatons (like mind control), they will now. Enabler.

Minor Effect Suggestions: Your automaton foe experiences an error for one round, during which time all tasks it attempts are hindered.

Major Effect Suggestions: Your automaton foe experiences a major error and loses its next turn.

Tier 1: Machine Vulnerabilities. You inflict 3 additional points of damage against automatons and animate machines of all kinds. Enabler.

BEARS A HALO OF FIRE

You can create a sheath of flames around your body. You leave scorch marks wherever you go, and you can't handle combustible objects without first dousing your inherent flames. Your special abilities (such as Nano esoterics) are tainted with flame. Fiery visuals accompany your powers, and in some cases, your predilection for flame actually reshapes your abilities to take on a fiery nature where none existed before.

You probably wear red and yellow, or perhaps black.

Although most of those who take up this mantle are Nanos, flame-wielding Glaives and Jacks are fearsome indeed.

Connection: Choose one of the following.

1. Pick one other PC. Through a quirk of fate, your fire cannot harm that character.

2. Pick one other PC. You burned this character by accident, and they still have a scar.

3. Pick one other PC. You're always trying to impress them with your fire, but you're not sure why.

4. Pick one other PC. When you're near this character, sometimes your flames burn with weird patterns.

Additional Equipment: You have an artifact—a device that sprays inanimate objects to make them fire-resistant. All your starting gear has already been treated unless you don't want it to be.

Fire Powers: Your special abilities that would normally use force or other energy (such as electricity) instead use fire. For example, force blasts from Onslaught are blasts of flame, and Flash is a burst of fire. These alterations change nothing except the type of damage and the fact that it might start fires. As another example, Barrier produces a wall of roaring flames. In this case, the alteration changes the esotery so that the barrier is not solid but instead inflicts 1 point of damage to anything that touches it and 4 points of damage to anyone who passes through it. Even fighting moves such as No Need for Weapons might mean your hands and fists are surrounded by flames.

Minor Effect Suggestions: The target or something near the target catches fire.

Major Effect Suggestions: An important item on the target's person is destroyed.

Tier 1: Shroud of Flame (1 Intellect point). At your command, your entire body becomes shrouded in flames that last up to ten minutes. The fire doesn't burn you, but it automatically inflicts 2 points of damage to anyone who tries to touch you or strike you with a melee attack. Flames from another source can still hurt you. While the shroud is active, you gain +2 points of Armor that protect only against damage from fire from another source. Enabler.

BRANDISHES AN EXOTIC SHIELD

Anyone can use a shield. But few can project a protective force field that crackles with otherworldly energy. Maybe your ability comes from a childhood encounter with a strange machine or a metallic nodule that protrudes above your flesh along your spine, or perhaps it is something that people in your family are capable of once every few generations. You use your force field to not only protect yourself, but to aggressively bash those who would do you harm. At first, you can create only a small protective plane. But as your skills improve, you can learn to throw it at foes and have it rebound, heal allies, and release an explosion of destructive energy each time it strikes home.

Glaives and Delves are most likely to choose this focus.

Connection: Choose one of the following.

1. Pick one other PC. You overheard them say that anyone who uses a shield doesn't really know how to fight. You're looking for an opportunity to prove them wrong.
2. Pick one other PC. Someone related to this character gave you the plans to create, or themselves created, your shield.
3. Pick one other PC. You rescued them from a bad situation.
4. Pick one other PC. You're drawn to them and don't know why. There's just something about them. A shared destiny? Or destined to become bitter foes one day?

Shield Abilities: If you wish, you can replace one of your tier 1 type abilities with Force Fall.

Force Fall (1 Speed point). If you fall, you can use your force field shield to absorb the impact of landing and gain +5 Armor against damage you would otherwise take from the fall. Enabler.

Minor Effect Suggestions: You bash your target and knock them prone.

Major Effect Suggestions: You bash your target, and they are dazed for one minute, during which time their tasks are hindered.

Tier 1: Force Field Shield. You manifest a small plane of pure force, which takes on a shield-like shape with the barest flicker of a thought. You can dismiss it just as easily. To use the force shield, you must hold it in one of your hands. You are practiced in using your exotic shield in one hand as a light melee weapon; however, if you attack with both your shield and a weapon held in the other hand, both attacks are hindered. When you are unconscious or sleeping, the force field dissipates. Enabler.

Force Bash (1 Might point). This is a pummeling melee attack you make with your force shield. Your attack inflicts 1 fewer point of damage than normal but dazes your target for one round, during which time all tasks it performs are hindered. Enabler.

BREAKS DOWN WALLS

Through some modification of your body—mutation, mechanical enhancement, nano-reinforcement, or something else—you have the ability to smash through walls, destroy weapons, shatter shackles, break devices, and otherwise annihilate objects that would be difficult or even impossible for others to demolish. You're a breaker. You do not flinch; you punch right through that wall, smash that machine, and fold the enemy's metallic sword in half in an impressive and intimidating display. Depending on the method that gives you this ability, your act might be accompanied by flashes of energy, sound, or acidic odors. Once you display your impressive skills as a destroyer, your enemies sometimes surrender rather than face an apparent force of nature like yourself.

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

Breakers are often Glaives or Delves.

Connection: Choose one of the following.

1. Pick one other PC. You accidentally struck this character once when you tried to break through a wall. It ruined your attempt and gave the character a nasty bruise that they claim still aches months later.
2. Pick one other PC. You're certain this character appreciates your abilities and is as impressed as you are with the sound of walls being smashed. This may or may not actually be the case.
3. Pick one other PC. You and this character were childhood friends.

4. Pick one other PC. This character provides excellent covering fire while you break down walls. If they use ranged attacks in the same round as you make a charge attack, they can fire their weapon through the hole you just made.

Additional Equipment: A mechanism of some sort is fused with your flesh. You think it might have something to do with your ability to pierce solid material.

Minor Effect Suggestions: Your feat of destruction thrills you. You gain an asset to Speed defense tasks until your next action.

Major Effect Suggestions: Your feat of destruction inspires you. You knock your opponent off their feet, and they lose their next action.

Tier 1: Breaker. You are trained in tasks related to damaging objects with the goal of breaking, piercing, or demolishing them. (It is a Might action to damage an object, and on a success, the object moves one step down the object damage track. If the Might roll exceeds the difficulty by two steps, the object instead moves two steps down the object damage track. If the Might roll exceeds the difficulty by four steps, the object moves three steps down the object damage track and is immediately destroyed. Brittle material reduces the effective level of the object, while hard material like wood or stone adds 1 to the effective level or 2 for very hard objects like those made of metal.) Enabler.

Hard as Synthsteel. To damage an object normally, the tool or weapon used to attack the object must be at least as hard as the object itself. However, your hands and body

automatically adjust so that, for the purpose of breaking things, they momentarily become at least as hard as the object you are attempting to damage or break. This ability doesn't apply if you're attempting to break through force fields, unless you have the tier 4 ability Force to Reckon With. Enabler.

BUILDS TOMORROW

One of your favorite pastimes involves imagining what the skylines of the previous worlds might have looked like. Their inspiring heights, strange shapes, colors that human eyes can't see, connections between structures that allowed the unknowable peoples of those bygone eras to step from one to the next . . . Well, you don't know for certain what it must have been like, but you gain just as much pleasure imagining the future *you* will build, using the seeds of ancient knowledge as your guide for tomorrow.

Are you a Wright, or are you some other type that has a keen interest in crafting? Although anyone can try their hand at crafting, someone who Builds Tomorrow has an advantage.

Whatever else you wear, you likely have a belt strung with various spare parts, tools, and iotum, if you have any on hand.

Connection: Choose one of the following.

1. Pick one other PC. This character seems able to use all the objects and structures you craft with ease, even when you hide how to access certain functions.

2. Pick one other PC. This character knows a few things that can help when the objects or structures you crafted need repair.

3. Pick one other PC. This character has a special tool that you think would be perfect for your own set, but they regard it as a keepsake or are otherwise reluctant to give it up, even though they don't seem to know what it's good for.

4. Pick one other PC. When you were developing a plan from a seed of knowledge from the prior worlds, this character was burned in an unexpected incident. They still have a small scar.

Additional Equipment: You begin with one numenera plan for an installation or cypher of your choice and a bag of light tools. You also have 3 units of io, 3 units of responsive synth, and 3 units of parts.

Minor Effect Suggestions: You are elated with how well an object you crafted is functioning, easing Speed defense tasks for the next round.

Major Effect Suggestions: The object or structure creates some startling effect that causes the foe to lose their next turn.

Tier 1: Natural Crafter. You are trained in crafting numenera. Enabler.

Seeds of a Plan. You immediately gain two new plans to create any object of up to level 3 plus your tier. Each time you advance a tier, you can gain two additional plans of up to level 3 plus your tier. Enabler.

Starting Iotum. You have, find, or otherwise obtain a cache of iotum sufficient to build one installation or cypher that you have a plan for. Enabler.



ORIGIN OF SPECIAL POWERS

If you want an explanation for some of the more supernatural powers provided by your focus, roll d100 and check the following table, discarding results that don't fit logic.

d100	Explanation
01–05	Natural mutation
06–09	Unexpected viral reconstruction of your body
10–15	Mutation due to ancestral exposure to chemicals, radiation, or virus
16–21	Mutation due to experimental science performed on your ancestor(s)
22–27	An encounter with the iron wind (unexpected nanotech reconstruction of your body)
28	Abduction by extraterrestrial(s) who experimented or performed surgery on you
29	Abduction by rogue Aeon Priest(s) who experimented or performed surgery on you
30	Abduction by machine intelligence that experimented or performed surgery on you
31	Encounter with an ultraterrestrial entity that mysteriously changed you
32–35	Intentional or accidental fusion/implantation with mechanical devices in fingertips
36–39	Intentional or accidental fusion/implantation with mechanical devices in palms
40–43	Intentional or accidental fusion/implantation with mechanical device in head or eye
44–47	Intentional or accidental fusion/implantation with mechanical device in chest
48–51	Intentional or accidental immersion in or treatment with ancient chemicals or radiation
52–56	Hidden artifact(s) secreted on your person
57–60	Cloud of nanotech that follows and responds to you for reasons unknown
61–64	Implant or mutation that provides knowledge and power from the datasphere
65–66	Drugs
67	Training by extraterrestrial entities in strange and mysterious devotions
68–69	Training by secret order that has mastered mysteries passed down from the ancients
70	Training by machine intelligence that shared inhuman knowledge
71–80	Confluence: roll twice and combine results
81–00	Unknown (GM can secretly roll again and keep the result hidden)

COMMANDS MENTAL POWERS

You have always had special abilities that others didn't seem to share. Through practice and devotion, you have honed this unique talent so that you can harness the power of your mind to perform deeds.

No one can tell that you have this ability just by looking at you, although you wear a crystal or jewel somewhere on your head to help focus your power. Either this focusing object was given to you by someone who recognized your ability, or you came upon it by accident and it triggered your abilities. Some people with mental powers—often called psychics or psionics by ordinary folks—are secretive and a little paranoid.

Although Nanos frequently command mental powers, psionic characters of every other type are not uncommon.

Connection: Choose one of the following.

1. Pick one other PC. You have found that this character is particularly tuned into your mental powers. While you're within short range of them, the two of you are always in telepathic contact, and they are never harmed by your Psychic Bursts.
2. Pick one other PC. For some reason, you can't telepathically interact with them.

3. Pick one other PC. That character and you always enjoy the effect of your Telepathic ability even when you haven't triggered it.

4. Pick one other PC. When they stand next to you and use their action to concentrate on helping you, your Telepathic ability extends to a very long range.

Additional Equipment: You have a crystal or jewel artifact that, when worn against your forehead or temple, 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.

Mental Esoterics: When you apply Effort to the special abilities that control minds, like the Mind Control esotery, the Mind Reading esotery, or the Crowd Control trick of the trade, you get a free level of Effort on that task. Enabler.

Minor Effect Suggestions: The range or duration of the mental power is doubled.

Major Effect Suggestions: You can take another action on that same turn.

Tier 1: Telepathic (1+ Intellect points). You can speak telepathically with others who are within short range. Communication is two-way, but the other party must be willing and able to communicate. You don't have to see

the target, but you must know that it's within range. You can have more than one active contact at once, but you must establish contact with each target individually. Each contact lasts up to ten minutes. If you apply a level of Effort to increase the duration rather than affect the difficulty, the contact lasts for 28 hours. Action to establish contact.

CONTROLS BEASTS

To say that you have a way with animals and nonhuman creatures doesn't begin to cover it. Your mastery and communication with beasts is positively uncanny. They come to you fearlessly, and it's not uncommon for birds to alight on your shoulder or for small animals to climb up your arms or legs.

You probably wear tough clothing and have a disheveled or grizzled appearance that suggests a rugged, outdoor life. Perhaps you even smell like an animal.

Any type of character is likely to have this focus.

Connection: Choose one of the following.

1. Pick one other PC. That character seems to disturb your creatures in a way that you can't explain. You know that you must keep your animals away from them if possible, or you might lose control.

2. Pick one other PC. The creature that you're bonded with seems to have a special bond with this other person as well. You must decide whether it brings up feelings of jealousy or camaraderie within you and whether to thwart the connection or help it blossom.

3. Pick one other PC. Recently, they accidentally (or perhaps intentionally) put your beast companion in a position of danger. Your companion is now nervous around them, and you are struggling with your own emotional response to the incident.

4. Pick one other PC. They dislike beasts of all kinds, seeing them as little more than food or prey. You hope that exposing them to your beast companion will change their mind. It's up to that player how their character responds to the experience.

Additional Equipment: You have three days' worth of food for your beast companion, plus a harness, collar, or similar accoutrement.

Minor Effect Suggestions: The duration of calmness or control is doubled.

Major Effect Suggestions: The duration of calmness or control extends to 28 hours.

Tier 1: 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, and you'll probably make rolls for it in combat or when it takes actions. The beast companion acts on your turn. As a level 2 creature, it has a target number of 6 and 6 health 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. Enabler.

CONTROLS GRAVITY

Gravity must have been quite a concern for the people of prior epochs because there are many paths within the numenera to control it. Through a quirk of fate, some unique device(s), or supreme devotion (or a combination of all three), you have learned to tap into the power of gravity. With one foot planted in the distant past, you are a mysterious individual. Most likely, you are also older, having spent much of your life honing your odd, ancient talents.

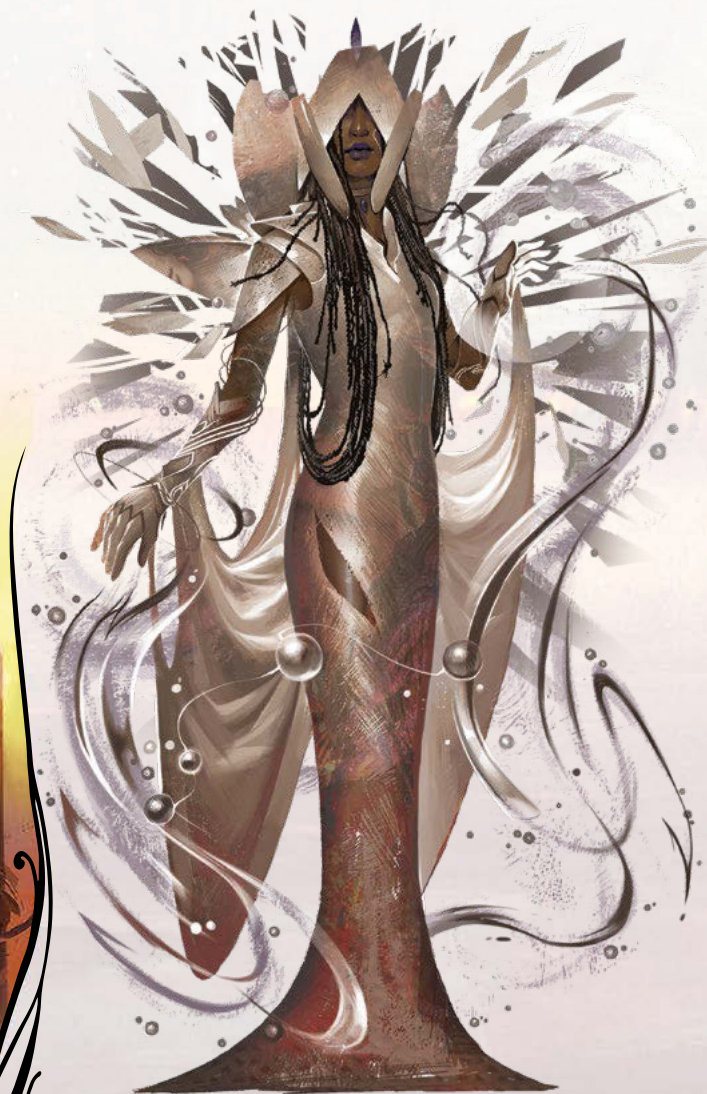
You might prefer billowy garments that display your mastery of gravity's pull and conceal your identity and intentions.

No one type of character is more likely to control gravity than another, but the power is rare.

Connection: Choose one of the following.

1. Pick one other PC. In the recent past, while using your gravitational powers, you accidentally sent that character hurtling into the air or plummeting toward the ground. Either way, they barely survived. It is up to the player of that character to decide whether they resent, fear, or forgive you.

2. Pick one other PC whose focus intertwines with yours. This odd connection affects them in some way.



For example, if the character uses a bow, your ability to manipulate gravity sometimes extends the range of their arrows. If they are good at jumping, they seem less bound by the laws of gravity, and jump farther.

3. Pick one other PC. They are deathly afraid of heights. Through your ability to control gravity, you would like to teach them how to be more comfortable with their feet off the ground. They must decide whether or not to take you up on your offer.

4. Pick one other PC. They are skeptical of your ability to control gravity and think it's just one big illusion. They might even attempt to discredit you or discover the "secret" behind your so-called skills.

Additional Equipment: You have a pen-sized oddity that tells the weight of whatever you point it at (within short range). The weight is displayed on a small glass plate in runes that only you can decipher.

Gravity Ability: You can choose to learn Weighty instead of one of the abilities granted by your type:

Weighty (1 Intellect point): You briefly increase the weight of a target within short range enough to stop them in their tracks, preventing the target from moving and hindering any attempted tasks on their next turn. Action.

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: Hover (1 Intellect point). You float slowly into the air. As your action, you can concentrate to remain motionless in the air, or float up to a short distance, but no more; otherwise, you drift with the wind or with any momentum you have gained. This effect lasts for up to ten minutes. If you also have the Hover ability granted by your type, you can hover for twenty minutes and move your normal speed. Action to initiate.

CRAFTS ILLUSIONS

You use the numenera to create holographic images that appear real. You are, in effect, an artist—a crafter of light and sound. Holographic images can never inflict direct harm or exert real force, but they can fool creatures, changing opinions and even behaviors if you craft them cleverly.

You likely dress with flair and color. The appearance of things is important to you, both their beauty and their ugliness. You are a visual performer who can entertain, terrify, or fool everyone you encounter.

A Nano is the most likely character to be an illusionist, but Jacks find illusions to be helpful as well. The rare Glaive illusionist can find ways to use tricks in battle.

Connection: Choose one of the following.

1. Pick one other PC. This character is never fooled by your illusions and is never affected by the trickery of your special abilities. You can choose whether or not you know this fact.

2. Pick one other PC. They have a special angle on your illusions and can sometimes point out potential places of weakness.

3. Pick two other PCs who are willing to be trained as your assistants. When you use your Minor Illusion ability, if both of these characters are in immediate range, they can assist you, working together to ease your action.

4. Pick one other PC. That character's face is so intriguing to you in a way you don't understand that your minor illusions sometimes look like them, even when you don't intend them to.

Additional Equipment: You have an oddity that appears to be a piece of clear glass in a synth frame. By manipulating hidden switches on the frame, you can make random moving images appear on the glass. The images are usually strange and sometimes incomprehensible.

Psychedelic Abilities: Your special abilities take on flamboyant visual and auditory qualities of your choosing. This alteration changes nothing other than the appearance of the effects. For example, your attack esoterics might look like monsters made of energy that assail your foes. Your Stasis esotery might look like a tentacled beast that holds the victim in place. Your Teleportation esotery might seem like a hole in space opens up and swallows you. Your Skill With Defense fighting move might look like ghostly echoes mimicking your actions or ephemeral arms blocking attacks against you.

Minor Effect Suggestions: Your illusion has a special quality to it—perhaps an observer sees an image of something from their past.

Major Effect Suggestions: The illusion lasts for one hour, or if it already lasts that long, it lasts for 28 hours.



Tier 1: Minor Illusion (1 Intellect point). You create a single image of a creature or object within immediate range. The image must fit within a 10-foot (3 m) cube. The image can move (for example, you could make the illusion of a person walk or attack), but it can't leave the area defined by the cube. The illusion includes sound but not smell. It lasts for ten minutes, but if you want to change the original illusion significantly—such as making a creature appear to be wounded—you must concentrate on it again (though doing so doesn't cost additional Intellect points). If you move beyond immediate range of the cube, the illusion vanishes. Action to create; action to modify.

DANCES WITH DARK MATTER

You've felt the edges of something more real than the substanceless shadows that dance behind the light—something you dubbed dark matter. It responded to you, almost like a living thing. When you made shadow puppets, they were dark matter condensed and became briefly real. As you grew older, you learned to harness your gift for more than play. You can condense dark matter from thin air, pulling it from the void spaces or a transdimensional pocket that few others can access. You don't fear dark matter, but others should when you're around.

Nanos, Jacks, and Delves probably get the most out of this focus. That said, an Arkus could parlay the sense of dread that accompanies anyone able to command darkness, bolstering their authority among many.

Connection: Choose one of the following.

1. Pick one other PC. This character also likes the dark. You both gain +1 on any die rolls when you collaborate on the same task, fight the same foe, and so on.
2. Pick two other PCs. You think you once saw them doing something illegal at night. You can choose whether or not to share that information. The characters can choose whether it was really them (it could have been neither, one, or both), and they may or may not share that information in return.
3. Pick one other PC. This person always seems to see you, even when you're totally cloaked by darkness.
4. Pick one other PC. This character once flashed a cypher in your eyes so brightly that you were blinded for several days. You recovered, but you keep an eye on this character, just in case.

Minor Effect Suggestions: Darkness is drawn to your foe's eyes, hindering any attacks the foe attempts on its next turn.

Major Effect Suggestions: Darkness thickens and momentarily clogs your foe's throat like a wad of felt. Coughing and choking, they lose their next turn.

Tier 1: Ribbons of Dark Matter (2 Intellect points). For the next minute, dark matter condenses within an area within long range that is no bigger than an immediate distance in diameter, manifesting as swirling ribbons. All tasks attempted by creatures in the area are hindered, and leaving the area requires the creature's entire action to move. You can dismiss the dark matter early as an action. Action to initiate.

DEFENDS THE GATE

You are a defender. Places are special to you, and seeing them overrun hurts your soul to its core. Perhaps you had a bad experience once, where a place that you loved was lost in war. After that, you vowed: never again. You sought out special training, and more than that, a connection to the nanites that some possess but most people think of as magic. This connection is conferred via mutation, a special device, psychic concentration, or some other method that links you to the numenera. Your connection grows over time, granting you the ability to defend a city, a wall, or even just a single but all-important gate.

You probably wear obvious armor, perhaps even distinctive in its defensive nature. A few spikes and scowling faces worked into the pattern might discourage those seeking to get past you.

Glaives are the obvious character to prefer this focus, though a Wright defending an installation might enjoy the additional protection this focus provides.

Connection: Choose one of the following.

1. Pick one other PC. Though you once defended this character from a foe's attack, you weren't completely successful. This character still bears a scar (it's up to them where and how prominent that scar is).
2. Pick one other PC. You defended them once from an abhuman's attack when they were debilitated. You were completely successful, saving this character's life.
3. Pick one other PC. You're always trying to impress this character with your strength, ability to withstand pain, capacity for drink, and so on. Perhaps they are a rival, perhaps you desire their respect, or perhaps you're romantically interested in them.
4. Pick one other PC. This character seems to anticipate your next move almost before you begin it. When this character collaborates with you on the same task or defends the same area, both of you gain an asset to initiative tasks.

Additional Equipment: You have a strange device, either handheld or fused to your forearm. It might be purely decorative, or it might be related to your connection to the numenera.

Minor Effect Suggestions: The target is pushed back by your strong defense, so much so that it's dazed for one round, during which time its tasks are hindered.

Major Effect Suggestions: Make an additional attack with your weapon on your turn.

Tier 1: Fortified Position (2 Might points). For the next minute, you gain +1 Armor and an asset to your Might defense tasks, as long as you haven't moved more than an immediate distance since your last turn. Action to initiate.

Rally to Me (2 Intellect points). You cry out, blow a battle horn, or otherwise signal to everyone within very long range that you require aid. All allied creatures who respond by moving to within an immediate distance of you within the next few rounds gain one asset on any one attack or defense task within the next hour that you suggest, such as "hold the gate," "charge that group of abhumans," or something similar. Action to initiate.

DEFENDS THE WEAK

Someone has to stand up for the helpless, the weak, and the unprotected. You believe this duty falls to you, and thus you have spent much of your life watching out for the people around you. When you see them in trouble, you are the first to come to their aid. You might give up your last shin to help the hungry, take a beating to save a person from the same, or rally your friends to take on injustice wherever you find it.

You probably bear many scars from previous conflicts, but for each scar, you likely also have a token of gratitude. You may have a dried flower given to you by a lady you saved from brigands, or a bit of metal given to you by a starving man you fed.

Glaives typically take up the cause of the weak, having the grit, determination, and durability to face down dangerous threats. Jacks, however, may pursue these goals as vigilantes, while Nanos bring to bear fabulous powers in the defense of others. Delves are least likely to take up this cause, as they tend to be loners. On the other hand, Wrights and Arkai, many of whom have the good of others in mind at all times, are sometimes drawn to more direct methods of defending others.

Connection: Choose one of the following.

1. Pick one other PC. You failed to protect this character at some point in the past, and you feel compelled to make up for your failure.
2. Pick one other PC. This character claimed innocence during a long-ago event, and you protected them. Now that time has passed, you're not entirely convinced that they were blameless.
3. Pick two other PCs. They seem to think that you are more of an arbitrator than you really are, and they keep asking you to choose which one of them is correct.
4. Pick one other PC. They believe that one of the tokens of gratitude you carry came from their father.

Additional Equipment: You have a shield.

Minor Effect Suggestions: You can draw an attack without having to use an action at any point before the end of the next round.

Major Effect Suggestions: You can take an extra action, though you can use this action only to stand guard.

Tier 1: Courageous. You are trained in Intellect defense tasks and initiative tasks. Enabler.

Warding Shield. You have +1 to Armor while you are using a shield. Enabler.

DESCENDS FROM NOBILITY

You descend from privilege, wealth, and power. Your family once owned land (perhaps they still do), wielded political control, and accumulated vast wealth. You've stepped away from that somewhat, though you still carry a noble title, whether you want it or not. People sometimes recognize your name, and sometimes they recognize you as being descended from nobility. But with many areas being so isolated from each other, people in an area far from where

you came from may never even have heard of the place where your family is known.

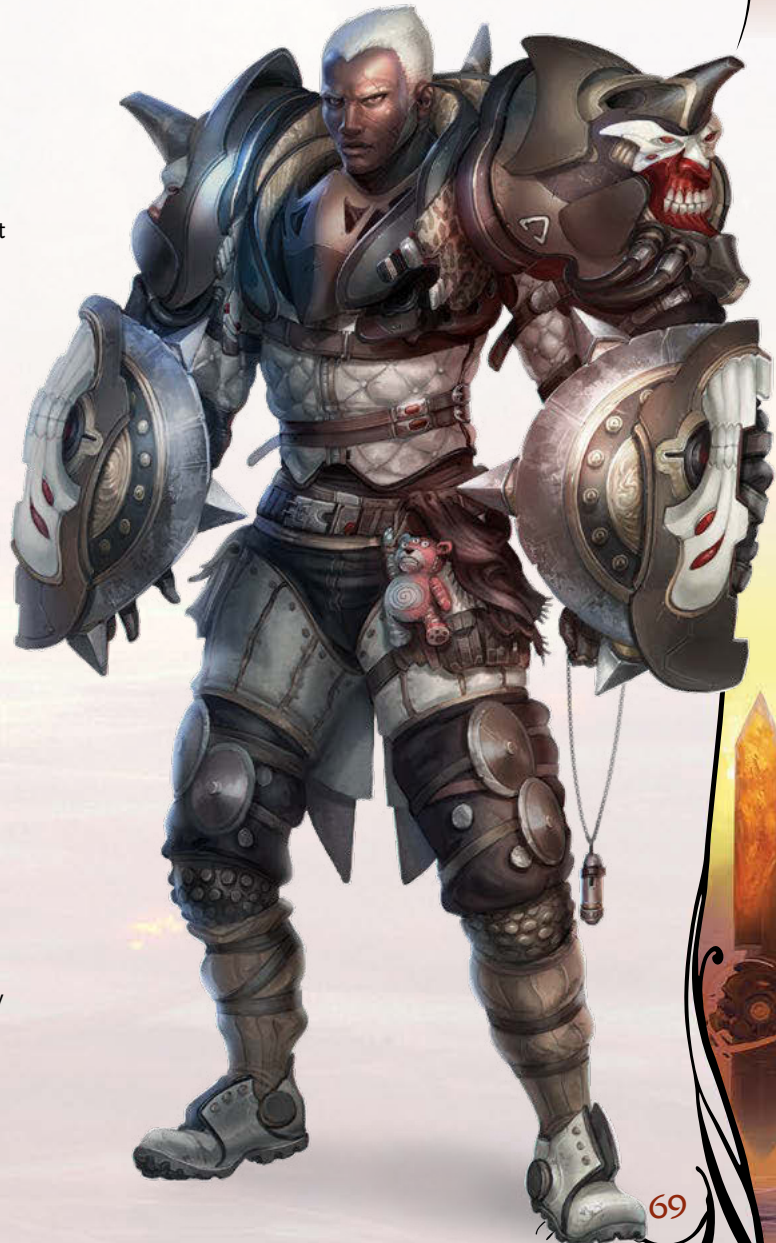
Since you were raised a certain way, you probably dress smartly and carry yourself in such a way that inspires, endears, or intimidates. You have a voice suited to drawing attention (unless you choose to disguise it).

Connection: Choose one of the following.

1. Pick one other PC. This character was once in service to your parents' household, but you have since grown to think of them as a peer.
2. Pick one other PC. You're pretty sure that they are descended from a rival house, even if they don't know it.
3. Pick one other PC. You used your nobility—your influence, your wealth, or the promise of a favor—to intercede on this character's behalf.
4. Pick one other PC. You were once very close with this character in the distant past.

Additional Equipment: A set of expensive clothing suitable for nobility.

Noble Advantage: If you wish, you can swap an ability gained from your type for the following.



Servant. Your name entitles you to a level 2 follower. One of their modifications must be for tasks related to serving as your personal assistant. You can ask your servant to deliver things for you, run messages, pick up objects of interest or items on a list—pretty much whatever you want, within reason. They can also run interference if you're trying to avoid someone, help hide you from the attention of others, help you muscle through a crowd, and so on. Enabler.

Minor Effect Suggestions: The next time you attempt to command, captivate, or otherwise influence the same foe, the task is eased.

Major Effect Suggestions: The foe is influenced, captivated, or otherwise affected by your ability for twice as long as normal.

Tier 1: Privileged Nobility. You are adept at claiming the rewards that a noble background can generate. When recognized, you can be seated at any eating establishment no matter how full, get a room in an inn even if that means others are turned out, be let into any court or other structure where laws are decided or nobility rules, be invited to any gala, and get a seat at a private function of any sort. In addition, you are trained in persuasion. Enabler.



EMERGED FROM THE OBELISK

There is a gap in your memory lasting well over a year. One moment, you were marveling at the appearance of a floating obelisk. The next, you were waking up in a shallow crater, being helped up by a traveler. They witnessed you emerging from the side of that same obelisk, then falling and smiting the ground. Instead of dying, you made a crater, because your body was somehow changed and had become crystalline.

You've tried to return to the obelisk in an attempt to determine what happened to you, but failed. Eventually, you hope to return. Until then, you explore, hoping to learn more about the numenera in general and master more of your own crystalline nature in particular.

Any character type can have emerged from an obelisk, though the crystalline body they enjoy is most likely to be appreciated by Glaives and Delves.

Connection: Choose one of the following.

1. Pick one other PC. When your appearance raises concerns among other people who don't know you, this character seems interested in giving you support and knowledge to help you fit in.
2. Pick one other PC. They saw you emerge from the obelisk and came to your aid.
3. Pick one other PC. They saw you emerge from the obelisk but thought you were a numenera device to be salvaged, which is how you got off on the wrong foot. It's up to you whether you still hold a grudge.
4. Pick one other PC. In the past, this character has indulged you by listening to you wonder about your origins, how to get into obelisks, and why you might have been ejected.

Additional Equipment: A 1-pound (450 g) chunk of inert amber crystal.

Minor Effect Suggestions: Your foe is dazed for one round, during which time all their tasks are hindered.

Major Effect Suggestions: Your foe loses their next turn.

Tier 1: Crystalline Body. You are composed of animate, translucent crystal the color of amber. Work with your GM to decide your exact form, though it is likely about the shape and size of a humanoid. Your crystal body grants you +2 to Armor and +4 to your Might Pool. However, you're not quick and your Speed defense tasks are hindered. Certain conditions, like mundane diseases and poisons, do not affect you. Enabler.

NONHUMANOID CRYSTALLINE FORM

If your character who Emerges From the Obelisk is significantly different from a regular human shape—such as if you choose to be a levitating crystal shard—you'll have to work with your GM to come up with an alternative method for manipulating objects like a regular human could, whether that's short-range telekinesis or crystalline tendrils.

Special Healing. Your crystalline body repairs itself more slowly than that of living flesh. You have only the one-round, one-hour, and ten-hour recovery rolls available each day; you do not have a ten-minute recovery roll available. Any ability you have that requires a ten-minute recovery roll instead requires a one-hour recovery roll. Enabler.

EMPLOYS MAGNETISM

Electromagnetism is a fundamental force in the universe, and it is yours to command. You are a master of metal.

You probably wear a lot of metal, perhaps as part of your clothing or armor, as part of your accessories (such as jewelry or piercings), embedded into your body surgically, or in some combination of these options.

No one type of character is more likely than any other to employ magnetism, although Glaives who wield weapons and wear armor will find it an interesting complement to their powers.

Connection: Choose one of the following.

1. Pick one other PC. Whenever you use your powers, the metallic items on that character's body shudder, rattle, clink, and shake if they are within short range.
2. Pick one other PC. You worked together in the past, and the job ended badly.
3. Pick two other PCs. While practicing your Diamagnetism ability, you once accidentally sent them careening into each other. You've never been able to repeat it. Whether you tell them that you've been trying to replicate the strange effect is up to you.
4. Pick one other PC who has metallic elements in their body. You're afraid to use your magnetism abilities near them because you once had a bad experience involving Move Metal and a (probably former) friend's mechanical eyes.

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: Move Metal (1 Intellect point). You can exert force on metal objects within short range for one round. Once activated, your power has an effective Might Pool of 10, a Might Edge of 1, and an Effort of 2 (approximately equal to the strength of a fit, capable, adult human), and you can use it to move metal objects, push against metal objects, and so on. For example, in your round, you could lift and pull a light metal object anywhere within range to yourself or move a heavy object (like a piece of furniture) about 10 feet (3 m). This power lacks the fine control to wield a weapon or move objects with much speed, so in most situations, it's not a means of attack. You can't use this ability on your own body. The power lasts for one hour or until its Might Pool is depleted, whichever comes first. Action.

ENTERTAINS

You are an entertainer: a singer, dancer, poet, storyteller, or something similar. You perform for the benefit of others. Naturally charismatic and talented, you have also studied to master your art. You know all the old poems, songs, jokes, and stories, and you're skilled at creating new ones, too.

You probably wear flamboyant or at least fashionable clothes and use cosmetics, tattoos, or hair stylings for dramatic effect.

The role of the entertainer fits the Jack best, though Glaives and Nanos sometimes entertain as well.

Connection: Choose one of the following.

1. Pick one other PC. This character is your worst critic. Your abilities to help or inspire others don't function for them.
2. Pick one other PC. They seem to really enjoy your attempts to entertain, and this brings out the performer in you. It's up to that character whether their appreciation is real or they're just being polite.
3. Pick one other PC. They are so inspired and put at ease by your stories or other forms of entertainment that when you use Levity, they gain +2 to their recovery rolls (instead of +1).
4. Pick one other PC. This person knows the secret to one of your favorite forms of entertainment. You worry constantly that they will steal it or reveal it.

Additional Equipment: You start with a musical instrument or other tools needed to perform.

Minor Effect Suggestions: You enchant the target, who remains enchanted as long as you focus all your attention on keeping them that way.

Major Effect Suggestions: The target is forever favorably disposed toward you.

Tier 1: Levity. 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.

EXISTS PARTIALLY OUT OF PHASE

You have the ability to change your phase state. In fact, you're always slightly out of phase, giving you a ghostly translucence. With concentration, you can pass your hand through a solid object, allow a solid object to pass harmlessly through you, or literally walk through walls. However, moving in and out of different phase states requires extreme force of will and can be mentally taxing. The explanation for your strange power lies within some aspect of the numenera. Perhaps the ability emerged through the use of (or exposure to) lingering transdimensional technology or as the result of an encounter with a creature not native to this world or dimension. Perhaps one of your ancestors first developed the power and passed it down through generations.

You might do whatever you can to play up your translucent appearance by wearing diaphanous, billowy clothing, or, depending on your personality, you might do just the opposite.

Jacks enjoy the infiltration possibilities of changing their phase state, and Nanos appreciate the defensive capabilities. Glaives can use the offensive and defensive aspects but might find them a bit hindering as well.

Connection: Choose one of the following.

1. Pick one other PC. You have known that character for a while, and they helped you gain control of your phase states.
2. Pick one other PC. Sometime in this character's past, they had a devastating experience with going out of phase. Whether they choose to tell you about it is up to them.
3. Pick one other PC. You once accidentally moved your hand right through them. It was an unnerving experience for you both.
4. Pick two other PCs. They both really want to go out of phase and have been pestering you about it. But you're not convinced they even know what that phrase means.

Minor Effect Suggestions: While out of phase, you also have an asset to your Speed defense tasks.

Major Effect Suggestions: While out of phase, you are also invisible.

Tier 1: Walk Through Walls (2 Intellect points). You can slowly pass through physical barriers at a rate of 1 inch (2.5 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.

EXPLORES DARK PLACES

You explore the foreboding ruins and mysterious locales of the ancient eras, trained in such activities by those who have gone before you. You're the archetypal treasure hunter, scavenger, and finder of lost things. You spend so much of your time in the dark that you slowly adapt to it, almost becoming a creature of the gloom yourself. Even in civilized areas, you prefer to keep to the shadows.

Most likely, you wear dark clothing to help you blend into the blackness. On the other hand, you might wear sensible garments and gear because you have serious and dangerous business to attend to in the dark.

Jacks are suited to exploring dark places; those who do so are called shadowjacks. Glaives who follow this path are known as shadow warriors, and Nanos are called shadowcasters.

Connection: Choose one of the following.

1. Pick one other PC. This character was your companion on previous expeditions, and the two of you work so well together that you both gain an asset to any die rolls to collaborate on the same task, fight the same foe, and so on.
 2. Pick two other PCs. You think you once saw them through a keyhole doing something illegal. You can choose whether or not to share that information. The characters can choose whether it was really them (it could have been neither, one, or both), and they may or may not share that information in return.
 3. Pick one other PC. This person always seems to hear you, no matter how stealthy you try to be.
 4. Pick one other PC. This character is so loud in everything they do that you feel obligated to try to help them learn to move more quietly through the world.
- Whether or not they're interested is up to them.

Additional Equipment: You start with an explorer's pack. If you already have one, you can instead take 50 extra feet (15 m) of rope, rations for two more days, and two minor glowglobes.

Darkness Powers: Your special abilities (such as Nano esoterics) make almost no sound, and whatever visual displays they produce are dark and shadowy. These alterations change nothing other than the appearance of the effects. A Flash esotery is a silent burst of shadows, a Barrier esotery is a mass of shadowy wisps, and so on.

Minor Effect Suggestions: The target is also dazed for one round, during which time all of its tasks are hindered.

Major Effect Suggestions: The target is also stunned and loses its next turn.

Tier 1: Superb Explorer. You are trained in searching, listening, climbing, balancing, and jumping tasks. Enabler.



EXPLORES YESTERDAY

What things were like long ago fires your imagination. You are equally thrilled to learn about how a dead civilization lived as you are to regain a still-functioning oddity, cypher, or jotum that the dead civilization used. For you, knowledge is an end in itself, but that doesn't make you naive to the dangers exploration poses. The opposite is true, which is why you're no slouch when it comes to defending yourself. You're a born excavator and explorer, adept at moving and maneuvering, making discoveries, and resisting the dangers that forgotten places often hold.

You probably wear sensible garments that can stand up to both rain and sun, as well as a hat or head wrapping to keep off the sun and extra water for when the trail peters out in the middle of nowhere.

Connection: Choose one of the following.

1. Pick one other PC. This character has been your partner in previous explorations, and the two of you work so well together that you both gain +1 to any roll when you collaborate on the same task, fight the same foe, and so on.
2. Pick one other PC. This character nearly drowned while following you on one of your excavations. It's up to them whether they trust you enough to go exploring with you again.
3. Pick one other PC. They suspect that you were involved with criminals who stole from the Amber Gleaners. Whether you were or not is up to you.
4. Pick one other PC. You suspect this character possesses secret knowledge of a hidden tomb, lost city, or treasure. Whether they really do or not remains up to them to decide.

Additional Equipment: Bag of excavation tools.

Minor Effect Suggestions: You can take an extra action. You may use this action only to perform a movement-related activity or a knowledge-based activity, such as trying to climb a treacherous cliff or attempting to decipher strange cave markings.

Major Effect Suggestions: Speed defense tasks you attempt before the end of the next round are eased.

Tier 1: Trained Excavator. You are trained in perception, climbing, and salvaging numenera tasks. Enabler.

FIGHTS WITH A HORDE

You were once part of a much larger martial society, where you held a position of elevated respect. The society might have been a tribe of abhumans, a military unit, a secret group of warriors that live in a limited dimension, or something else. Whatever the specifics (which you and your GM should work together to decide), you formed close personal ties with them and trained to fight in small and large groups alike. But at some point, you left, perhaps to seek your destiny, because you were exiled, or because everyone in the society spends a significant time away before returning to retire. Though you are gone, the lessons of teamwork and leadership that you learned while part of that society remain with you.



Whatever you wear, it likely includes the symbol, insignia, or some other reminder of the group you left behind.

Connection: Choose one of the following.

1. Pick one other PC. You're related, either siblings or cousins, but were separated when you were young.
2. Pick one other PC. They're a good fighter, but if you could teach them a few things about working together, they'd improve.
3. Pick one other PC. This character doesn't seem to approve of your past association.
4. Pick one other PC. Long ago, the two of you were on opposite sides of a fight. You won, thanks to your association with your martial society. Whether they remember you or still hold a grudge is up to them.

Additional Equipment: A melee weapon you gained from your association with the martial society with their symbol or crest on the hilt.

Minor Effect Suggestions: Your foe is knocked to the ground.

Major Effect Suggestions: Your foe is held immobile and can't take their next turn.

Tier 1: Teamwork. Through example, acts of camaraderie, stories of martial prowess, or other forms of instruction, you and your allies work better together as a cohesive unit. During any round in which you rally your team (by spending 2 Intellect points as part of another action), you and your allies inflict 1 additional point of damage in combat. This benefit applies only to allies with whom you have spent the last 28 hours. It ends if you leave, but it resumes if you return to your allies' company within 28 hours. If you leave for more than 28 hours, you must spend another 28 hours together to reactivate the benefit. Enabler.

FIGHTS WITH PANACHE

You know that style is at least as important as substance. Defeating foes is secondary to looking good while doing it. Some might call you a swashbuckler or daredevil. You leap through the air, make a flourish with your weapon, and attack, usually with a clever, biting show of wit. Your enemies hate you, but your allies adore you. Just watching you fight is entertaining.

You very likely wear no armor, instead preferring stylish clothing—perhaps even a hat with a feather.

Jacks and Glaives make the best swashbucklers, and they are the most common types of characters to fight with panache.

Connection: Choose one of the following.

1. Pick one other PC. You're always trying to impress this character with your skill, wit, appearance, or bravado. Perhaps they are a rival, perhaps you need their respect, or perhaps you're romantically interested in them.

2. Pick one other PC. This character seems to anticipate your next move almost before you even begin it.

When they collaborate with you on the same task or fight the same foe, you gain an asset on the task.



3. Pick one other PC. You fear that the character is jealous of your abilities and worry that it might lead to problems.

4. Pick one other PC. This character is so enamored of your swashbuckling, entertaining ways during combat that they sometimes forget to take their own action.

Additional Equipment: You begin with a set of extremely stylish clothes and a jeweled weapon.

Minor Effect Suggestions: The target is so dazzled by your style that it is dazed for one round, during which time all of its tasks are hindered.

Major Effect Suggestions: Make an additional attack with your weapon on your turn.

Tier 1: Attack Flourish. With your attack, you add stylish moves, entertaining quips, or a certain "something" that entertains or impresses others. One creature you choose within short range who can see you gains an asset to its next task if taken within a round or two. Enabler.

FOCUSES MIND OVER MATTER

Telekinesis. Psychokinesis. Mind over matter. The power has many names, but in the end, it all boils down to one thing—the molecules that make up all matter are yours to command. You likely call yourself a telekinetic or just a TK.

Many telekinetics prefer to wear tight clothing without much accoutrement, so there is little that another TK could grab hold of psychically. On the other hand, you have the power to create very minor telekinetic effects at will, so your hair might always be in motion, you could have a few tiny objects floating around you, or you might wear a long cape that's always billowing.

Jacks are the most likely characters to be telekinetics, but Glaives find that the abilities add to their combat prowess, and Nanos, of course, appreciate the additional power.

Connection: Choose one of the following.

1. Pick one other PC. This character can cause your telekinetic powers to act oddly. Every once in a while, if the character stands directly next to you, your powers are canceled, but at other times, they seem improved when used near the PC.

2. Pick one other PC. This person thinks that your powers are completely hypothetical.

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. You feel strangely protective of that character and plan to do your best to keep them from harm.

Mental Powers: Your special abilities that would normally use force or other energy instead use psychokinetic force. For example, a Flash or an Onslaught force blast is a psychokinetic blast from your mind. This alteration changes nothing except that you don't need a free hand to perform those abilities. In addition, you can choose to learn Impetus instead of one of the abilities granted by your type. Enabler.

Impetus (2 Intellect points): A loose object within short range that you could carry in one hand is drawn to your free hand. If the object is stuck or held by another creature, you must succeed on a Might roll to rip it free, or the object remains where it was. Action.

Minor Effect Suggestions: An object moves faster or more efficiently.

Major Effect Suggestions: You can move or affect twice as much as normal.

Tier 1: Deflect Attacks (1 Intellect point). Using your mind, you protect yourself from incoming attacks. For the next ten minutes, you are trained in Speed defense tasks. Action to initiate.

FUSES FLESH AND STEEL

At some point in your past, some of your organic parts were replaced with artificial components. (Alternatively, you belong to a secret species of biomechanical hybrids.) These artificial components might be subdermal, or they might resemble more overt metal or synth plating on your skin. They can also take the form of threadlike tendrils of circuitry winding across your flesh. Whatever their appearance, these components give you special abilities. As you advance, you can add to, modify, or discover new functions for them. Unfortunately, your artificial body also has special requirements when it takes damage.

You might wear a cloak with a hood or something similar to hide your artificial parts from those who would persecute you. Because your components are tricky to repair, as time goes on, it might become more difficult to conceal your true nature, with exposed circuitry, metal plates, and more in a state of partial disassembly.

Anyone might be a cybernetic organism.

Connection: Choose one of the following.

1. Pick one other PC. This character knows your true nature, even if no one else does. If your components are not particularly hidden, they know a different secret of yours, such as a preprogrammed word that will shut you down for ten minutes.
2. Pick one other PC. Being close to this person sometimes makes your mechanical parts vibrate slightly. You can decide whether this sensation is unnerving or pleasant.
3. Pick one other PC. You're pretty sure that this character is just here to mine you for parts. They choose whether or not this is true.
4. Pick one other PC who also has mechanical parts. The two of you have bonded over conversations about this element you share, and you feel a special connection.

Additional Equipment: You have a bag of light tools and a variety of parts to repair yourself.

Minor Effect Suggestions: Your servos learn from your successful actions. You gain an asset to similar actions involving the same task (such as making attacks against the same foe or operating the same device).

Major Effect Suggestions: You discharge a small pulse of power into your foe. Make an immediate attack against that foe (using the same stat as the action that caused the major effect). If the attack succeeds, it deals 4 points of electrical damage.

Tier 1: Enhanced Body. You gain +1 to Armor, +3 to your Might Pool, and +3 to your Speed Pool. Enabler.

Special Healing. Traditional healing skills, medicines, and techniques work only half as well for you. Each time you start at full health, the first 5 points of damage you take can never be healed in these ways or recovered normally. Instead, you must use repairing skills and abilities to restore those points. For example, if you start with a full Might Pool of 10 and take 8 points of damage, you can use recovery rolls to restore 3 points, but the remaining 5 points must be restored with repair tasks.

FUSES MIND AND MACHINE

You believe that the finest machine ever created is the human brain, and experience and training have taught you that any machine can be improved. Through the use of implants and mechanical enhancements, your brain processes input faster, stores more information, and eventually can tap right into the datasphere. Mentally, you function on an entirely different level than your fellows.

Did you make these improvements yourself? Did someone else? Was it with your blessing or against your will? Regardless, you are now more than just a person. You are both living creature and machine. But unlike someone who Augments Flesh With Grafts, all of your refinements and upgrades are on the inside. You don't need mech eyes or metal arms to be enhanced. It's all about what's inside your skull.

Nanos are most often those who fuse their mind with machines, but Arkai and Wrights are almost as likely to do so.

Connection: Choose one of the following.

1. Pick one other PC. This character knows a few things that can help when your implants and enhancements malfunction.
2. Pick one other PC. They seem to find you off-putting. You wonder if it's because you're clearly smarter than they are or if it's for some other reason.
3. Pick one other PC. This character has a small device that can shut down your brain with a single switch. However, you don't think they have any idea what it is or what it can do.
4. Pick one other PC. Within your memory circuits, you have data of someone who looks just like this character committing terrible crimes—hundreds of years ago. You have no explanation.

Additional Equipment: You have an artifact that protects your implants and enhancements from disruption or intrusion. Resisting such attacks is eased.

Minor Effect Suggestions: You foresee your foes' moves so well that your Speed defense rolls for the next round gain an asset.



Major Effect Suggestions: Processing surge! On your next action, you can use points from your Intellect Pool on Might or Speed tasks.

Tier 1: Mechanical Assistance. You gain +4 to your Intellect Pool through the use of implants and tiny processing devices. Enabler.

Stored Memories. You are trained in one area of knowledge of your choice (history, geography, astronomy, and so on). Enabler.

HOWLS AT THE MOON

Sometimes the numenera is a double-edged sword. You are cursed and blessed to be able to transform into a powerful creature, drawing additional mass from a transdimensional source. You and the GM should work out the exact nature of the creature, including its appearance, but it's a wild beast of rage and blood—at least until you learn to control it. Creatures like you are often called “lycanthropes.”

Style and appearance are probably low on your list of concerns. Your clothes might be ragged because your transformation is hard on them (or they're cheap because you know they'll be destroyed the next time you transform).

Anyone can be a lycanthrope. A Glaive likely benefits the most from the transformation.

Connection: Choose one of the following.

1. Pick one other PC. That character is able to soothe you when you're in beast form. You'll never attack them while transformed, and if they spend three consecutive turns using their action to calm you down, you can revert to your normal form without having to make a roll.
2. Pick one other PC. You believe that this character intends to convince you to join an entertainment venue (or capture you for the same). They choose whether or not this is true.
3. Pick two other PCs. They know that it's beneficial for you to kill and eat a creature while you're in beast form, and they often work together to make sure that happens.
4. Pick one other PC. Since this character saw you in beast form, they have been terrified of you. You are determined to show them that you're not as dangerous as they believe.

Additional Equipment: You have an accurate chronometer artifact that always lets you know when the next transformation is coming.

Minor Effect Suggestions: The target is so intimidated by your bestial attack that it is dazed for one round, hindering its tasks.

Major Effect Suggestions: Your attack conveys a small bit of your lycanthropy. If your foe survives, one month later, the target transforms into an uncontrolled beast. The GM decides what happens from there.

Tier 1: Beast Form. On five consecutive nights each month, you change into a monstrous beast for up to one hour each night. In this new form, you gain +8 to your Might Pool, +1 to your Might Edge, +2 to your Speed Pool, and +1

to your Speed Edge. While in beast form, you can't spend Intellect points for any reason other than to try to change to your normal form before the one-hour duration is over (a difficulty 2 task). In addition, you attack any and every living creature within short range. After you revert to your normal form, you take a -1 penalty to all rolls for one hour. If you did not kill and eat at least one substantial creature while in beast form, the penalty increases to -2 and affects all your rolls for the next 28 hours. Action to change back.

HUNTS

You are a tracker. Perhaps you hunt animals or more deadly creatures. Perhaps you go after people as a bounty hunter, law enforcer, or killer for hire. Whatever form your hunting takes, you are trained in stalking your quarry and bringing it down. You are a dangerous individual.

If you hunt animals or creatures, you might carry the trophies of past kills, such as teeth or skins. If you're a bounty hunter, you probably wear whatever your quarry would find most intimidating so it feels as though it has no chance of getting away from you.

Most hunters are Glaives, but Jacks and Nanos bring unique skills to the chase.

Connection: Choose one of the following.

1. Pick one other PC. That person once saw you show surprising mercy toward your prey, and now you hope they keep it quiet—it might harm your reputation.
2. Pick one other PC. You accidentally caught them in one of your traps, and they had to get free.
3. Pick one other PC. Back in your bounty hunter days (which may or may not be over), you were hired to track down someone who was close to this character.
4. Pick one other PC. You've noticed that it's almost impossible to track this character, but you're determined to figure out a way.

Additional Equipment: You wear boots that muffle your footsteps, giving you an asset on any roll made involving sneaky movement.

Minor Effect Suggestions: You can attempt an intimidating task to cause your foe to immediately surrender.

Major Effect Suggestions: Your foe pauses, terrified by your prowess, and takes no action on their turn.

Tier 1: Tracker. You are trained in following and identifying tracks. Enabler.

Stalker. You gain an asset to all types of movement tasks (including climbing, swimming, jumping, and balancing). Enabler.

HUNTS ABHUMANS

Abhumans are a threat to humanity. You know this more than anyone. The threat is obvious—bestial abhumans attack villages, caravans, and travelers all the time in the wilderness. But the threat is also far subtler. The progenitors of the abhumans were once human. They

gave up their humanity to become horrific, monstrous things. How this happened, or how long ago, are things you cannot conceive. But you know that they are true, so abhumans must be eradicated for the good of all.

Abhuman hunters are usually Glaives who wear tough but practical armor and carry a wide variety of weapons. But a Jack, Delve, or Nano could join their ranks as well, becoming decidedly more warriorlike than their fellows. Abhuman hunters spend much of their time stalking through the wastelands and desolate wilds as well as guarding what few roads and paths connect the towns and villages of the Ninth World.

Connection: Choose one of the following.

1. Pick one other PC. This character has had experiences with abhumans in the past, and you'd like to know more about them.
2. Pick one other PC. You are friends, and you'd hate to see this character harmed.
3. Pick one other PC. This character doesn't understand just how dangerous and horrible abhumans can be.
4. Pick one other PC. Abhumans are sometimes drawn to certain people. They always seem to attack those people first and with more fervor. This character appears to be one such person.

Minor Effect Suggestions: Your foe is so intimidated by your prowess that it backs away, unwilling to attack. It can still defend itself.

Major Effect Suggestions: Your foe is terrified by your skill and flees.

Tier 1: Tracker and Hunter. You are trained in tracking, looking for, interacting with, and hiding from abhumans. Enabler.

Abhuman Fighter. You inflict 2 additional points of damage when fighting abhumans. Enabler.

IMPARTS WISDOM

You've studied philosophy and other higher truths. But you do more than learn about such esoteric teachings; you practice them. Every day you consider hard questions or questions that everyone else has an easy answer for. That's just the way you live. By focusing on things that bear on life, existence, and the underlying principles that guide the most sublime processes in the universe, you know contentment. Others often see in you a teacher, a higher being, or perhaps even some sort of savior. However, you see yourself as merely another student studying at the feet of eternity.

You probably wear bright clothes and cloaks with many pockets for collecting bits of this and that for study, and you may have voluminous bags for your books.

Connection: Choose one of the following.

1. Pick one other PC. This character also yearns for enlightenment. You both gain +1 on any die rolls when you collaborate on the same task, fight the same foe, and so on.

2. Pick two other PCs. You have seen them, or someone who looked like them, stray from the path of wisdom before you became allies. You can choose whether or not to share that information. These characters can choose whether it was really them (it might not have been), and they may or may not share that information in return.

3. Pick one other PC. This character never seems to learn from you, and you both gain -1 on any die rolls when you collaborate on the same task, fight the same foe, and so on.

4. Pick one other PC. This character is so wrong in everything that you feel obligated to try to help them better understand the world. Whether or not the character is interested is up to them.

Wisdom Benefits: If you wish, you can swap an ability gained from your type for the following.

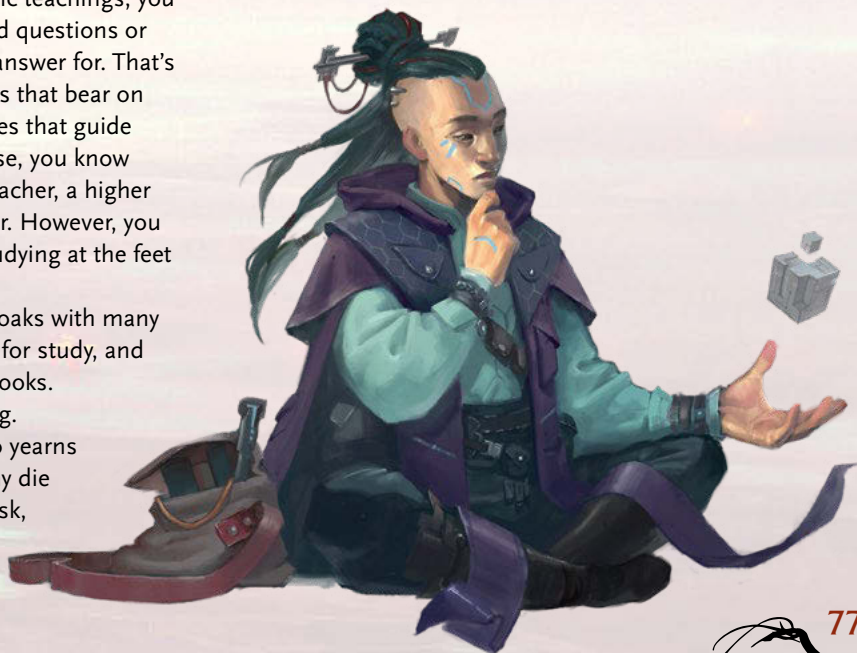
Philosophic Confusion (1 Intellect point). Your esoteric words confuse a creature that can understand you, making it stand without taking actions as it attempts to pierce the puzzle set before it. For as long as you do nothing but pontificate (you can't even move), the other creature takes no actions other than to defend itself, even over multiple rounds. If the creature is attacked, the effect ends. If you have a type ability that accomplishes the same thing, you can attempt to use either ability on two creatures at a time. Action.

Minor Effect Suggestions: You don't have to use an action ahead of time to use your next Learning the Path or Imparting the Path ability.

Major Effect Suggestions: Intuition flares, and you can ask the GM one question about what you're looking at.

Tier 1: Learning the Path (2 Intellect points). 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), a related task (such as persuading the creature, attacking it, or defending from its attack) is eased. Action.

Philosophy. You are trained in two areas of knowledge of your choice.



LEADS

Using charisma, natural leadership, and perhaps some training, you command the actions of others, who follow you willingly. You are a commander, a captain, a leader, or a general. Your skills allow you to make people do what you want, but you also have the wisdom to know what actions would be best for your followers and allies.

Since you need the respect of others, you probably dress and carry yourself in such a way that inspires, endears, or intimidates. You have a voice suited to barking orders that can be heard even on a noisy battlefield.

Arkai are already leaders, so only a few will choose to further enhance their expertise. Glaives make excellent military leaders, but a Jack could easily lead a group of explorers or a den of thieves. A Nano might be the head of a group of “mages” or scholars, or they might have a gang of bodyguards as followers.

Connection: Choose one of the following.

1. Pick one other PC. This character was once a follower of yours, but you have since grown to think of them as a peer.



2. Pick one other PC. Independent and stubborn, they are not affected by your abilities.

3. Pick one other PC. They introduce you to the follower you gain at tier 2.

4. Pick one other PC. You were once very close with this character in the distant past.

Additional Equipment: You have an artifact that allows you to tag up to seven followers. By looking into the glass plate on the device, you can determine their distance and direction relative to you. The tagging process is somewhat demeaning, so it is likely that only your followers would ever submit to it.

Minor Effect Suggestions: The next time you attempt to command, captivate, or otherwise influence the same foe, the task is eased.

Major Effect Suggestions: The foe is influenced, captivated, or otherwise affected by your ability for twice as long as normal.

Tier 1: Natural Charisma. You are trained in all social interactions, whether they involve charm, learning a person's secrets, or intimidating others. Enabler.

Good Advice. Anyone can help an ally, easing whatever task they're attempting. However, you have the benefit of clarity and wisdom. When you help another character, they gain an additional asset. Enabler.

LEARNS FROM ADVERSITY

You've been around, which means that you've experienced the pendulum swings that living delivers to every creature. No matter the heights that someone might attain, situations change, disasters happen, friends die, and mistakes are made. No matter how brilliant you might be, or believe yourself to be, those mistakes are often made by you. What distinguishes you from others is that you learn from those mistakes. You learn from the past and use experience as your guide. You're older than many, but you've seen some amazing things in that time, and you can draw on that experience to do amazing things.

As someone who's survived the long years and trials of life, you probably dress simply and practically. Though older than most others who risk exploration, you remain fit, lean, and probably have either no hair or hair as white as the frozen water that's said to cover the land in the far south.

Glaives, Jacks, and Arkai are most likely to prefer the focus Learns From Adversity.

Connection: Choose one of the following.

1. Pick one other PC. You languished in some kind of terrible situation until this character plucked you out of it. You learned a lot from that experience.

2. Pick one other PC. They don't seem to think much of your experience.

3. Pick one or more other PCs. They came looking for help with a problem and found you. It's up to them whether they're satisfied with what they found or not.

4. Pick one other PC. This character believes you're some kind of legend based on a decade-old story about you that's

grown in the telling. Sometimes, that makes you confident. Other times, it's a lot to live up to.

Additional Equipment: A book filled with knowledge on a topic of your choice.

Minor Effect Suggestions: The range or duration of one of your abilities is doubled.

Major Effect Suggestions: You can take another action on the same turn.

Tier 1: Quicker Than Most. Experience has honed your reaction times, because those who act first gain the advantage in most situations. You're trained in tasks related to initiative, seeing underlying patterns, and solving puzzles. Enabler.

Toughened Up. Adversity has made you tougher. You gain +3 to your Might Pool. Enabler.

LIVES IN THE WILDERNESS

You dwell in the wilds. You probably have done so most, if not all, of your life, coming to understand the mysteries of nature, weather, and survival. The ways of flora and fauna are your ways.

Your rough, rugged clothing shows little concern for style. Most of the time, covering yourself in natural smells to keep your scent from arousing suspicion in the wilderness is more important than bathing to keep yourself presentable to other humans.

Glaives and Jacks are the most likely characters to live in the wilderness, perhaps working as guides, hunters, trappers, scouts, or trackers. A Nano who does so might be seen as a nature priest or wild wizard.

Connection: Choose one of the following.

1. Pick one other PC who isn't from the wilderness. You can't help but feel a little contempt for that character and their "civilized" ways, which show disdain for all things natural and (to your mind) true.

2. Pick one other PC. This character is one of the few people that you are completely comfortable around, and you are often surprised at how easily you let down your guard near them.

3. Pick one other PC. This character once saved you from an uncomfortable social situation, and you still feel grateful.

4. Pick one other PC. This person seems to understand civilization in the same way that you understand the wilderness. You could choose to help each other or despise each other for this different way of seeing the world.

Additional Equipment: You have a directional compass.

Minor Effect Suggestions: A foe that is a natural creature flees rather than continue to fight you.

Major Effect Suggestions: A foe that is a natural creature becomes warily passive.

Tier 1: Wilderness Life. You are trained in two of the following: climbing, swimming, navigation, or identifying plants and creatures. Enabler.

Wild Hardiness. You gain 3 points to your Might Pool. Enabler.

MASTERS DEFENSE

Protecting yourself is obviously important in dangerous situations, and you are particularly good at it. Cautious and prudent, you learn techniques to defend against all kinds of attacks, both physical and mental. The winner is often the last person standing, and you've done all you can to ensure that person will be you.

You carry a shield and probably wear the best armor you can find.

Glaives make excellent defensive masters, but Jacks and Nanos also find at least some of these skills of great value.

Connection: Choose one of the following.

1. Pick one other PC. This character protected you from harm recently, and you feel indebted to them for saving your life.

2. Pick one other PC. This person thinks you are an incredibly selfish person, perhaps based on their belief that you always save yourself first.

3. Pick one other PC. You once fought on opposite sides of a combat.

4. Pick one other PC. This character seems to be a jinx for you. Whenever they are next to you, your Speed defense tasks are hindered.

Additional Equipment: You have a shield.

Minor Effect Suggestions: You gain an asset to Speed defense rolls for one round.

Major Effect Suggestions: If an attack would hit you next round, it harmlessly strikes your shield instead if you choose.

Tier 1: Shield Master. When you use a shield, in addition to the asset it gives you (easing Speed defense tasks), you can act as if you are trained in Speed defense tasks. However, in any round in which you use this benefit, your attacks are hindered. Enabler.

MASTERS WEAPONRY

You have worked long and hard with one particular type of weapon: bows, swords, axes, daggers, whips, or whatever you choose. Thus, you are an archer, a swordsman, an axe master, a mistress of knives, or whatever is appropriate to your chosen weapon. A master of the rapier is different than a master of the warhammer, and an archer is different than a whip wielder.

You might wear a symbol—a badge, a pin, a tattoo, an amulet, certain colors, or the like—that indicates the school in which you trained, the style of fighting you have mastered, or the name of your mentor. Your weapon is almost certainly your finest possession. Not only is it well cared for and of high quality, but you probably keep it in a beautiful scabbard, harness, belt, case, or something similar.

Many Glaives are weapon masters, but sometimes a Jack might choose this path, particularly with lighter weapons.

Connection: Choose one of the following

1. Pick one other PC. That character shows potential in the use of your weapon. You would like to train them, but you're not necessarily qualified to teach (that's up to you), and they might not be interested (that's up to them).



2. Pick one other PC. If that person is within immediate range when you're in a fight, sometimes they grant you an asset, and sometimes they hinder you (50% chance either way, determined per fight).

3. Pick one other PC. You once saved this person's life, and they feel indebted to you. You wish they didn't; it's all just part of the job.

4. Pick one other PC. This person recently mocked your combat stance. How you deal with this (if at all) is up to you.

Additional Equipment: You have a high-quality weapon of your choosing.

Weaponry Powers: If you have "supernatural" special abilities (such as some esoterics), these look like your chosen weapon. So the force blast of the Onslaught esotery appears to be a large weapon made of force, and the Flash esotery produces a flurry of weaponry. These alterations change nothing other than the appearance of the effects. As another example, Barrier becomes a wall of swirling blades of energy. This alteration changes the esotery such that it is not a solid barrier but rather inflicts 1 point of damage to anyone who touches it and 4 points of damage to anyone who passes through it.



Minor Effect Suggestions: The target is so dazzled by your expertise that it is dazed for one round, hindering all of its tasks.

Major Effect Suggestions: Make an immediate additional attack with the weapon as part of your turn.

Tier 1: Weapon Master. You gain a +1 bonus to damage with your chosen weapon. Enabler.

Weapon Crafter. You are trained in crafting tasks associated with your chosen weapon. For instance, if your weapon is a bow, you are trained in tasks related to crafting bows and fletching arrows; if your weapon is a sword, you are trained in tasks for forging swords and sharpening blades; and so on. Enabler.

METES OUT JUSTICE

There is so much injustice in the world. It takes a special person to take it upon himself to right wrongs, protect the innocent, and punish the guilty. You are such a person.

Justicars, as they are sometimes called, are knights errant who wear armor, bear swords and shields, and travel the land looking for tyranny, corruption, and oppression. But some operate a little less ostentatiously, and sometimes justice comes from more subtle tactics. A justicar might also be a masked vigilante or just a badass who rights wrongs.

The importance of justice in your life might come from religion, your upbringing, or your highly developed sense of principles. Regardless, you not only adhere to your values, but you also believe it is your calling to act on them and help make the world more just, more fair, and more ethical. You want to see wrongdoing punished.

Although any character can be a justicar, Arkai and Glaives most often take on the role.

Connection: Choose one of the following.

1. Pick one other PC. You strongly suspect that this character has a past that might involve serious crimes or wrongdoing. You have no proof, however, and you've never witnessed them doing anything seriously wrong.

2. Pick one other PC. This character seems to share your value systems and sees right and wrong the same way you do, which is refreshing.

3. Pick one other PC. This character, while ethical, defines right and wrong in different ways than you do.

4. Pick one other PC. In the past, you and this character witnessed an event that helped shape your moral code. They may or may not have come away with a similar outlook.

Additional Equipment: You have a shield to help you protect yourself and others.

Minor Effect Suggestions: You shame or intimidate your foe so much that they are shaken and use their next turn to flee.

Major Effect Suggestions: You mark your foe permanently with a distinctive scar so that their guilt will be known by all.

Tier 1: Make Judgment. You are trained in discerning the truth of a situation, seeing through lies, or otherwise overcoming deception. Enabler.

Designation. You assign an innocent or guilty label to one creature within immediate range, based on your assessment of a given situation or a predominant feeling. In other words, someone who is labeled innocent can be innocent in a certain circumstance, or they can be generally innocent of terrible crimes (such as murder, major theft, and so on). Likewise, you can declare that a creature is guilty of a particular crime or of terrible deeds in general. The accuracy of your assessment isn't important as long as you believe it to be the truth; the GM may require you to give a rationale. Henceforth, your tasks to socially interact with someone you designate as innocent gain an asset, and your attacks against those you designate as guilty gain an asset. You can change your assessment, but it requires another designation action. The benefits of the designation last until you change it or until you are shown proof that it is wrong. Action.

MOVES LIKE A CAT

You are extremely dexterous. Your speed and agility make you almost a thing of wonder. Your body is lithe, flexible, and graceful. Your training—or perhaps a bit of magic or technology—allows you to move quickly and smoothly, land safely when you fall, and avoid danger.

You likely wear tight clothing that doesn't hinder you as you move. Likewise, you probably don't allow yourself to be overburdened by a lot of equipment. You'll wear armor only if it doesn't slow you down.

Glaives are very often catlike, but Jacks can be, too.

Connection: Choose one of the following.

1. Pick one other PC. Their occasional clumsiness and loud behavior irritate you.
2. Pick one other PC. This character comes from the same place you do, and you knew each other as children.
3. Pick one other PC. You aid them with advice and a helping hand when they need it. Anytime the two of you are next to each other, balancing, climbing, and jumping tasks are eased for them.
4. Pick one other PC. They owe you a significant amount of money.

Minor Effect Suggestions: You restore 2 points to your Speed Pool.

Major Effect Suggestions: You can take a second action this round.

Tier 1: Reflexes. You gain +5 to your Speed Pool. Enabler.

Balance. You are trained in balancing. Enabler.

MURDERS

The murderous assassin is a master of dealing death. No one is better at sneaking into a location, eliminating a target, and slipping out again. Obviously, a professional killer is not likely to have a lot of friends.

You probably wear dark colors—black, charcoal grey, or midnight blue—to help blend into the shadows. But since you're also a master of disguise, in truth you could look like anyone.

Any character could be an assassin. Jacks are the most likely choice, but Nanos with their esoterics or Glaives with their combat abilities would make efficient killers as well.

Connection: Choose one of the following.

1. Pick one other PC. That character knows your real identity, profession, and background. To all others, the truth about you is a closely guarded secret.
2. Pick one other PC. You were recently approached by someone who wanted to hire you to take that character out. You haven't yet decided whether to take the job or warn them that their life is in danger.
3. Pick two other PCs. One night after perhaps too much celebrating, you loudly claimed responsibility for a murder you didn't commit. These two characters were the only ones who heard. Whether they believe you or not is up to them.
4. Pick one other PC. That character is the one who got you started down the path of taking lives, whether they know it or not.

Additional Equipment: You start with a disguise kit and three doses of a level 2 blade poison that inflicts 5 points of damage.

Minor Effect Suggestions: No one but the foe notices that you make the attack.

Major Effect Suggestions: If you have poison amid your belongings, you were able to apply it just before the strike, adding the poison's effects to the normal attack damage.

Tier 1: Surprise Attack. If attacking from a hidden vantage, with surprise, or before an opponent has acted, you gain an asset to your attack. On a successful hit with this surprise attack, you inflict 2 additional points of damage. Enabler.

Natural Assassin. You are trained in stealth and disguise tasks. Enabler.



NEEDS NO WEAPONS

You don't use weapons—you are a weapon. With powerful punches, kicks, and full-body moves, you inflict incredible damage on your foes. By focusing your energy, the combined power of your body and mind allows you to do incredible amounts of damage without depleting your energy reserves. You might have gained your skills through intense training, various implants and enhancements, genetic mutations, or any combination of these things. Whatever the origin of your feats, you likely take good care of your body, ensuring that it remains the sharpest, most dependable weapon at your disposal.

Martial artists or kasundas (as those with your training are sometimes called) are both feared and revered. They wear loose, comfortable clothing that allows them a full range of movement, and they rarely use weapons other than their body's own implements (although some carry items designed to enhance their body movements for greater effect, such as knuckle weapons, knee spikes, or boot blades).

Glaives are perhaps best suited for using their bodies as weapons, but Jacks are also good candidates. Sometimes, Arkai choose this focus because having a backup when persuasion fails is a useful leadership strategy.

Connection: Choose one of the following.

1. Pick one other PC. They seem to believe that the only true weapons are those that you can hold in your hand, and they might look at you with disdain.
2. Pick one other PC. This character seems incredibly unaware of their body and always happens to get in your way. If you miss your foe and accidentally hit someone else in close range, it's likely to be them.
3. Pick one other PC. You once trained with a close friend of theirs, and you owe that mutual friend much.
4. Pick two other PCs. Once these two heard about your skills, they expressed interest in being your students. However, only one seems to have any aptitude.

Minor Effect Suggestions: You trip your target and knock them prone.

Major Effect Suggestions: You strike your target in a limb, making that limb useless for the next minute.

Tier 1: Fists of Fury. You inflict 2 additional points of damage with unarmed attacks. Enabler.

Flesh of Stone. You have +1 to Armor if you do not wear physical armor. Enabler.

NEVER SAYS DIE

You are as stalwart, hardy, and driven as can be imagined. When others are ready to quit, you're just getting started.

You probably don't spend a lot of time on your appearance—it is far less important than your actions. For that matter, so are words. You're likely not much of a talker. You're a doer.

Characters with this focus are sometimes called stalwarts or diehards. They are often soldiers, mercenaries, or other tough-as-nails individuals, but sometimes they take a more

heroic stance. A character who is hard to kill is around longer to help others, after all.

Stalwarts are most often Glaives or Delves, but Nanos and Arkai who like to stand at the back of the pack out of harm's way can do serious damage as diehards.

Connection: Choose one of the following.

1. Pick one other PC. You feel the overwhelming need to impress this character, although you're not sure why.
2. Pick one other PC. This character seems quite capable, but in your mind, their spirit needs motivating. You're constantly trying to convince them to keep trying, go the distance, and keep fighting the good fight.
3. Pick one other PC. You feel very protective of this character and don't want to see them harmed.
4. Pick one other PC. This character comes from the same place you do, and you knew each other as children.

Minor Effect Suggestions: You restore 2 points to your Might Pool.

Major Effect Suggestions: Your next action is eased by two steps.

Tier 1: Rapid Recovery. Your ten-minute recovery roll takes only one action instead, so that your first two recovery rolls are one action, the third is one hour, and the fourth is ten hours. Enabler.

Push on Through (2 Might points). You ignore the effects of terrain while moving for one hour. Enabler.

POSSESSES A SHARD OF THE SUN

You have the ability to create and sculpt light, to bend it away from you or gather it to use as a weapon. Perhaps a shard of amber crystal, midnight stone, or other iotum became embedded in your flesh and through it you can control light. Or you might have always had the gift, a freak talent handed down to you by the ancients.

Most people able to command light favor bright colors in their clothing since those colors reflect light rather than absorb it. Nanos and Delves tend to be the ones who possess shards of the sun, calling themselves light bearers or sun savants. They find its power useful for exploration and personal protection. Jacks appreciate how the abilities help them trick and elude foes, and Arkai like how they awe onlookers.

Connection: Choose one of the following.

1. Pick one other PC. You have a strong emotional connection to this character, and when in their presence, you can change the color of the light you create.
2. Pick one other PC. They are especially perceptive to your light and occasionally your flashes leave them dazzled, hindering their defense tasks for a round.
3. Pick one other PC. Something about their nature dampens the light. Your light-based powers cost 1 additional Intellect point if they stand immediately next to you.
4. Pick one other PC. This character appears to have an oddity that was once yours, but that you lost in a game of chance years ago.

Additional Equipment: You have a crystal lens. When you shine light through it, the light extends for double the normal distance.

Radiant Abilities: If you perform esoterics or similar abilities, those that would normally use force or other energy instead use light and heat. For example, when you use Ward, light dapples your body and flares when you would be attacked, preventing your enemies from landing a solid blow.

Minor Effect Suggestions: A flash of light leaves the creature dazzled, and its defense tasks are hindered for one round.

Major Effect Suggestions: An intense flash of light leaves the creature blinded for one minute.

Tier 1: Enlightened. You are trained in any perception task that involves sight. Enabler.

Illuminating Touch (1 Intellect point). You touch an object, and that object sheds light to illuminate everything in short range. The light remains until you use an action to touch the object again, or until you've illuminated more objects than you have tiers, in which case the oldest objects you illuminated go dark first. Action.



RADIATES VITALITY

You radiate a strange energy—a “biomorphic field” according to a nano you once met—that makes you tougher than others, with an ability to heal that outstrips that of normal people. The field seems to strengthen as you gain experience, and you’re certain that as it grows in power, you’ll be able to touch other creatures with it to sense their presence, heal them, detect their feelings, and possibly even hurt those who are revealed to be enemies.

You might consider your biomorphic field a curse, the effect of a strange numenera item embedded in your flesh, a metallic amulet that keeps turning up no matter how many times you try to lose it, a genetic mutation (or genetic tweak from your forebears), or maybe even as the direct intervention of some prior-world deity that you hope to meet one day. However it came to be, it’s a fact that dangerous risks are lessened for you, though not completely without consequence; if you are damaged enough, the flame of vitality that you radiate will be snuffed out.

You wear tough clothing that can withstand a lot, because even though you are mighty, regular clothing and possessions are not. Usually your biomorphic field is little more than a subtle sparkle, but when you use an ability, you radiate a momentary flash of gold light.

Though anyone might find that coming back from death, at least in the short term, is a desirable trait, those who put themselves into harm’s way most directly, like Glaives and Delves, are likely to benefit the most from it.

Connection: Choose one of the following.

1. Pick one other PC. They were close to you in some fashion. The first time they saw you die, they grew despondent. When you returned, they were confused and upset. How they feel now, you’re not entirely sure.
2. Pick one other PC. Your ability to regenerate doesn’t seem to work as well around them.
3. Pick one other PC. They told you once that they worried your ability was the result of a potentially dangerous demon or alien parasite inhabiting your body. You don’t know how they feel now.
4. Pick one other PC. You once died to save them, but they don’t know it. You may choose whether or not to tell them.

Additional Equipment: You have a small, metallic pendant that always seems to turn up, even after you’ve apparently lost it or left it behind. It’s resisted all attempts you’ve made to scan, understand, or find out more about it.

Minor Effect Suggestions: You spontaneously regain 1 point in one of your stat Pools.

Major Effect Suggestions: You spontaneously regain 2 points in two of your stat Pools.

Tier 1: Mighty. Your biomorphic field sustains you. You gain +6 to your Might Pool. Enabler.

RAGES

The berserker is a feared fighter who cannot be stopped. You put yourself into a howling battle frenzy that can make you a terror on the battlefield. You might hail from a less civilized society, perhaps even a tribal one.

You likely wear little or no armor so as not to restrict your speed or maneuverability. Your clothing is probably simple and utilitarian.

Glaives make the best berserkers.

Connection: Choose one of the following.

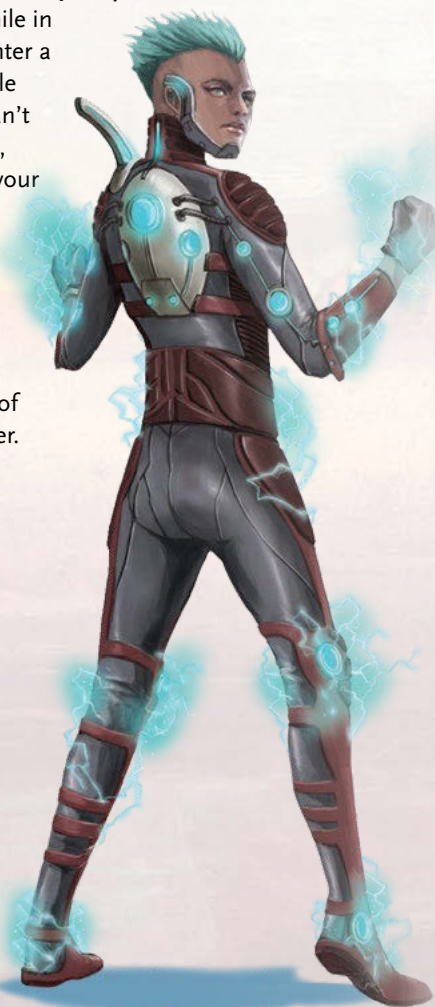
1. Choose one other PC. You feel strangely protective toward that character and don't want to see them come to harm.
2. Pick one other PC. That character knows a secret about your past that is tied to your Frenzy ability.
3. Pick one other PC. The first time you went into a frenzy was in an attempt to save their loved one from an attack. You failed, partly because of your inexperience.
4. Choose one other PC. That character is terrified by your rage and sometimes can't help but flee at inopportune times.

Minor Effect Suggestions: When fighting multiple foes, you knock one into another, putting both off balance and hindering them for one round.

Major Effect Suggestions: Your foe is terrified of your rage and uses its next two actions to flee.

Tier 1: Frenzy (1 Intellect point).

When you wish, while in combat, you can enter a state of frenzy. While in this state, you can't use Intellect points, but you gain +1 to your Might Edge and your Speed Edge. This effect lasts as long as you wish, but it ends if no combat is taking place within range of your senses. Enabler.



RIDES THE LIGHTNING

The ancients harnessed electricity in strange and wonderful ways. Through practice and inherent ability (or the subtle use of hidden or implanted devices), you control the same energy. Not only can you create and discharge electrical power, but you can eventually learn to use it to transport yourself.

You probably wear tight-fitting clothing that allows you to move quickly. Your garments might be blue and black, perhaps with a lightning-bolt motif.

Although Nanos seem most suited to wielding lightning, Jacks can make good use of the varied lightning abilities.

Connection: Choose one of the following.

1. Pick one other PC. This character has been your friend for a long time, and you have learned to bring them along when you ride the lightning. If the character is standing right next to you, you can take them with you when you use the Bolt Rider or Electrical Flight powers. (Normally, neither ability allows you to transport other creatures.)
2. Pick two other PCs. You know about an important connection between them that even they don't know about.
3. Pick one other PC. This character has interesting ideas about electricity and how it can be harnessed. If you are trained with machines, after you talk to this character for an hour, you gain an asset on any task involving identifying, crafting, or repairing a machine that uses electricity.
4. Pick one other PC. This person has the worst luck with electrical devices of anyone you've ever met. You want to help them, but you aren't sure how or even whether they will be open to your assistance.

Additional Equipment: You have a bag of miscellaneous batteries and power cells. Whenever you find a new device that operates on batteries or cells (GM's discretion), there is a 75 percent chance that the bag contains one that will power the device if it depletes.

Electrical Abilities: If you have abilities that would normally use force or other energy, they instead use electricity. For example, a Flash or an Onslaught force blast is a blast of lightning. This alteration changes nothing other than the type of damage and the fact that it might start fires.

Minor Effect Suggestions: The target is dazed by electricity for one round, hindering all of its tasks. Electricity can also shut down an automaton for one round.

Major Effect Suggestions: Devices filled with electrical power explode. You can target and destroy an artifact that a foe is holding or wearing.

Tier 1: Shock (1 Intellect point). Your hands crackle with electricity, and the next time you touch a creature, you inflict 3 points of damage. Alternatively, if you wield a weapon, for ten minutes it crackles with electricity and inflicts 1 additional point of damage per attack. Action for touch; enabler for weapon.

Charge (1+ Intellect points). You can charge an artifact or other device (except a cypher) so that it can be used once. The cost is 1 Intellect point plus 1 point per level of the device. Action.

SEES BEYOND

Unlike most people, you know there are far more than three dimensions, more colors than can be found in the rainbow, and more things in the world than most can see, sense, or even understand. With practice and help (through drugs, lenses, manipulated energy fields, or a combination of all three), you can perceive things that others cannot.

What you see in other dimensions has changed your understanding of even the most basic things like weapon and dress. Where others might see your drab outfit and plain weapons, you see something entirely different—myriad colors and patterns that showcase your unique vision of the world. Your weapons likely bear marks of other dimensions as well.

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.
2. Pick one other PC. You see a gathering of energy and colors on this character that seem to imply they too can see beyond. 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 and become more difficult.
4. Pick one other PC. Wherever this character goes, you are aware of the general distance and direction of their location.

Additional Equipment: You have a single item of your choosing—drugs, lenses, or a piece of the numenera—that helps you perceive things that others cannot. If you don't have this item or something like it, tasks directly related to seeing beyond are hindered.

Minor Effect Suggestions: The period of concentration needed is cut in half.

Major Effect Suggestions: You see even more than you normally do and can ask the GM one question about what you're looking at.

Tier 1: See the Unseen. You can automatically perceive creatures and objects that are normally invisible, out of phase, or only partially in this universe. When looking for things more conventionally hidden, the task is eased. Enabler.

SHEPHERDS THE COMMUNITY

You have an abiding affection for the community you live in, have adopted, or guard from afar. It's not just the place, but also the people you want to keep safe and healthy and see have success in their life. Certainly, there are individuals within the community who are more troublesome than others, but unless they become an actual danger to the others, you include them in those you shepherd. To accomplish your goal, you've honed not only your ability to fight in order to preserve the community against invaders, but also your ability to understand the concerns of the community and persuade them toward smart decisions about the problems that face them now or could crop up later if not guarded against.

Glaives make ideal shepherds, but Arkai and Wrights can also easily step into this role to supplement their other community-oriented abilities.

Connection: Choose one of the following.

1. Pick one other PC. This character grew up in the community you shepherd, and you are especially keen to see that they stay safe when they venture beyond it.
2. Pick one other PC. You originally thought they might be a danger to the community, which is why you introduced yourself, in order to discover if your first impression was correct.
3. Pick one other PC. This character is from a community that has been a rival of the community you protect, but you hope that maybe through them, you can build a bridge.
4. Pick one other PC. You hope this character will come to find as much comfort in your community as you.

Minor Effect Suggestions: Your foe is so intimidated by your dedication that it backs away, unwilling to attack on its next turn. It can still defend itself.

Major Effect Suggestions: Your foe is terrified by your dedication and flees.

Tier 1: Community Knowledge (2 Intellect points). If you've invested yourself in a community and have spent at least a few months living there, you can learn things about it through a variety of methods. Sometimes contacts slip the information to you. Other times, you're able to draw conclusions simply by what you can see and hear. When you use this ability, you can ask the GM one question about the community and get a very short answer. Action.

Community Activist. When speaking to others in the community you foster, you are trained in persuasion and intimidation tasks about topics that directly relate to the community. Enabler.

SHREDS THE WALLS OF THE WORLD

When you move, your body changes state and becomes partially phased, reflecting a bizarre alternate dimension where distance and time are different than they are in the Ninth World. It's only when you're still that you remain solid and fully part of the real world. Sometimes that's a relief, but other times you feel like you're stuck in wet sand. Moving is your key to changing phase—and perhaps happiness. While you're phased, you skate along the surface of reality far more quickly than others. Such rapid movement across normal reality sometimes leaves behind scratches, which you can selectively make, suppress, or bear down upon to create particularly devastating attacks and, eventually, phase detonations.

You got your ability because you're descended from an entity that hailed from the bizarre dimension of altered distance and time, because you were touched and ultimately spared by an encounter with the iron wind, or because of a mechanism that you carry or that is embedded in you.

You probably wear clothing designed to stay out of your way, because the less you carry, the less likely you are to come out of phase prematurely.

Characters who want to get around quickly, like Jacks and Delves, are most drawn to this type, though Nanos and Arkai who want to stay out of harm's way might also be interested.

Connection: Choose one of the following.

1. Pick one other PC. For some reason, they never lose a sense of where you are, no matter how you sprint around, change phase, or even become invisible (to everyone else).
2. Pick one other PC. You recently discovered that if they stand near you when you begin a Phase Sprint, they become partially phased in the same way as you for one round, though they can't sprint or use any other abilities of this focus.
3. Pick one other PC. Seeing you phase seems to trigger some unpleasant memory in this character. That memory is up to the other PC, although they may not be able to consciously recall what the memory might be.
4. Pick one other PC. Something about them interferes with your abilities. When they stand next to you, your focus abilities cost 1 additional point.

Minor Effect Suggestions: The target is dazed, and their next action is hindered.

Major Effect Suggestions: The target is stunned and loses their next action.

Tier 1: Phase Sprint (1+ Speed points). You can run up to a long distance as long as you take no other actions. During your action and until the beginning of your next turn, you are partially phased, and some attacks pass through you harmlessly. While phased, you gain an asset to your Speed defense tasks, but you lose any benefit from armor you wear.

Note that some of your other special abilities enable specific actions that you can take while using Phase Sprint. For instance, when using Disrupting Touch, you can make one touch attack while moving (though this ends your movement). Action.

Disrupting Touch (1+ Might points). You can turn your Phase Sprint into a melee attack by purposefully grazing another creature as you run. When you do, the touch releases a violent blast of energy that inflicts 2 points of damage to the target (ignores Armor). Whether you hit or miss, your movement (and turn) ends immediately, which puts you within immediate distance of your target. If you apply Effort to increase damage rather than to ease the task, you deal 2 additional points of damage per level of Effort (instead of 3 points); the target takes 1 point of damage even if you fail the attack roll. Enabler.

SPEAKS WITH A SILVER TONGUE

You are poetry incarnate. The words flow from your tongue like liquid metal. Your voice is golden and captivating. With enough time and focus, you can convince almost anyone to do almost anything for you, with you, or in spite of you. Words—words are what matter. You believe they have power. There's a chance you don't care much about your appearance, as long as you can say what you want to say.

Some might call you the “face” because when your friends or allies need to put forth their best face, they send

you. You're a charmer. The word “charisma” was coined for people like you—there's just something about you that people seem to like.

Since words are important to you, you may have covered your skin with tattooed words or have written things on your outfit. You might play an instrument, write books, or compose songs in your spare time.

Jacks, with their ability to take a related flex skill each day, make excellent speakers, but Nanos and Glaives might choose this route to inspire their companions.

Connection: Choose one of the following.

1. Pick one other PC. That character seems overly affected by your words. You've accidentally made them cry or laugh just by talking to them.
2. Pick one other PC. That character believes that you speak falsely and is never affected by your words.
3. Pick one other PC. You'd like to get to know them better, but don't want to use your skills to do so.
4. Pick one other PC. That character would like to learn your storytelling techniques, and you're trying to decide whether to teach them.

Additional Equipment: You have a book in which you keep notes of your favorite words, inspirational stories, and speech anecdotes.

Minor Effect Suggestions: The next time you attempt to influence, persuade, or deceive the same foe, the task is eased.

Major Effect Suggestions: You speak with extra conviction, increasing the effect, duration, or range of your action.

Tier 1: Poetic License. You are trained in all social interactions, including persuasion, deception, and intimidation. You also know two languages other than the Truth. Enabler.

TALKS TO MACHINES

Since you were young, you had an affinity for machines. It seemed almost like you were speaking to them.

You were. You have the ability to use your organic brain like an intelligent machine, interfacing “wirelessly” with any electronic device. You can control and influence them in ways that others can't. Intelligent machines are your friends and companions. You have also learned to repair machines of all kinds because the better they work, the better off you are as well.

You likely wear a tool belt full of various implements, and machine oils stain your clothes and fingertips.

All types of characters can spend their time talking to machines, although this practice is best suited to Nanos.

Connection: Choose one of the following.

1. Pick one other PC. That character seems to have a terrible relationship with machines—or at least the machines that you communicate with. If that person is next to a machine that you interact with in a friendly manner, that machine is treated in all ways as being 1 level lower than normal (unless doing so benefits you or them, in which case the level does not change).

2. Pick one other PC. That person seems especially leery of you, though this could just be your perception.
3. Pick one other PC. That character has a small machine among their equipment but won't tell you any details about it or let you see it.
4. Pick one other PC. You know that this character knows an incriminating or embarrassing secret about you, and you hope that they do not reveal it.

Additional Equipment: A bag of small tools.

Minor Effect Suggestions: The duration of influence or control is doubled.

Major Effect Suggestions: The duration of influence or control becomes 28 hours.

Tier 1: Machine Affinity. You are trained in tasks involving electrical machines. Enabler.

Distant Activation (1 Intellect point). You can activate or deactivate any machine you can see within short range, even if normally you would have to touch or manually operate the device. To use this ability, you must understand the function of the machine, it must be your size or smaller, and it can't be connected to another intelligence (or be intelligent itself). Action.

THUNDERS

For you, sound is a tapestry of sensation that surpasses light and perhaps even vision itself. Existence is a soundscape of noise whose meanings are not only clear, but insistent. You can't ignore them. Then again, why would you want to? You've learned how to manipulate sound by emitting both constructive and destructive interference. At first, your manipulations of the soundscape are brutal and straightforward, but the more you learn, the more you know that subtleties of sound manipulation will not be beyond you for long. Even so, you'll exult the most when you allow your abilities to thunder.

You got your abilities thanks to a weird nodule that you salvaged in a ruin, because you're a mutant, or perhaps because you're partly (or completely) mechanical yourself.

Glaives and Delves are most likely to choose this focus, but Arkai who want to impress their followers may also choose to Thunder.

Connection: Choose one of the following.

1. Pick one other PC. You can always hear this character, even when the sound of your abilities seems to drown everyone else out.
2. Pick one other PC. You suspect that this character is slightly deaf, because they don't seem to react to your abilities like most others do.
3. Pick one other PC. You once paid off a large debt for this character. Whether they're grateful is up to them, and whether you think you're owed a debt in return is up to you.
4. Pick two other PCs. They both have perfect pitch, which impresses you greatly.

Minor Effect Suggestions: The sound knocks the target to the ground.

Major Effect Suggestions: The sound deafens the target for about a minute, during which time it is dazed.

Tier 1: Thunder Beam (2 Might points). You direct a beam of focused sound at a target within long range, inflicting 2 points of damage and inducing a resonant destructive wave in their body. Each round after this initial attack, you can make another roll for the destructive wave to inflict an additional 1 point of damage to the target. If you fail this roll, the destructive wave ends. Unlike the initial attack, the destructive wave ignores Armor.

Alternatively, you can set up a destructive resonance in a physical melee weapon for one minute or until you let go of it. All attacks made with the target weapon inflict 1 additional point of damage. Action to initiate.

TOUCHES THE SKY

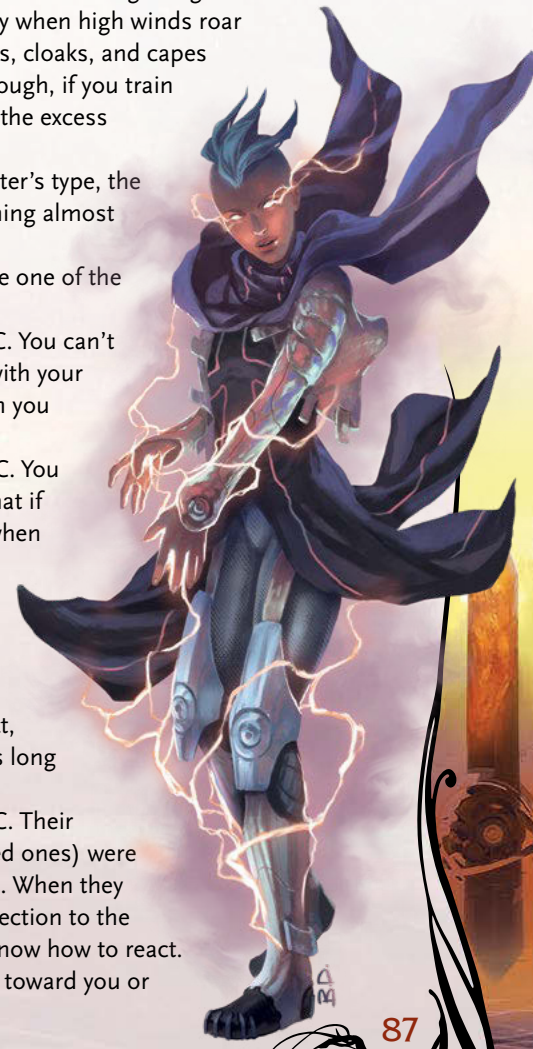
The storm smells like life to you—like love. Electricity charges the air, dances across your skin, and connects you to the wind, the weather, and the sky. That connection is due to a device fused to your flesh, a mutation, or just your training with the nanomachines that suffuse everything. You issue commands through that connection, and the weather listens. The winds curl to your desire; they lift you, protect you, and give you the power to summon storms or break them apart. An electrical storm, a blizzard, or—when your mastery reaches its zenith—even a tornado is something you can call up and loose upon the world.

You probably wear sleek clothing designed to stay out of your way when high winds roar past you. Flaring coats, cloaks, and capes can look dramatic, though, if you train yourself in managing the excess fabric.

No matter a character's type, the ability to fly is something almost everyone desires.

Connection: Choose one of the following.

1. Pick one other PC. You can't affect this character with your focus abilities, though you don't know why.
2. Pick one other PC. You recently discovered that if they stand near you when you use your tier 1 Hover ability, they too lift into the air. They must remain within short range of you to retain the effect, and it lasts only for as long as you hover yourself.
3. Pick one other PC. Their parents (or other loved ones) were killed in a freak storm. When they discovered your connection to the weather, they didn't know how to react. They either feel anger toward you or



hope you can help provide some answers; it's up to them.

4. Pick one other PC. Something about them interferes with your abilities. When they stand near you, your focus abilities cost 1 additional point.

Additional Equipment: You have a device that sometimes crackles with electricity. Whoever holds it is immune to your weather abilities (but only if you willingly give it to them).

Weather Abilities. If you wield powers that would normally use force or other energy, they instead use various effects generated by extreme weather. For example, a blast of energy could be a wind blast, a blast of blizzard cold, or a small bolt of lightning. Also, if you wish, you can swap an ability gained from your type for the following.

Zap (2 Intellect points). You attack a foe within short range with an electrical discharge that inflicts 4 points of damage and dazes your target so that its next action is hindered. Action.

Minor Effect Suggestions: The target is dazed, and their next action is hindered.

Major Effect Suggestions: The target is stunned and loses their next action.

Tier 1: Hover (1 Intellect point). You float slowly into the air. As your action, you can concentrate to remain motionless in the air or float up to a short distance, but no more; otherwise, you drift with the wind or with any momentum you have gained. This effect lasts for up to ten minutes. If you also have the Hover ability granted by your type, you can hover for twenty minutes and move your normal speed. Action to initiate.

WEARS A SHEEN OF ICE

Through your studies, you have learned to focus your natural talents to command the powers of ice and cold. People might refer to you as an ice mage. Sometimes ice mages are thought to come into conflict with those known as fire mages, but this is a fallacy believed by ordinary folks more than anything based in truth.

You likely wear white or blue garments that are heavier than they need to be—unless you live in a cold region or wintry clime, in which case you probably wear less clothing than other people do because the cold doesn't bother you.

Most ice mages are Nanos, but a Glaive armored in ice, perhaps wielding an ice sword, would be quite impressive.

Connection: Choose one of the following.

1. Pick one other PC. Due to a quirk of the numenera, if that character is standing next to you when you use your Ice Armor ability, they are also protected by a sheen of ice. (They do not get the added protection of your Resilient Ice Armor ability.)

2. Pick one other PC. For a reason unknown to you, their very presence seems to heat the air around you, making it more difficult to command the powers of ice and cold. If they are within immediate range, their presence occasionally hinders your attempts to hit a target with a focus ability.

3. Pick one other PC. That person is especially susceptible to the cold that radiates from you. How they handle that vulnerability is up to them.

4. Pick one other PC. The two of you have a long history and almost always disagree about the best way to handle situations.

Additional Equipment: You have a bladed weapon made of strongglass that looks like ice.

Ice Abilities: If you possess abilities that would normally use force or other energy, they instead use cold and ice. For example, a force blast is a ray of frost. This alteration changes nothing other than the type of damage. As another example, Barrier creates a wall of ice. This alteration changes nothing except the wall's appearance and the fact that it takes 2 additional points of damage from fire.

Minor Effect Suggestions: The surface around the target becomes slick and difficult to stand on.

Major Effect Suggestions: The target is covered in ice that slows its movement and hinders its tasks for one minute.

Tier 1: Ice Armor (1 Intellect point). When you wish it, your body is covered in a sheen of ice for ten minutes that gives you +1 to Armor. While the sheen is active, you feel no discomfort from normal cold temperatures and have an additional +2 to Armor versus cold damage specifically. Enabler.

WIELDS POWER WITH PRECISION

Not only are you blessed with a great command of the numenera, but you are also trained to exploit esoterics in ways that elevate you above other Nanos. Some people believe that those who perform esoterics are born with the ability, but you know that skill and intelligence play important roles. The ancients created the numenera through knowledge, discovery, and intellect, and to use it properly, you must follow the same path.

You probably wear spectacles and dapper outfits, carrying extra books, notebooks, and pens so you can continually focus on your studies and experiments.

Nanos usually receive this instruction and focus, but some Jacks do as well. Glaives never do.

Connection: Choose one of the following.

1. Pick one other PC. You've placed an immutable, one-time ward that renders them immune to the esoterics you perform unless they want to be affected.

2. Pick one other PC. Due to some quirk of the numenera, you can occasionally (and accidentally) share your powers with them, which gives them an asset on any task they attempt using their esoterics.

3. Pick one other PC. That character doesn't seem to trust or like you, but you feel compelled to win them over.

4. Pick one other PC. You've noticed that they have a book in their possession that you'd very much like to study, but you're unsure how to ask them about it.

Additional Equipment: You have an additional book about the numenera.



Minor Effect Suggestions: The special ability overwhelms and dazzles the target for one round, hindering it.

Major Effect Suggestions: The special ability terrifies the target, who uses its next two turns to flee.

Tier 1: Genius. Your Intellect Pool increases by 5 points. Enabler.

WIELDS TWO WEAPONS AT ONCE

You bear steel with both hands, ready to take on any foe. You fight with two weapons in melee, sometimes called dual wielding. A fearsome warrior, quick and strong, you believe that the best defense is a strong offense.

You probably sheathe one weapon on each side or both crossed behind your back. They are likely your most prized possessions, and you might have names for them.

Many Glaives and Jacks train to fight with two weapons at once. Very rarely would other characters spend the time required to learn such a purely physical art, but it's possible.

Connection: Choose one of the following.

1. Pick one other PC. You have trained with this character so much that if the two of you stand back to back in a fight, you both gain an asset to Speed defense tasks.
2. Pick one other PC. This character always seems to inadvertently foil your actions, or at least make them more difficult. If they are within immediate range, actions related to this focus are hindered.

3. Pick one other PC. You recently had a weapon go missing, and you're becoming convinced that they took it. Whether or not they did is up to them.

4. Pick one other PC. You used to dislike them immensely, but as you get to know this person, you're growing more fond of them against your better judgment.

Additional Equipment: You start with an additional light melee weapon.

Minor Effect Suggestions: The target is intimidated and flees as its next action.

Major Effect Suggestions: You can make an immediate additional attack with one of your weapons.

Tier 1: Dual Light Wield. You can use two light weapons at the same time, making two separate attacks on your turn as a single action. You remain limited by the amount of Effort you can apply on one action, but because you make separate attacks, your opponent's Armor applies to both. Anything that modifies your attack or damage applies to both attacks, unless it's specifically tied to one of the weapons. Enabler.

WIELDS WORDS LIKE WEAPONS

You are a talker. Maybe you got your start telling stories, arguing with your siblings, running a shop, and so on. You learned how people think, how they respond to some lines of argument and words more than others, and how to apply that influence selectively. You negotiate for your sake, on behalf of others, or for a cause you believe in. Charismatic, your natural talent shows through any time you open your mouth to speak. You know when it's appropriate to joke, when to be serious, and, sometimes, when an insult is required to wound someone's pride in just the right way to get what you want.

You probably wear flamboyant or at least fashionable clothes, and you use cosmetics, tattoos, or hair stylings for dramatic effect.

Arkai and Jacks are most likely to have this focus, given that it enhances abilities they likely already possess.

Connection: Choose one of the following.

1. Pick one other PC. This character tends to believe everything you say, even when you are clearly joking. It's up to you whether you want to tone down your rhetoric when speaking to them.
2. Pick one other PC. You convinced them not to break up with their significant other, thinking you were helping. Now the relationship seems even more terrible, and you regret your earlier action.
3. Pick one other PC. They've always been there for you and helped you when you couldn't help yourself.
4. Pick one other PC. You both had a mutual friend who died. You're not sure whether this character blames you or not.

Minor Effect Suggestions: The target is dazed for a round, hindering all tasks they attempt on their next turn.

Major Effect Suggestions: The target is favorably disposed toward you for days or more.

Tier 1: How Others Think. You have a sense of how people think. You're trained in one of the following tasks: persuasion, deception, or detecting falsehoods. Enabler.

Misdirect Blame (2+ Intellect points). Using your clever words and knowledge of others, you can attempt to alter the narrative so that a target of up to level 3 within short range becomes uncertain of its conviction in one simple area, such as their conviction that you just stole a fruit from their stand or their belief that they've never met you before. This effect usually lasts only for the period of time you spend speaking, and perhaps up to a minute longer, before the target realizes its error. In addition to the normal options for using Effort, you can also choose to use Effort to increase the target level that can be affected. Afterward, all your tasks to persuade or otherwise socially interact with the target are hindered. Action.

WORKS THE BACK ALLEYS

The thief, the burglar, the pickpocket: these are the dangerous individuals who haunt the back alleys of every community. You are a thief in a city or town, making your livelihood at the expense of the wealthy. Your talents, however, prepare you for all kinds of pursuits, even when you're not crouching in an alley or climbing into a window.

Usually, you dress to blend in with the crowd. When you're on a mission, black, form-fitting clothing allows you to swim in the shadows.

Most thieves are Jacks, but Nanos make interesting burglars as well. A Glaive thief likely adds a little more physicality to their crimes.

Connection: Choose one of the following.

1. Pick one other PC. The character knew you beforehand and convinced you to leave your life of crime for other pursuits—at least temporarily.
2. Pick one other PC. A while back, you attempted to "borrow" something from this person, but they caught you in the process. You managed to convince them that it was a simple misunderstanding, but they may not entirely trust you.
3. Pick one other PC. You never seem to be able to hide so that this person can't see you.
4. Pick one other PC. This character knows your real identity (if it's a secret) or that you work secretly as a thief (if it's a secret) and has kept the knowledge safe so far. It's up to them whether they continue to do so.

Additional Equipment: You start with a bag of light tools.

Minor Effect Suggestions: You can immediately attempt to hide after this action.

Major Effect Suggestions: You can immediately take a second action during this turn.

Tier 1: Thief. You are trained in sneaking, pickpocketing, and lockpicking tasks. Enabler.

WORKS MIRACLES

You manipulate matter and time to help others and are beloved by everyone you encounter. Some people consider you a representative of the gods or a power from beyond this world. Perhaps they're right—transdimensional experiments in the prior worlds might be what created the energies that you now wield.

You probably wear simple clothes—nothing too flashy or stylish. There's no need to call more attention to yourself.

A Glaive who can heal himself is an interesting and dangerous proposition.

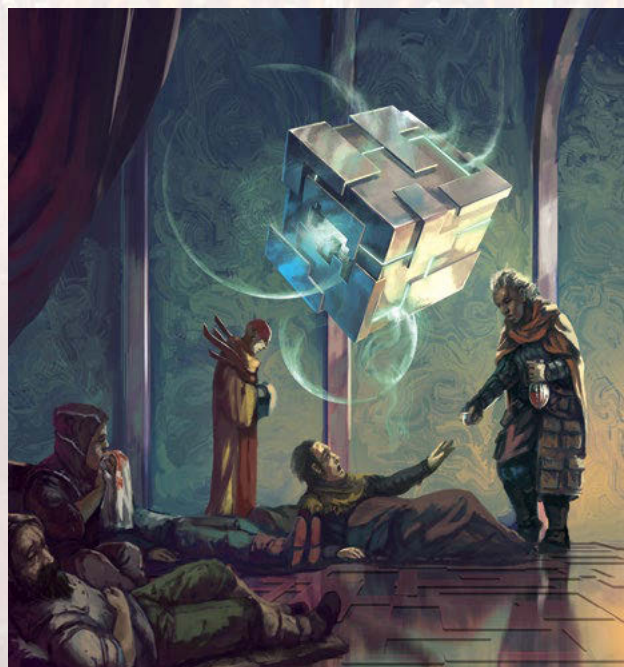
Connection: Choose one of the following.

1. Pick one other PC. This character quietly suspects that you're a messiah or supernatural being.
2. Pick one other PC. This person knows a secret of yours, and you desperately hope that they do not tell anyone. You can choose whether or not you're aware of their suspicion.
3. Pick one other PC. This character believes that you cured someone close to them of a deadly disease, and they are grateful. You aren't sure whether you actually helped or if that person wasn't as sick as was thought.
4. Pick one other PC. You secretly believe that this person might be a hypochondriac, and you're never sure whether they actually need your help.

Minor Effect Suggestions: The target is healed for 1 additional point.

Major Effect Suggestions: The target is healed for 2 additional points.

Tier 1: Healing Touch (1 Intellect point). With a touch, you restore 1d6 points to one stat Pool of any creature. This ability is a difficulty 2 Intellect task. Each time you attempt to heal the same creature, the task difficulty increases by one step. The difficulty returns to 2 after that creature rests for ten hours. Action.



CHAPTER 7

EQUIPMENT

The Ninth World is a dichotomy of past and future, of the primitive and the extremely advanced, of limitations and limitlessness. Nowhere does this dichotomy become more evident than in the tools the inhabitants use, the clothing they wear, the weapons they wield, and the gear they carry. This section looks at currency, materials, and gear in the Ninth World.

Although some of the equipment and materials described in this section are products of the distant past, actual cyphers, artifacts, and oddities are not listed here; they're covered in *Numenera Discovery*, in Part 6: The Numenera.

CURRENCY

Thanks to the mining and metallurgy of the prior worlds, and their ability to create anything they wished (or so it seems, anyway), no metal is rarer than any other. People in the Ninth World have no concept of gold, silver, gemstones, or even diamonds as being valuable due to their scarcity. Such materials are valuable based on their beauty or usefulness alone. Most civilized societies use generic coins commonly referred to as *shins*.

Shins are usually metal but can be made of glass, plastic, or substances that have no name. Some are jagged bits of interesting material or small, coinlike objects (such as highly decorative buttons from a machine), and others are properly minted and stamped, with writing and images. No minted coin in existence today comes from a prior world—no coins survive from the ancients, if indeed they used such currency at all.

Some regions of the Ninth World only accept coins that were minted in that realm; others accept all coins, regardless of origin. This custom varies from place to place and society to society.

Because shins are from the Ninth World, they rarely turn up in old locations. Occasionally, explorers of ancient or forgotten sites find a smattering of items—buttons or doodads—that can be salvaged as shins.

MATERIALS

Most objects built in the Ninth World are made of wood, leather, cloth, stone, glass, or metal. Smithies and forges can produce high-quality steel objects, but they generally work in iron or bronze. However, plastic (called

“synth”), organic stone or steel, exotic crystal, and even stranger materials are not unknown. Items made of those substances are left over from the prior worlds, so many people are familiar with them, although very few know how to produce more. Unlike gold or gemstones, some of these materials are indeed recognized as being rare, but none are valuable for their rarity alone. Ninth Worlders are too practical for that. Such materials include (but are not limited to):

Adamant silk: This fabric is five times as strong as regular silk and extremely resistant to stains and dirt.

Azure steel: This bluish metal is not steel and may not be from Earth at all. While somewhat lighter than steel, it is at least ten times harder and tougher.

Molded foam: This substance has the mass of soap foam but has been molded firmly into other shapes, such as dishes, boxes, or other common objects. Most kinds of molded foam are brittle, but some types are more durable.

Organic stone: Although it has the appearance and strength of granite (or sometimes other minerals, such as marble or quartz), this material is grown rather than quarried. Some varieties of organic stone are half as light as normal stone, but other types are just as heavy—if not heavier.

Pliable metal: This material retains the strength and durability of steel but is pliable enough to make bags, boots, or similar objects. Sometimes pliable metal temporarily molds to the shape of whatever is pressed against it, similar to 21st-century memory foam.

Shapestone: Like stone out of precise molds, shapestone has the durability of granite but is actually ceramic.

Strongglass: Although this material looks, feels, and is worked like glass, it has the strength of steel.

Synth: This is a Ninth World name for any of a number of materials similar to various plastics common to 21st-century Earth. They are durable but not particularly strong.

Synthsteel: Similar in appearance to normal synth, this somewhat misnamed substance is harder and tougher than synth, making it stronger but far lighter than steel.

Most common Ninth World items are made of conventional materials, but it's not strange to find a few objects made of these more exotic substances. For instance, amid a rack of steel and iron axes, a character might find one with a synthsteel head (likely a piece of

synthsteel originally designed for another purpose and adapted for use as an axe head). Usually, the cost of an item made of exotic materials is the same as that of a normal item, but if the material makes a big difference—such as in the case of a shield made of strongglass so you can hold it in front of you and still see through it—the seller might charge up to twice the normal price.

ENCUMBRANCE

Weights of objects are not listed. In fact, it would be futile to do so because the weight of an object depends on what materials were used to make it. An iron axe and a ceramic axe weigh different amounts.

There's no need to keep track of how much a character carries. If the GM determines that a character is carrying too much equipment, the GM should either (1) assign a difficulty and ask for a Might action, or (2) assign the weight a cost to be added to the character's Speed Effort. Method 1 is useful when a character wants to carry a single heavy object for a limited time—for example, moving a hefty iron box out of a ruin and loading it onto a cart for transport back to civilization. Method 2 works well for long-term encumbrance, such as when a character dons a second backpack full of machine parts and continues exploring. As a guideline for what the Speed Effort penalty should be, compare the character's burden to the encumbrance for wearing armor, and assign the penalty according to that assessment (1 for light, 2 for medium, or 3 for heavy).

EQUIPMENT LISTS AND PRICES

The items presented in this chapter are general examples, not exhaustive lists. Equipment in the Ninth World is often much like that found in ancient or medieval societies but can be far more advanced. For example, a simple tent or bedroll might be constructed of synthetic fiber that makes it entirely water-resistant as well as far lighter and warmer than cloth. A chainmail hauberk could be made in whole or in part from glassy links that are harder and lighter than steel.

It's worth noting that some Ninth World tools and devices would never be found in a medieval setting because they're relics from a previous world or were created with knowledge salvaged from a previous world. Examples of these kinds of objects are ink pens, clothing made from denim or spandex, liquid soap, screw-top metal canisters, rubber gloves, umbrellas, sticky tape, nylon fishing line, spray bottles, and a hundred more similar items. They also include the objects listed under Special Equipment, as well as random oddities and occasional cyphers and artifacts—although finding either of the latter for sale like ordinary goods is quite uncommon.

When in doubt, light weapons cost 1 shin, medium weapons cost 3, and heavy weapons cost 5. Light armor costs 3 shins, medium armor costs 5, and heavy armor costs 15. Most other common objects cost 1, 2, or 3 shins. Sellers usually discount for bulk purchases.

ARMOR

Characters expecting danger frequently wear armor. Even the simplest of protective coverings helps against slingstones and sword-strokes, and more sophisticated or heavier armor protects against graver threats.

You can wear only one type of armor at a time—you cannot wear chainmail hauberk and scale armor, for example. However, Armor bonuses from multiple sources combine to provide a total Armor rating. For example, if you have subdermal implants that give you +1 Armor, a force field that offers another +1 Armor, and beastskin armor that grants +2 Armor, you have a total of 4 Armor.



ARMOR

Light (1 point of Armor)	Price
Leather jerkin	3 shins
Hides and furs	2 shins

Special Light (2 points of Armor)	Price
Armoring cloth	40 shins
Micromesh	50 shins

Medium (2 points of Armor)	Price
Beastskin	5 shins
Brigandine	5 shins
Chainmail hauberk	6 shins

Special Medium (3 points of Armor)	Price
Metalweave vest	40 shins
Synth breastplate	50 shins

Heavy (3 points of Armor)	Price
Plate armor	15 shins
Scale armor	12 shins

USING ARMOR

Anyone can wear any armor, but it can be taxing. Wearing armor increases the cost of using Speed Effort (see the table). So if you're wearing light armor and want to use two levels of Effort on a Speed-based roll to run across difficult terrain, it costs 7 points from your Speed Pool rather than 5 (3 for the first level of Effort, plus 2 for the second level of Effort, plus 1 per level for wearing light armor). Edge reduces the overall cost as normal.

Glaives, Jacks, Wrights, and Delves have abilities that reduce the cost of wearing armor.

Armor	Speed Effort additional cost
Light	1
Medium	2
Heavy	3



WEAPONS

Light weapons inflict only 2 points of damage, but they ease the attack roll because they are fast and easy to use. Light weapons are punches, kicks, knives, handaxes, darts, and so on. Weapons that are particularly small are light weapons.

Medium weapons inflict 4 points of damage. Medium weapons include broadswords, battleaxes, maces, crossbows, spears, and so on. Most weapons are medium. Anything that could be used in one hand (even if it's often used in two hands, such as a quarterstaff or spear) is a medium weapon.

Heavy weapons inflict 6 points of damage, and you must use two hands to attack with them. Heavy weapons are huge swords, great hammers, massive axes, halberds, heavy crossbows, and so on. Anything that must be used in two hands is a heavy weapon.



WEAPON NOTES

Buzzer: This handheld weapon fires thumbnail-sized bladed disks up to short range. It holds five disks in a magazine and requires an action to reload. It can be used as a rapid-fire weapon.

Crank Crossbow: This long-range weapon is similar to a standard crossbow, but it has a magazine that holds five bolts, requiring a small crank to advance to the next bolt. Action to reload. It can be used as a rapid-fire weapon.

Forearm Blade: This metal weapon is basically a bracer with a mounted blade on it. A favorite of berserkers as well as the Jaekels of Aras Island.

Razor Ring: This short-range weapon is just what it sounds like: a ring with a razor-sharp outer edge. The inner edge is often padded for holding.

Sisk: This solid, bladed throwing disk is about the diameter of a human head. This short-range weapon is used most frequently by the warriors of Milave.

Verred: This weapon resembles a sword with two forked blades. It is short and useful in defense as well as offense.

Yulk: This weapon resembles a splayed metal claw mounted on a 2-foot (60 cm) haft. It is used mainly by raiders and wildmen of the Beyond.



WEAPONS



Light Weapons (2 points of damage)	Price	Notes
Blowgun	1 shin	Short range
12 darts	3 shins	
Buzzer	25 shins	See Weapon Notes (page 93)
5-disk buzzer magazine	1 shin	
Club	1 shin	
Dagger	1 shin	Can be thrown up to short range
Dart thrower	8 shins	Long range
12 darts	3 shins	
Forearm blade	4 shins	See Weapon Notes (page 93)
Knife	1 shin	Can be thrown up to short range
Punching dagger	1 shin	
Rapier	2 shins	
Razor ring	1 shin	See Weapon Notes (page 93)
Sisk	1 shin	See Weapon Notes (page 93)
Unarmed (punch, kick, etc.)	—	
Whip	2 shins	



Medium Weapons (4 points of damage)	Price	Notes
Battleaxe	3 shins	
Bow	3 shins	Long range
12 arrows	5 shins	
Broadsword	3 shins	
Crank crossbow	10 shins	See Weapon Notes (page 93)
12 medium bolts	5 shins	
Crossbow	5 shins	Long range
12 medium bolts	5 shins	
Flail	3 shins	
Hammer	2 shins	
Javelin	2 shins	Long range
Mace	2 shins	
Polearm	3 shins	Often used two-handed
Quarterstaff	2 shins	Often used two-handed
Spear	2 shins	Can be thrown up to long range
Verred	2 shins	See Weapon Notes (page 93)
Yulk	2 shins	See Weapon Notes (page 93)



Heavy Weapons (6 points of damage)	Price	Notes
Greataxe	5 shins	
Greatsword	5 shins	
Heavy crossbow	7 shins	Long range; action to reload
12 heavy bolts	5 shins	
Maul	4 shins	
Sword-staff	5 shins	





OTHER EQUIPMENT

Items for Exploring	Price	Other Equipment Notes
Backpack	2 shins	
Bag of light tools	10 shins	See Other Equipment Notes (page 96)
Bag of heavy tools	12 shins	See Other Equipment Notes (page 96)
Bedroll	2 shins	
Book	5–20 shins	See Other Equipment Notes (page 96)
Burlap sack	1 shin	
Compass	10 shins	
Crowbar	2 shins	
Disguise kit	12 shins	See Other Equipment Notes (page 96)
Explorer's pack	20 shins	See Other Equipment Notes (page 96)
First aid kit	10 shins	See Other Equipment Notes (page 96)
Grappling hook	3 shins	
Lockpicks	5 shins	
Matchsticks (10)	1 shin	
Musical instrument	5–10 shins	
Pouch or other small container	1 shin	
Rope (50 feet / 15 m)	2 shins	
Shield	3 shins	See Other Equipment Notes (page 96)
Tent	3 shins	Large enough for two people
Torches (2)	1 shin	

Food and Mundane Items	Price	Notes
Ale/wine/other alcohol (glass)	1 shin	
Ale/wine/other alcohol (bottle)	3 shins	
Boots or shoes	1 shin	
Cigarettes (12)	2 shins	
Clothing	1 shin	Very nice clothing: up to 5 shins
Meal	1 shin	High-quality meal: up to 5 shins
Rations for one day	2 shins	



SPECIAL EQUIPMENT

Common	Price	Special Equipment Notes
Clear synth bag (small)	1 shin	
Clear synth bag (large)	2 shins	
Compass	10 shins	
Glowglobe, minor	5 shins	See Special Equipment Notes (page 96)
Ink pen	2 shins	

Rare	Price	Special Equipment Notes
Binoculars/Telescope	50 shins	
Ecledda clothing	15 shins	Made of extremely durable fabric (such as adamant silk)
Glow ink	10 shins	Glow in the dark permanently
Glowglobe, major	30 shins	See Special Equipment Notes (page 96)
Shock ring	500 shins	See Special Equipment Notes (page 96)

Very Rare	Price	Special Equipment Notes
Brilliance cloth	100 shins	See Special Equipment Notes (page 96)
Floatstone	20 shins	See Special Equipment Notes (page 96)
Memory ants	10 shins	See Special Equipment Notes (page 96)
Shaper key	20 shins	See Special Equipment Notes (page 96)
Sprayflesh	100 shins	See Special Equipment Notes (page 96)
Spraymetal	50 shins	See Special Equipment Notes (page 96)
Stingcharge	750 shins	See Special Equipment Notes (page 96)
Whisperlock	20 shins	See Special Equipment Notes (page 96)



OTHER EQUIPMENT

OTHER EQUIPMENT NOTES

Bag of Light Tools: Contains small tongs, pliers, screwdriver, small hammer, small pry bar, lockpicks, 10 feet (3 m) of string, 3 feet (1 m) of wire, and miscellaneous screws and nails.

Bag of Heavy Tools: Contains hammer, six spikes, crowbar, large tongs, chisel, and 10 feet (3 m) of light but strong metal cable.

Book: Provides an asset to any roll made concerning the subject of the book as long as the character has the book in their possession, can read it, and can devote half an hour to the task (or twice as long as normal, whichever is greater).

Disguise Kit: Contains cosmetics, facial prostheses, and a few other tricks. Provides an asset to disguise tasks, easing the task when you attempt to disguise yourself as another person.

Explorer's Pack: Contains 50 feet (15 m) of rope, rations for three days, three spikes, hammer, warm clothes, sturdy boots, three torches, and two minor glowglobes.

First Aid Kit: Contains bandages, a few tools, salves, and so on. Provides an asset to ease healing tasks.

Shield: Provides an asset to Speed defense rolls.



SPECIAL EQUIPMENT

Nothing on the special equipment list (page 95) is regularly manufactured by Ninth World crafters. Most likely, these items are recovered from old sites, but they're found often enough and in large enough quantities that many communities offer them for sale. The GM is the final arbiter of whether or not the characters can obtain these items, but as a general rule, common special items are always available, rare special items are available 50 percent of the time, and very rare special items are available 25 percent of the time.

SPECIAL EQUIPMENT NOTES

Brilliance Cloth: This synthcloth obeys the thoughts of anyone touching it. It has the ability to slowly change shape and color (but not consistency). A major change requires about ten minutes. A garment of brilliance cloth can be made into any other garment, for example, but it can't be made protective.

Floatstone: A piece of rock, usually about the size of a brick, that pulls against gravity. Most people think of it as having a "negative weight" of about -10 pounds. Thus, if attached to anything lighter, it floats away.

Glowglobe: This device illuminates everything in short range with soft light. It can hover in place on its own, or it can be attached to something. The minor glowglobe lasts for an hour when activated. The major glowglobe functions continuously.

Memory Ants: This is a small jar of tiny insects that run across a page of text and then return to the jar. When spilled out again and given ink, they replicate the text once and then die.

Shaper Key: A shaper key is a wad of putty that can be inserted into a conventional lock. It takes on the form of the key for that lock and then hardens, permanently, into a functional key.

Shock Ring: This weapon is a razor ring with a charged outer edge that inflicts 4 additional points of damage. If it misses, it returns unerringly to the thrower's hand. Its power is normally never depleted.

Sprayflesh: This tiny synth canister sprays out a sticky gelatin that covers and seals wounds instantly. Its use restores 6 points to a character's Might Pool.

Spraymetal: Similar to sprayflesh, but instead of restoring flesh, it repairs minor damage (breaks, tears, and holes) in any simple object—even a flexible object like cloth or a leather bag—but not devices or anything as complex as a crossbow. It has the strength of steel.

Stingcharge: This handheld weapon fires an electrical bolt that inflicts 3 points of damage at immediate range and 2 points of damage at short range. It cannot be made to fire farther than that. A stingcharge can be used as a rapid-fire weapon. Its power is normally never depleted.

Whisperlock: This is similar to a padlock, made of powerful synthsteel or stronglass, except that it has no keyhole. It opens with a secret word selected when it is initially locked. The word must be spoken into the lock itself.

