



APPENDIX A

CHARACTER CREATION WALKTHROUGH

Follow these steps to create your Numenera character.

0 GET PREPARED

If you're using the character sheet in the back of this book, make a two-sided photocopy and then fold it in thirds like a pamphlet so the Numenera logo is on the top of the front panel and NOTES is on the back.

When the pamphlet is closed, you'll see a place to write your character's name, descriptor, type, and focus, along with space to include an image. When you open the front panel, you'll see a place for your character's background. And when you open the pamphlet fully, you'll see a place for all of your character's stats, skills, abilities, and equipment.

1 CHOOSE YOUR CHARACTER DESCRIPTOR, TYPE, AND FOCUS

Starting on the front panel, record your character's name and the descriptor, type, and focus to complete the sentence.

For this example, let's say I am a Charming glaive who Bears a Halo of Fire.

The space below that is a place to draw, sketch, or paste an image of your character. You might want to wait to flesh out your background until you have figured out your character's stats, since they can play a role in your history.

2 FILL IN YOUR STAT POOLS, AS DETERMINED BY YOUR TYPE

First, take a detailed look at your type, because that's where you'll get your Pool starting values. Fill in those values.

For my glaive, my starting values are Might 11, Speed 10, and Intellect 7, plus 6 additional points to spread between the Pools. I'm going to add 3 points to Might, 1 to Speed, and 2 to Intellect, for totals of: Might 14, Speed 11, and Intellect 9.

Your descriptor might also add to your Pools. Feel free to check your descriptor now to see if it gives you additional points, and, if so, add them to the appropriate starting Pool.

My descriptor of Charming gives me +2 to my Intellect Pool. This increases my starting stat Pool numbers to Might 14, Speed 11, and Intellect 11.

3 FILL IN YOUR EDGE STATS, AS DETERMINED BY YOUR TYPE

My glaive has a Might Edge of 1, a Speed Edge of 1, and an Intellect Edge of 0.

4A WRITE IN ADDITIONAL STATS, AS DETERMINED BY YOUR TYPE

Add any Effort, skills, and cypher limits, as well as any special abilities provided by your type. These include esoterics, fighting moves, and tricks of the trade. Be sure to write down the cost (if any) of any special abilities and to note whether you are trained (T) or specialized (S) in a skill.

My glaive has an Effort of 1 and a cypher limit of 2. He is also Practiced in Armor and Practiced With All Weapons, and I'm going to choose jumping as his trained (T) skill. I also get to choose two fighting moves, so I'll take Pierce and Thrust.

Most foci also give you a special ability. Feel free to look at your focus now and add any special abilities.

My focus of Bears a Halo of Fire gives me a fire esotery called Shroud of Flame.

4B WRITE IN ADDITIONAL STATS, AS DETERMINED BY YOUR DESCRIPTOR & FOCUS

If you haven't already added any additional points from your descriptor and focus to your starting Pool, do so now. Add any additional skills or equipment from your descriptor and focus as well.

I've already done this, so I don't need to do it again.

5 CHOOSE YOUR POSSESSIONS, AS DETERMINED BY YOUR TYPE

The possessions that you start the game with are dictated by your type and include weapons, armor, packs, and other gear. If you wear armor, or if you have a special ability that grants you Armor, note the total amount of Armor in the space provided.

Check to see if your descriptor gives you additional possessions, such as equipment or extra shins.

As a glaive, I start the game with clothing, two weapons (or one weapon and a shield), light or medium armor, an explorer's pack, and 5 shins. I'm going to choose a fringed beastskin jacket (medium armor), which gives me 2 points of armor.

My descriptor gives me 10 extra shins.

6 LIST YOUR ATTACKS

Attacks are based on your chosen weapons and esoterics. List them here, write down how much damage they do, and include any special modifiers.

For my weapons, I chose two daggers. My Pierce and Thrust fighting moves give me +1 to damage to attacks with those weapons.

Shroud of Flame costs me 1 Intellect point, but it inflicts +2 points of damage on anyone who attempts to touch me or strike me with a melee attack. It also gives me +2 to Armor against fire damage when the shroud is active.

7 ADD CYPHERS, ODDITIES, OR ARTIFACTS

Your GM will provide you with starting cyphers, as well as an oddity. Some foci will also give you an artifact.

Bears a Halo of Fire gives me an artifact—a device that can be used to spray inanimate objects to make them fire-resistant.

8 INCLUDE YOUR BACKGROUND

If you wish, each one of the three aspects of your character can help define your background. Your type gives you a connection to the world, your focus gives you a connection to one other player character, and your descriptor gives you a connection to the first adventure.

For my glaive connection, I'm going to choose a past as a bouncer in a local bar. My focus allows me to choose a PC in the group who isn't harmed by my fire. Last, my descriptor connects me to the current adventure, and I'll choose that I instigated this adventure and convinced everyone else to join me.

9 DURING PLAY, NOTE DAMAGE TRACK, RECOVERY ROLLS, AND XP

During gameplay, keep records of how many recovery rolls you've used each day and where you are on the damage track. (If you're hale or dead, you won't need to mark anything; otherwise, it's important to make a note of your status on the damage track.) The 1D6+ box is for recording the amount that you add to your recovery rolls; this number is usually your current tier, but it can be altered by various modifiers.

Additionally, note what tier you are and how many experience points you currently have.

10 KEEP GOOD NOTES

The notes section is designated for events and experiences that happen to your character once the game begins.