



To print your GM Intrusion Deck, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

If you don't have a double-sided printer, print the pages individually and then glue them back-to-back with a thin, even coat of adhesive. Before glueing, hold the back-to-back sheets up to a light source to ensure they are lining up correctly.

The gutters between the cards give you a little bit of leeway if the two sides do not line up exactly.

CM intrusions are a unique way for Numenera game masters to inject twists, complications, and interesting challenges for players. Although it's always best to tailor intrusions to the situation at hand, if you're stuck for an idea, you can use these cards. To use them to their fullest, put them into three piles—one for the red Combat Cards, one for the blue Interaction Cards, and one for the purple Miscellaneous Cards—and then draw from the pile most appropriate to the situation. At times, you might have to adjust the specifics of the intrusion on the card to fit the situation. Other times, you might have to change exactly when you make the intrusion during the encounter or situation. Sometimes, the intrusion just doesn't fit at all, and you should draw a new card.

Cards labeled as Group Intrusions are designed to affect everyone in the group.

As always, CM intrusions are meant to be fun and interesting, not punitive. They make the story better!

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COMBAT

The character's foe reacts with sudden terror. It gains an additional action, which it uses to flee this round.

COMBAT

The character's armor, clothing, or pack strap snaps. The difficulty of all the character's actions is increased by one step until he takes one round to remove the armor, clothing, or pack, allowing it to drop to the ground, or he takes three rounds to enact a hasty, makeshift repair.

COMBAT

The ground beneath the character and her foe suddenly becomes unstable. Both fall prone. If anything lies beneath the ground, both fall through unless the character succeeds at a difficulty 5 Speed-based task. If she does, she grabs onto something at the last minute, but the foe then grabs onto her.

COMBAT

Enemy reinforcements arrive to oppose the character. If the foe normally comes in groups, $1d6 + 1$ more arrive. If the foe is typically solitary, one more (such as a companion, a mate, or a relative) arrives.

Group intrusion

COMBAT

The character's foe makes a dazzling move that spins the character around, disorienting him. The difficulty of all actions is increased by two steps for the next two rounds.

COMBAT

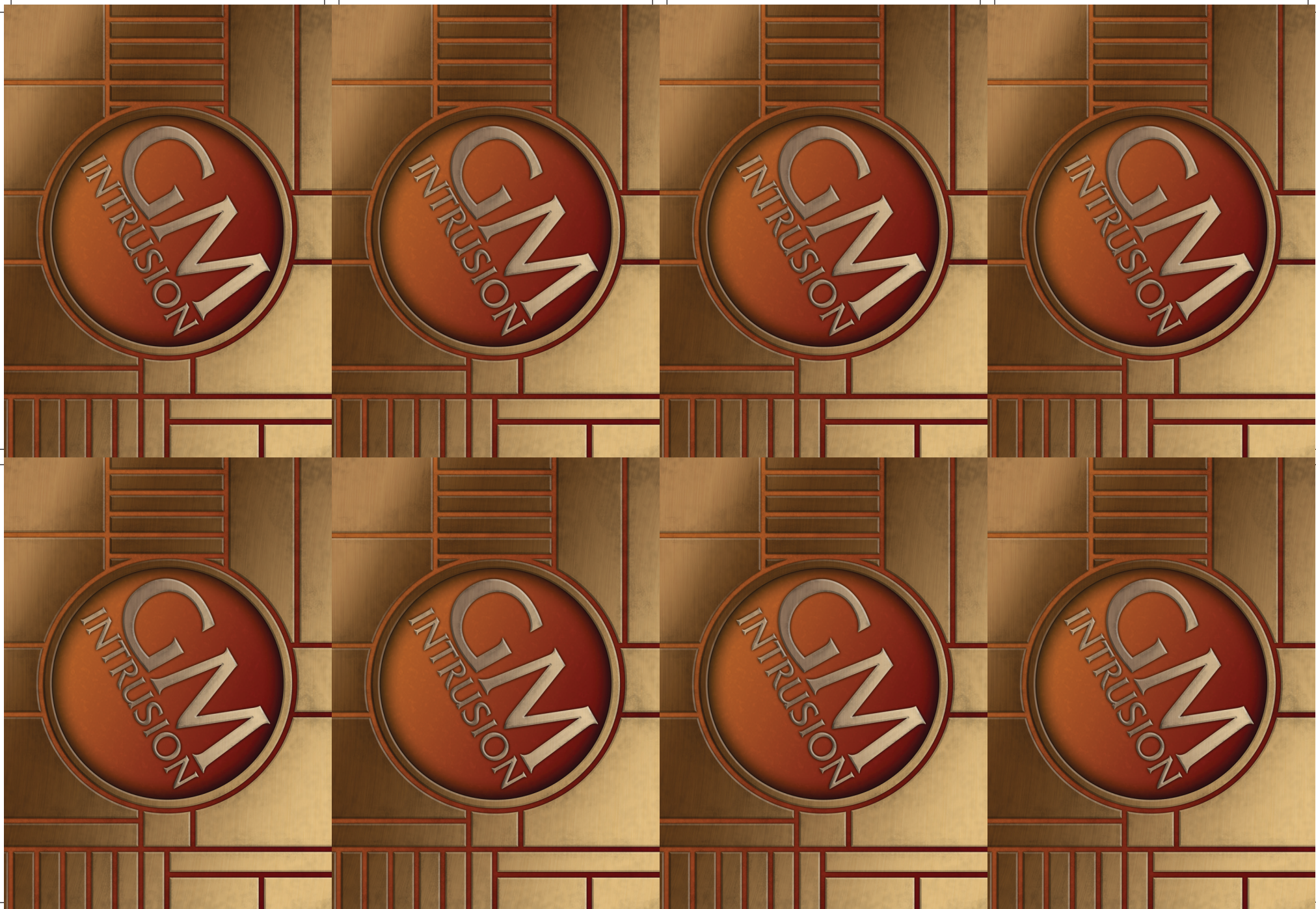
The character is knocked prone by her foe's attack. The foe presses the advantage, and it requires an action for the character to get up without being struck automatically by the next attack.

COMBAT

The character's weapon breaks in two with a sudden snap.

COMBAT

The character's foe reacts with sudden savagery. It gains an additional action, which it uses to attack this round.



COMBAT

In the middle of the fight, the foe reveals a dark secret of the character. If the character fails an Intellect defense roll, the shock inflicts 3 points of Intellect damage (ignores Armor), and the difficulty of all actions is increased by one step until those points are restored.

COMBAT

The character's blow was well struck—so well struck that her weapon is embedded deep in her foe or tangled in its clothing or armor. It's pulled free from her hands, and to regain it, she must use an action and succeed at an attack.

COMBAT

The foe's attack was unexpectedly poisoned. The character must succeed at a Might defense roll or suffer 4 points of Speed damage (ignores Armor).

COMBAT

It suddenly begins to rain very hard. If the battle is outside, the difficulty of all actions for all combatants is increased by one step for the next five minutes. If the battle is indoors, the rain is deafening, and no verbal communication is possible.

Group intrusion

COMBAT

The foe unexpectedly offers to surrender. The GM decides whether the offer is sincere or a ruse (in which case, if the character accepts, the foe gets a sudden attack, and the difficulty of defending against it is increased by two steps).

COMBAT

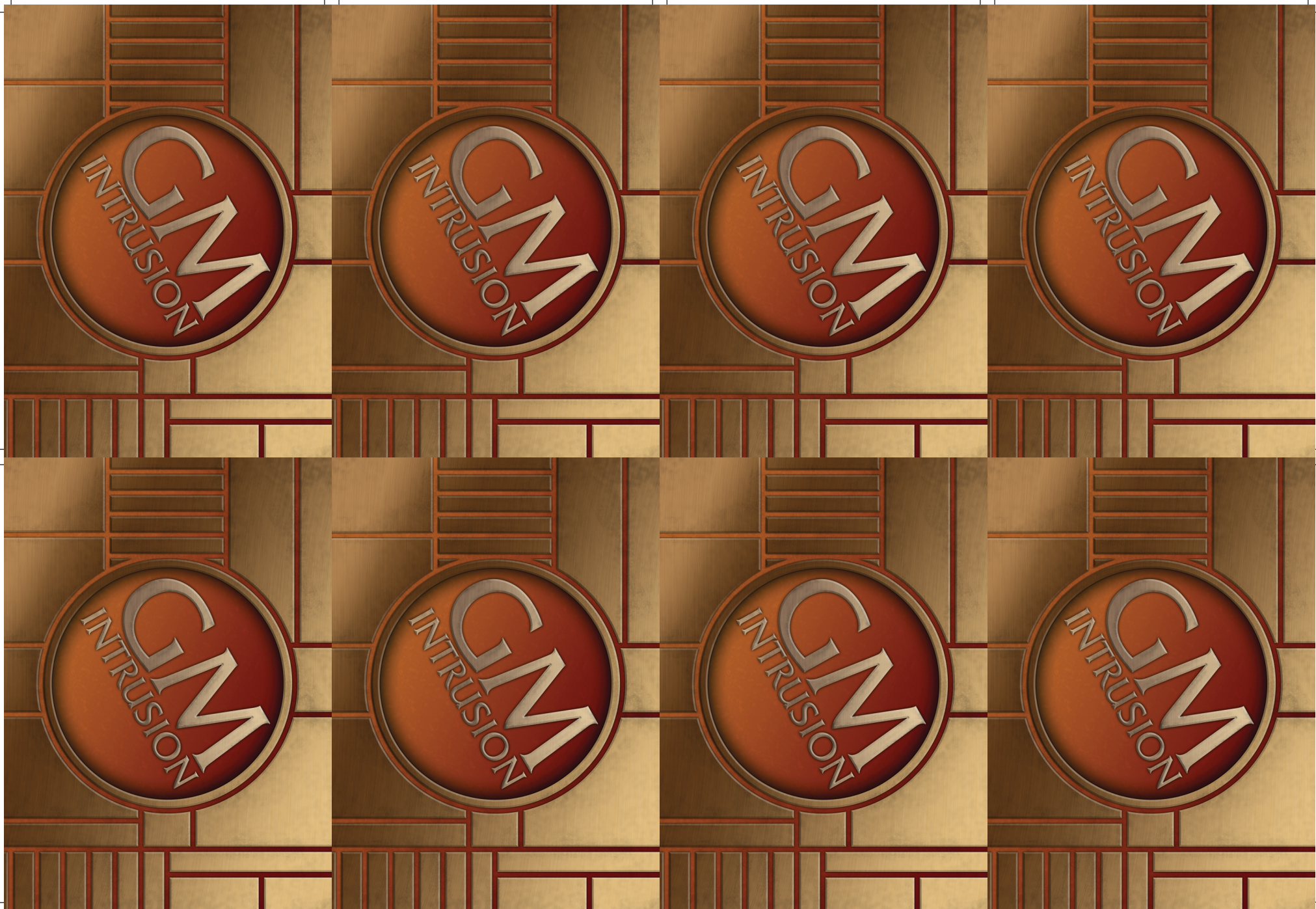
The character's opponent falls toward him, knocking both of them prone, with the opponent on top.

COMBAT

The character's weapon slips from her grip and slides away, ending up a short distance from where she stands.

COMBAT

The character's opponent tries to grapple. If the character fails a Speed defense roll, he is held in place, and his only physical option is to try to break free.



COMBAT

The character's wound from this fight becomes a visible scar that remains for the rest of his life.

COMBAT

The foe appeared to be dead or unconscious, but its eyes open and it attacks, having suddenly regained 10 points of health (or maximum health, whichever is greater).

COMBAT

The character's foe unexpectedly flips him over its back and slams him prone. If the character fails a Might defense task, he is also stunned for one round and can take no action.

COMBAT

Grit, sweat, and blood get in the character's eyes. The difficulty of all actions is increased by one step until he uses an action to wipe his eyes clean.

COMBAT

Two cyphers (or a cypher and an artifact) brought into proximity during the combat suddenly begin to interact oddly. The GM decides whether this means they release dangerous radiation, explode, or take on a whole new temporary ability.

COMBAT

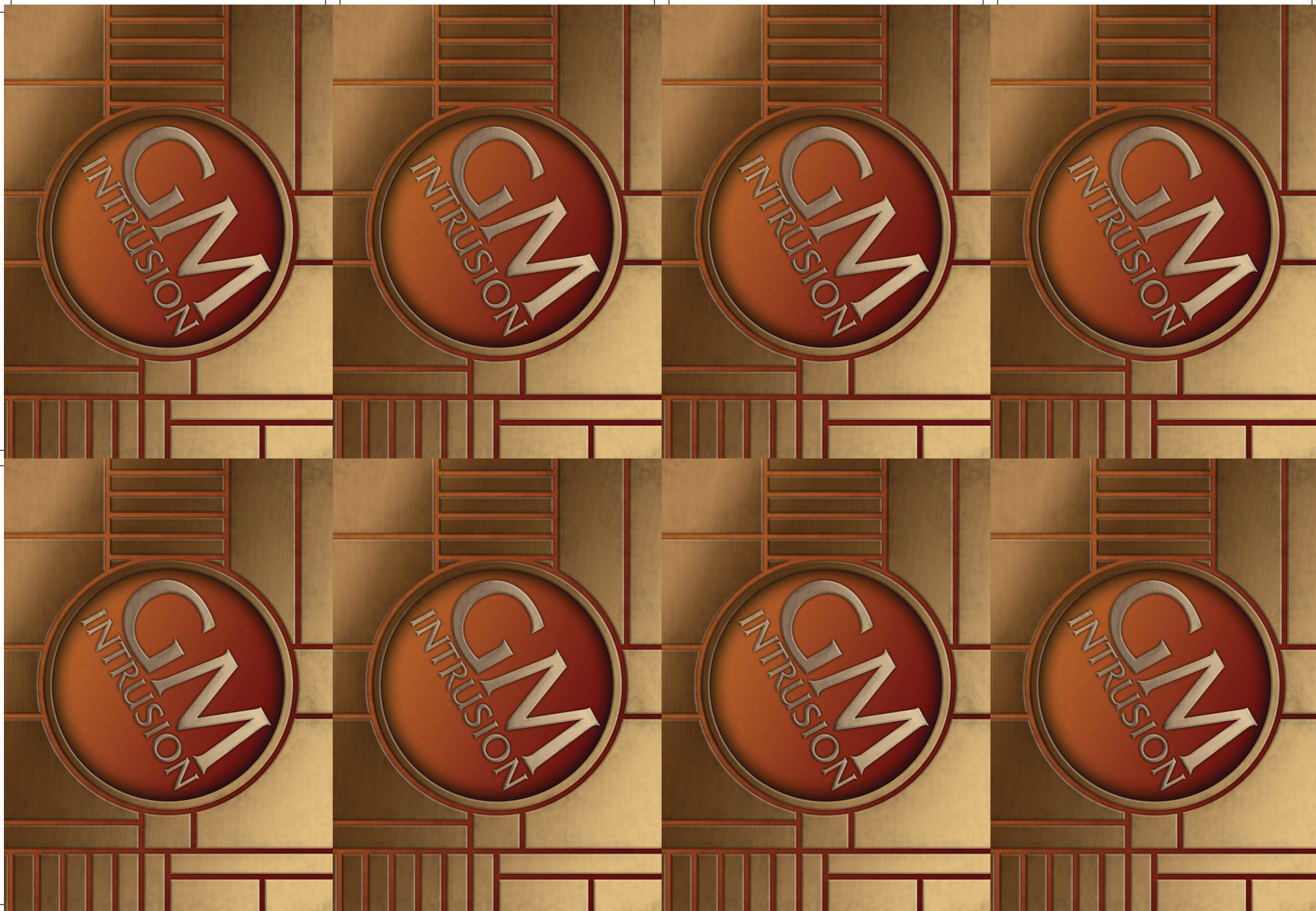
The character's foot is caught on something. The difficulty of all actions is increased by one step until he uses an action to pull his foot free or he inflicts 3 points of damage upon himself to quickly wrench it free.

COMBAT

The foe's blow breaks one of the character's bones, moving her one step down the damage track.

COMBAT

The character's armor is damaged, reducing its Armor value by 1 until it is repaired. If the character wears no armor, her shield is destroyed. If she has neither, her clothing is greatly damaged, affecting only its appearance.



COMBAT

The character's foe fights defensively. For the rest of the combat, the difficulty of Speed defense rolls against the foe's attacks decreases by one step, but the difficulty of attack rolls to strike the foe increases by three steps.

COMBAT

The character's foe produces a cypher or new ability that is particularly useful in the current situation (a teleporter to get away, a restorative to heal its wounds, and so on).

COMBAT

The foe's breath or other odor is so awful that the character can barely see straight. The difficulty of all actions is increased by one step.

COMBAT

As the character uses a cypher or an artifact, she discovers that its power is different than was originally identified (determine randomly). If the device is an artifact, it is a difficulty 6 task to adjust it later so that it has both functions.

COMBAT

The foe sincerely offers the character the chance to flee safely if he breaks off combat now and leaves immediately.

COMBAT

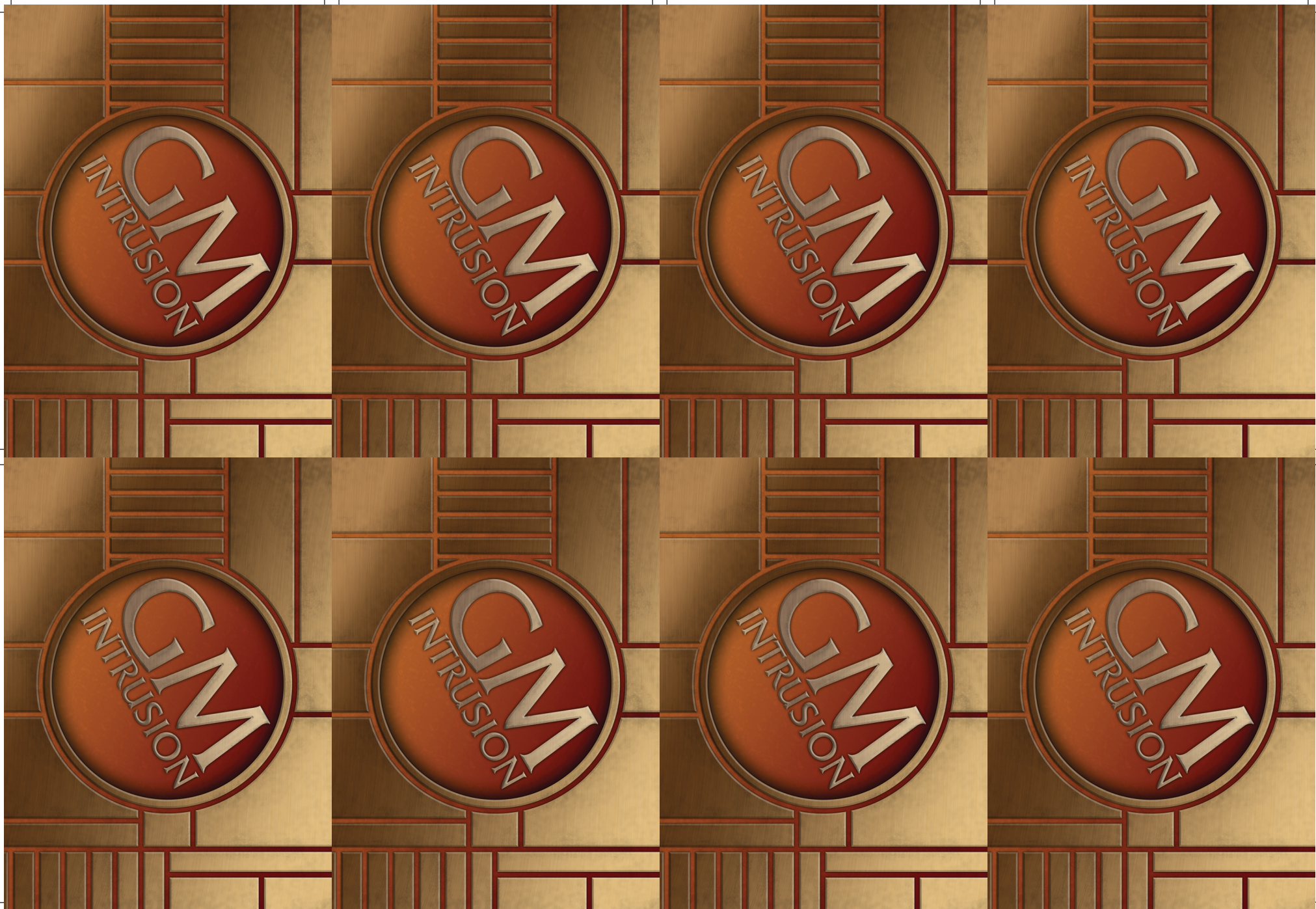
An injury the character sustained in this fight will last for a while. The difficulty of all physical actions is increased by one step for three days unless numenera healing is available.

COMBAT

The foe strikes the character so hard that a bit of equipment or a possession on the character's person (not a weapon or armor) is broken or torn.

COMBAT

The character's foe gets a burst of insight into the character's fighting style. As a result, the difficulty of all attack and Speed defense rolls against this foe is increased by two steps.



INTERACTION

Someone else arrives on the scene and forbids the NPC from interacting further.

COMBAT

The character's foe is far tougher than it originally looked. Its current health increases to its normal maximum, plus 10.

INTERACTION

The NPC is in an extremely foul mood due to a minor physical malady (aching feet, crick in the neck, or the like). Unless it can be alleviated, the difficulty of dealing with her is increased by two steps.

COMBAT

The character's foe summons all its strength and inflicts 6 additional points of damage with its attack.

INTERACTION

The NPC is physically attracted to the character and won't interact in any meaningful way unless the character appears to return the feeling.

COMBAT

The character sees a dangerous opportunity. If she chooses to let her foe strike her for 4 points of damage, she gains one additional attack, the difficulty of which is decreased by two steps.

INTERACTION

The character inadvertently insults the NPC. Unless amends can be made, the difficulty of dealing with the NPC is increased by three steps.

INTERACTION

Someone or something interrupts the conversation, completely distracting the NPC from the matter at hand.



INTERACTION

The NPC is trying to impress someone else who is watching (such as a superior or paramour). Unless the character can figure out a way to overcome the situation, the difficulty of the interaction is increased by one step.

INTERACTION

The NPC becomes all too talkative, but not about what the character wants to discuss. To get the conversation back on track, the character will have to listen patiently for a half hour or interrupt and redirect the conversation (a task with a difficulty two steps higher than normal).

INTERACTION

The character is distracted by an uncomfortable condition (buzzing insects, the heat, the rain, and so on). Unless he can figure out a way to overcome the situation, the difficulty of the interaction is increased by one step.

INTERACTION

The NPC is distracted by an uncomfortable condition (buzzing insects, the heat, the rain, and so on) and won't talk further until the situation improves somehow.

INTERACTION

The NPC is prejudiced against some aspect of the character (such as gender, class, hair color, origin, or perceived profession), increasing the difficulty of the interaction by three steps. Perhaps someone else should do the talking.

INTERACTION

A sudden loud noise interrupts the interaction. The NPC wants to investigate or run.

INTERACTION

The NPC will interact with the character only if she takes part in a religious ritual with him that will last for a half hour.

INTERACTION

A seemingly random dangerous creature or individual interrupts the interaction with a savage attack.



INTERACTION

It suddenly begins to rain very hard. If the interaction is outside, communication becomes impossible for five minutes. If the interaction is indoors, the rain is deafening, and no verbal communication is possible.

INTERACTION

The NPC will interact with the character only if he can best her in a game of skill or chance.

INTERACTION

The NPC is seriously injured or ill, increasing the difficulty of the interaction by one step unless the injury or illness can be assuaged.

INTERACTION

The NPC is hard of hearing. Unless the character finds a nonverbal communication technique, the difficulty of the interaction is increased by two steps.

INTERACTION

Recent events (such as a victory or success at something) have made the NPC extremely self-assured and arrogant, increasing the difficulty of the interaction by one step.

INTERACTION

The NPC is distracted by someone he finds extremely attractive, increasing the difficulty of the interaction by one step unless the character can figure out a way to use the attraction to her advantage.

INTERACTION

Recent events (such as a death or a loss) have made the NPC extremely distraught, increasing the difficulty of the interaction by one step.

INTERACTION

The NPC is far more interested in another pressing matter of his own, increasing the difficulty of the interaction by two steps unless the character learns about and helps with the other matter.



INTERACTION

The NPC is insane and takes the character's meaning all wrong and/or gives completely incorrect information.

INTERACTION

The NPC is extremely hungry, increasing the difficulty of the interaction by one step unless she is fed.

INTERACTION

The NPC wears a mask or otherwise has a countenance that is somewhat impenetrable. It's hard to read her reactions and emotions. The difficulty of the interaction is increased by one step.

INTERACTION

The NPC is addicted to something (such as drugs, alcohol, or gambling), increasing the difficulty of the interaction by one step unless his need is met.

INTERACTION

The NPC seems to be supportive of the character but somehow manages to completely misunderstand what he was told or asked to do. The character will have to attempt the task again to be successful.

INTERACTION

The character must bribe the NPC with something of value (like a cypher), or the difficulty of the interaction is increased by two steps.

INTERACTION

The character completely misreads the NPC and says exactly the wrong thing. The difficulty of the interaction and any further interactions with this NPC is increased by two steps.

INTERACTION

The NPC expresses himself poorly. What he says is confusing and easily misunderstood.



INTERACTION

Before continuing the conversation, the NPC requires the character to reveal a secret (something personal, what she's carrying, her true feelings on a certain topic, and so on). If the character lies, it will have to be a lie that convinces the NPC.

INTERACTION

The NPC feels put upon by the character. This interaction succeeds, but any further interaction with this NPC is impossible.

INTERACTION

An unexpected emergency (an accident, a fire, another NPC taken ill, and so on) takes the NPC away from the interaction. If the PC helps in the situation, the difficulty of the interaction is decreased by two steps.

INTERACTION

During the conversation, the NPC accidentally reveals an important secret (for example, she's a mutant, the mayor is asleep, or the lock to the safe is broken) and begs the character not to share it or make use of it. The NPC says that terrible things will happen to the character if he doesn't comply.

MISCELLANEOUS

The weather conditions (such as rain, fog, or wind) increase the difficulty of all tasks by one step for the next thirty minutes.

Group intrusion

INTERACTION

The NPC offers the character something (perhaps a bit of food, a drag of a cigarette, or a swig from a bottle). If the character doesn't accept, the difficulty of the interaction is increased by two steps. Of course, the offer may have detrimental effects (GM's discretion).

MISCELLANEOUS

A nearby device (perhaps among the character's possessions) malfunctions and explodes, inflicting 3 points of ambient damage to the character.

INTERACTION

In the middle of the interaction, the NPC reveals a completely surprising agenda of his own. If the character doesn't agree to help in some way (provide information, give money or an item, offer assistance, and so on), success in the interaction becomes impossible. If she does agree to help, the interaction automatically succeeds.



MISCELLANEOUS

A weird plant or fungus releases toxic spores or pollen near the character. She must succeed at a difficulty 4 Might defense roll or suffer 3 points of Speed damage (ignores Armor).

MISCELLANEOUS

A seemingly random dangerous creature or individual suddenly appears and makes a savage attack.

MISCELLANEOUS

A small but dangerous creature (like a serpent) is surprised, makes one defensive attack, and runs away. If the character fails a difficulty 4 Speed defense roll, he suffers 3 points of damage.

MISCELLANEOUS

Someone unexpected shows up and tells the character that she is forbidden to undertake her desired course of action. ("Hey you, get away from there! You can't do that!")

MISCELLANEOUS

The sudden activation of a device creates a momentary distraction (a loud noise, bright lights, or the like) that increases the difficulty of the task at hand by three steps.

MISCELLANEOUS

A tool or other object vital to the task at hand breaks or fails.

MISCELLANEOUS

The ground beneath the character suddenly becomes unstable. She falls prone, and if anything lies beneath the ground, she falls through unless she succeeds at a difficulty 5 Speed-based task. If she does, she grabs onto something at the last minute.

MISCELLANEOUS

Something above the character (such as a tree branch, the ceiling, a rock on a cliff wall, or a vase on a high shelf) falls. If the character fails a difficulty 5 Speed defense roll, he suffers 3 points of damage.



MISCELLANEOUS

The character receives a glimmer and cannot take actions for five minutes.



Glimmer, Numenera corebook, page 38

MISCELLANEOUS

A sudden muscle spasm causes the character to wince. It also increases the difficulty of the task at hand by three steps.

MISCELLANEOUS

The character contracts a minor virus. The difficulty of all physical actions is increased by one step for 28 hours.

MISCELLANEOUS

The character pulls a muscle and suffers 1 point of damage (ignores Armor). Until that point is restored, the difficulty of physical actions is increased by one step.

MISCELLANEOUS

A relatively tame creature (like a seskii) shows up and takes a liking to the character.



Seski, Numenera corebook, page 258

MISCELLANEOUS

The character's pack breaks open, dumping all the contents onto the ground.

MISCELLANEOUS

A local holiday or ritual begins, and the character is asked to take part.

MISCELLANEOUS

Someone from the character's past shows up unexpectedly with bad news.



MISCELLANEOUS

A creature, an NPC, or a group of NPCs steps out of a glowing portal.
Group intrusion

MISCELLANEOUS

A small bit of the numenera falls from the sky near the character. It might be debris, an attack from an unseen foe, or an automaton that begins to awaken—the GM decides.

MISCELLANEOUS

A local accuses the character of a crime.

MISCELLANEOUS

A grate on the wall falls off and tentacles with tiny fingers wriggling on their sides begin to extrude.

MISCELLANEOUS

Indications are discovered that the character's supposedly dead sibling, parent, lover, or defeated foe is still alive.

MISCELLANEOUS

An NPC runs past, and calls of "Criminal!" and "Catch him!" go up from other nearby NPCs.
Group intrusion

MISCELLANEOUS

When the character wakes up, she finds a package next to her, wrapped in pretty paper. It is addressed to "Someone deserving."

MISCELLANEOUS

A nearby building or structure explodes. Strange colored smoke and rays of light come from the opening.



MISCELLANEOUS

The character is suddenly revealed to be a replicant who runs off (or powers down). The actual, original character has been captured and is being held somewhere nearby.

MISCELLANEOUS

A creature swoops down (or rises from the ground) and attempts to snatch one of the character's possessions.

MISCELLANEOUS

One of the character's cyphers, oddities, or artifacts suddenly exhibits a new ability. It might begin receiving a strange signal from a nearby source, gain the ability of a random cypher, or just overload and explode—the GM decides.

MISCELLANEOUS

A cry for help comes from nearby.

Group intrusion

