

# UNKNOWN WONDERS

A Numenera compatible  
character options sourcebook  
by Fabio Passamonti

Requires the Numenera corebook  
from Monte Cook Games



## BEYOND THE EDGE

*Beyond The Edge* is a useful Numenera compatible digital resource for your roleplaying campaign.

Every installment brings you in-depth characters, mortal perils and breathtaking locations. Each issue offers new game options, creatures and thrilling adventures – everything you need to take your campaign beyond the edge...of the known world.

*Beyond The Edge* is optimized for tablet and on screen reading.

## INTRODUCTION

*There are things known and there are things unknown, and in between are the doors of perception.*

– Aldous Huxley

This issue provides Numenera players and GMs with a choice of options for better customizing characters. *Unknown Wonders* comes complete with:

New Character customization options -

- Character Heritage feature
- Seven Descriptors
- Seven Foci

New Technology -

- Ten Cyphers
- Five Artifacts

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What of your heritage? What is and why is that important?

Heritage is your history. It is responsible for how you came to be, it's a large part of who and what you are, and it can determine what you will become. Heritage is a conglomeration of genes, decisions and environmental factors that have personally affected you, and continue to affect you.

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# CHARACTER HERITAGE

You have a quasi artificial body, but how? You can alter your phase state and become ethereal, but why? You're able to control beasts, but since when? A proper background is important to define what type of character yours is going to be: Did he learn esoterics to ensure the safety of his kind? Or maybe she grew among a tribe of biomechanical nomads, wandering the Beyond? Was he found in the middle of a desert, untouched even through an Iron Wind storm? Your heritage is the answer.

Heritage is a new feature, introduced in *Beyond The Edge: Unknown Wonders*. It defines your character's origin, past experiences and deepest motivations. Heritage is not a game mechanic per se, but a way to define an essential and informative element of a character's background. It may also grant lesser game benefits, although it's an encouragement to make a deeper connection with your character's focus.

Players (with the GM's collaboration and approval, of course) can easily create their own heritage, using the following guidelines.

## DESIGNING HERITAGES

Designing a character heritage is a simple question. *It's three questions in fact.* Your character has a gift, a focus. He can control the weather, or manipulate chances, but *How? Why? And Since When?*

**How?:** Answering this question helps determine the way your character *uses* his focus. Does he controls flames by the power of

mantra chanting? Does he turn his very body cells into elemental energy?

**Why?:** Answering this question helps determine your character's focus *origin*. All nano can learn the Flash esotery (page 37 of the Numenera corebook), but not all attain this power in the same way. Some spend years studying over dusty tomes in remote libraries, while others are taught the right procedures by an experienced master and others even learn how to control the numenera, and tap their energies, from the teachings of their ancestors.

**Since When?:** Answering this question will influence your character's focus *evolution*, as well as his real knowledge about the source of his powers. Was he always a cybernetic organism, or was his gift to fuse flash and steel the result of a biotech virus? Has he gained the power to become ethereal only after a lab disaster, or is he one of the legendary ethereal gypsies, astral wanderers able to move from one dimension to another?

**Heritage Benefits:** You may gain familiarity (page 111 of the Numenera corebook) in one task, appropriate to your heritage. If you chose to do so, you also suffer heritage drawbacks.

**Heritage Drawbacks:** You have a disliking for one task.

## DISLIKING

Disliking is basically the opposite of familiarity. If you have a disliking for one task, you have a -1 to all rolls regarding that task.





## HERITAGE EXAMPLE

Heir of the Ark-N:

Liluye is a *Mystic Nano Who Control Beasts*.

**How?:** She possesses a telepathic bond with them, augmented by metal clamps on her temples, which appear to attune and strengthen her empathy with animals.

**Why?:** She came from a decivilized culture that emphasized values around animal welfare.

**Since When?:** She developed her gift studying under the guidance of an expert, who also gave her a task to accomplish.

**Heritage Benefits:** Liluye is familiar with Crested Runscale handling, a type of beast she's particularly fond of.

**Heritage Drawbacks:** Liluye dislikes social interactions with a specific tribe of abhumans, that live near her lands and whose cruelty to animals is abhorrent.

*Liluye comes from the vessel city of Ark-N, that lies in a remote area of the world. Many arkanians share a special connection – a quasi-mystic bond – with the beasts nourished among the city labs.*

*Arkanian's lore on living beings (especially on animals) comes from advanced bio-engineering skills and science notions, though none know it as such. Arkanians are the last scions of a space-team, geneticists and biologists who travelled the stars searching for – and studying – new species.*

*Ironically, the Ark-N vessel (the fifth of nine spaceships, although the number is now unreadable) was a returning*

*deep exploration vessel that crash-landed back to Earth, leaving only a few survivors and a cargo of cryogenically frozen beasts. The survivors found the Earth they left for centuries dramatically changed in landscape and ecosystem. All they could do was try to adapt themselves to the new environment and its perils, using the few still functioning Ark-N5 technologies.*

*As eons passed the spaceship Ark-N5 turned into a small community:*

*the city of Ark-N (Ark-en). The original scientist of the ship transformed into revered, near mythical ancestors and their knowledge on biology and genetics devolved and transformed into traditions of animism and pervasive superstitions. The arkanians became beast tamers, known for their unique, embedded numenera. As her honor-task to the revered scientist-god, Liluye was given the task of coming up with a cure for the DHI, or the "Double Helix Illness", a disease plaguing the beasts of the city.*



# NEW CHARACTER DESCRIPTORS

Here is a list of new descriptors to help you define your character.

## CONTEMPLATIVE

Through contemplation the soul may ascend to understanding. You embrace moments of meditation and are dedicated to a way of life conducive to quieting the mind. This state of calm centeredness is an aid to exploration of meaning, purpose and values. Contemplative practices help you improve focus and and enhance creativity. Self-examination improves your mental health, helps you to think clearer and make better decisions and boosts your confidence and self esteem. You're meditative, pensive and spiritual. You have a tendency to think and act spontaneously rather than from fears based on past experiences, and you cast off all preconceptions.

You gain the following benefits:

**Pensive:** +2 to your Intellect Pool.

**Skill:** You are trained in all tasks involving study, contemplation, or mental concentration, including esoterics.

**Inability:** You are wholly focused. The difficulty of tasks involving perceiving deception is increased by one step.

**Initial Link to the Starting Adventure:** From the following list

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

1. You seek enlightenment or just a chance to grow stronger.
2. You feel deeply connected to one of the other PCs.
3. You believe one of the other PCs to be your lover (or perhaps a relative of yours) reincarnated.
4. A vision guided you to this point.

## COOPERATIVE

As the old saying goes, "one man can be a crucial ingredient in an army, but one man cannot make an army". You're the best comrade one could ever ask for. You understand that no matter what role you may play, you're nothing without your allies. You're willing to give up anything for the group, sacrificing whatever it takes. You've no room for negativity and, when you feel the urge to be right, you always take a step back and try to look at the big picture. You're helpful and reliable, encouraging and upbeat.

You gain the following benefits:

**Bulwark:** When you throw yourself in front of an attack to save a nearby comrade (page 101 of the Numenera corebook), the attack you take doesn't deal 1 additional point of damage. You still cannot willingly take more than one attack each round in this way.

**Helpful:** When you use your action to provide help to another character attempting a task, if you don't have training or specialization in that task (or if the acting character already is as trained or specialized as you), the acting character gets a +2 bonus

### NEW DESCRIPTORS

Contemplative  
Cooperative  
Fierce  
Mysterious  
Resourceful  
Sympathetic  
Wise



on the roll. (Normally, the acting character would gain a +1 bonus on the roll instead.)

**Reliable:** When you attempt a [complementary action](#) (page 101 of the [Numenera corebook](#)), you reduce the difficulty of the action attempted by the other character by one step. In addition, if you are one of three or more characters attacking the same foe, you gain a +2 bonus to your attack. (Normally, you gain a +1 bonus to your attack).

**Inability:** You've feelings of inadequacy. The difficulty of tasks involving charm, persuasion or deception is increased by one step.

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

1. It's your duty to protect one of the other PCs.
2. One of the other PCs is your best friend (or perhaps a relative of yours), and you blindly follow her.
3. You led the group into a trap that a child could have seen, and you wish to atone for it.
4. You were hired as a bodyguard by one of the other PCs.

## FIERCE

Isn't the Ninth Word to be reserved for menacing and dangerous wild creatures, the violently intense, the threatening and the savage? You've a savage and violent nature. You're ferocious, extremely intense or ardent, but also active and resolute.

You're angry and always ready to start a fight. You act with a lot of energy and strong feelings. You remain firm in your resolve, no matter what.

Most likely you look frightening or grim.

You gain the following benefits:

**Powerful:** +2 to your Might Pool.

**Skill:** You are trained in resisting mental effects.

**Skill:** You are trained in all actions involving forcing someone to do your will.

**Skill:** You are trained in all actions that involve avoiding distractions while fighting.

**Inability:** You're too proud and have a loud harsh voice. The difficulty of any tasks involving charm, persuasion, etiquette or deception is increased by one step.

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

1. You forced your way into the mission.
2. You seek vengeance on someone who has wronged you.
3. You want to prove yourself in front of the other PCs.
4. It's a perfect occasion to improve yourself in all ways.

## MYSTERIOUS

You're inscrutable, secretive and ambiguous. You're quiet and you don't start anything that doesn't need to be started. The point is: you don't need attention. You deflect questions, never look excited or angry. You look at people directly in their eyes when talking to them and with a piercing gaze.

There is power in the eyes, and your powerful, confident gaze makes you a magnetic person. You can be a storyteller extraordinaire, since you've learned legends and myths.

You wear mysterious clothing like hoodies and long sleeves, and of dark colors.

You gain the following benefits:

**Skill:** You are trained in all tasks that involves figuring out puzzles, or recalling legendary people and items or noteworthy places.



**Skill:** You are trained in disguising actions.

**Skill:** You are trained in all interactions involving lies or trickery.

**Skill:** You are trained in all esoterics or special abilities involving illusions or trickery.

**Affiliate:** You belong to a secret organization like the Convergence or the Jagged Dream (page 222 of the Numenera corebook) and you feel empowered by your connection to that group. If you wish to create a new organization, you and the GM should work out the details together.

**Inability:** You have a manner and a bearing that others may find unsettling. The difficulty of any tasks involving positive or pleasant social interaction is increased by one step.

**Additional Equipment:** You have an extra oddity, determined by the GM (page 314 of the Numenera corebook).

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

1. You are on a secret mission.
2. You want to lay your hands on a secret tome (or map).
3. One of the other PCs stole something from your organization
4. You want to unveil an ancient mystery.

## RESOURCEFUL

You are willing and able to adapt yourself. Your adaptability combines flexibility with versatility.

You are capable of doing anything as long as you put your heart and mind to it.

When a challenging situation comes your way, you always try to assess and define the problem as best you can. You know that you have everything you need, because all the resources are within you.

You don't try to control your energy; you channel it instead. Perhaps you're a leader that likes to be in total control of every situation, or maybe what you have to offer and how you fit into any situation is your key to success.

You gain the following benefits:

**Resourceful:** +1 to your stat Pools.

**Flexibility:** You've the attitude to adapt yourself. If you spend 1 XP to reroll a die roll, you get a +2 bonus to the new roll.

**Versatility:** You've the ability to adapt yourself. At the beginning of each day, choose one task to which you will adapt yourself (other than attacks or defense). For the rest of that day, you get a +1 bonus to any roll made concerning that task.

**Additional Equipment:** You know your way around. As a result, you have 10 extra shin.

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

1. You fit perfectly for the mission.
2. You saw profit in what the other PCs were doing.
3. An interested patron requested that you take part in the mission.
4. Even though you dislike the task, it will bring you fame or money.

## SYMPATHETIC

You're a natural, confident speaker. People like being around you. You were born with the gift to enter someone else's aura and explore another person's feelings and experience of life, on an intimate level. You do this unconsciously. You know what it feels like to be another person, so you're great at relating to others. You're someone people find it very easy to talk to; it's hard to keep



secrets from you.

Sympathy is a psychic talent and you can use it to read other people.

You gain the following benefits:

**Mindful:** +2 to your Intellect Pool.

**Skill:** You are trained in all tasks involving positive or pleasant social interaction.

**Skill:** You are trained in all tasks involving sensing motives or perceiving lies and trickery.

**Inability:** You are sensitive, compassionate and affectionate. The difficulty of any tasks involving threatening or coercing is increased by one step.

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

1. You became very attached to one of the other PCs.
2. In the recent past, one of the other PCs told you a secret you wished you had never heard.
3. You started the whole thing and unwillingly involved the other PCs.
4. You feel the urge to help the other PCs.

## WISE

You possess discernment, judgment and discretion. You're judicious and prudent. You make solid decisions because you always take your time. Most importantly, you learn from your mistakes. Patient is one of your virtues, as well as modesty. You're trustworthy and steadfast.

Wise people, like you, take risks in support of their goals, without endangering themselves or harming others.

You cultivate a beginner's mind, and have grown in wisdom by

soaking up changes and new ideas. Most likely you're middle-aged. You gain the following benefits:

**Owl-ish:** +4 to your Intellect Pool.

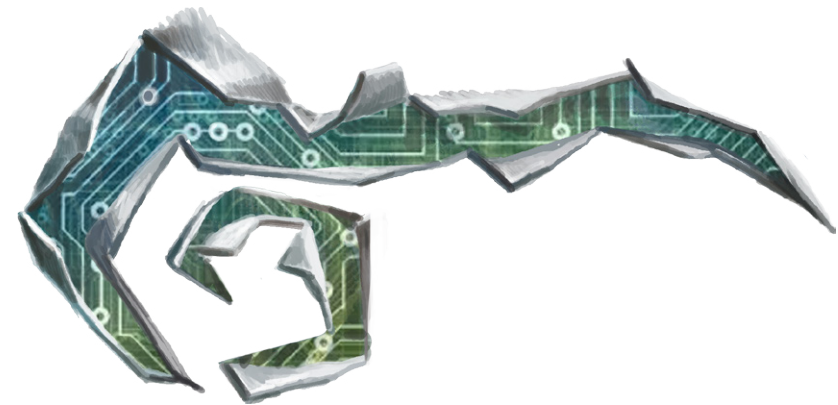
**Skill:** You are trained in all tasks involving identifying or assessing danger, lies, quality, importance, function, or power.

**Skill:** You are trained in defense rolls to resist mental effects.

**Inability:** You always take time to think before acting. The difficulty of initiative actions is increased by one step.

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

1. One of the other PCs asked you to come along because of your wisdom.
2. You are the only survivor of a previous quest.
3. You believed that the task is essential to the health of your community.
4. A young relative of yours is one of the other PCs.





# NEW CHARACTER FOCI

Here is a list of new foci to make your character unique.

## ASKS THE SPIRITS FOR HELP

You've mastered the ability to communicate with the deceased by summoning their "shade" for the purpose of discovering hidden knowledge. Others might consider you a spiritualist or medium. Although it may seem so, your power has nothing to do with magic: you have the gift of manipulating dead cells and ectoplasm (a spiritual energy) through the use of the numenera.

While some cultures considered the knowledge of the dead unlimited, the truth is that individual "shades" knew only certain things. The value of their counsel may have been based on things they knew in life or events that transpired close by after death. Death remains a taboo in most societies, so you probably will face suspicion and mistrust from those who share such suspicions.

You might surround yourself with the morbid paraphernalia of death, which often includes wearing the deceased's clothing or using elaborate body painting to look like a reanimated corpse.

Nanos are most likely to ask the spirits for help, calling themselves witch doctors, shamans or channelers, but any type of character may have this focus.

**Connection:** Pick one other PC. Sometimes you unwillingly

host the spirit of a dead friend (or relative) of hers. It's up to the player of that character to decide her reaction to your powers.

**Additional Equipment:** You have a small hourglass-shaped oddity (page 314 of the Numenera corebook) that glows when someone within short range dies.

**Minor Effect Suggestions:** You gain +1 to your next Intellect roll.

**Major Effect Suggestions:** You immediately recover 1d6 Intellect points, or you may store two souls at a time for the next 28 hours.

### Tier 1: Dead Witness (2 Intellect points).

You can "fix" the biological pigment in photoreceptor cells of the retina like a photographic negative. In other words, you can stare into the eyes of a corpse and see reflected there the last thing the dead witnessed.

The vision appears only in the eyes of the corpse, and is visible to no one except you. Action.

### Tier 2: Channeling (3+ Intellect points).

You gain knowledge from a dead being whose corpse you touch, by allowing that being to express itself through you (as a channel).

You can "ask" a single question. Because you gain access to the being's memory, the being cannot answer questions it would not have understood or known in life. This is not a real interaction, therefore the dead being is "compelled" to answer.

You can ask an additional question for each additional point you spend (determined when you begin). Action.



**Tier 3: Summon Ectoplasm (See below).** You excrete a gauze-like substance from your body. You can use this spiritual energy in one of two ways.

**Ectoplasmic Force (3 Intellect points).** Your summon a quasi-real ectoplasmic force that has an effective Might Pool of 10, a Might Edge of 1, and an Effort of 2, to move objects, push against objects, and so on. You may wield a

weapon to attack through this ectoplasmic manifestation (an Intellect roll), or use the force on your own body to hover 10 inches (25 cm) from the ground. The power lasts for ten minutes or until its Might Pool is depleted—whichever comes first. Action.

**Ectoplasmic Thrust (3+ Intellect points).** You conjure an ectoplasmic burst to push a creature or object an immediate distance in any direction you

wish. The target must be your size or smaller, must not be affixed to anything, and must be within short range. The thrust is quick, and the force is too raw and unfocussed to be finely manipulated. For each level of Effort applied, you can push one additional creature or object. Action.

**Tier 4: Soul Hunger.** When you kill a living creature, you may “trap its soul” within your brain. While you store the soul of a creature, you may add its level to your maximum Intellect value or you can obtain one of its skills (chosen for you by the GM). You may store only one soul at a time. Enabler.

**Tier 5: Spirit Over Flesh.** You are trained in Might defense tasks. Plus, you are now immune to disease, viruses, radiation and mutations of all kinds. Enabler.

**Tier 6: Rigor Mortis (6+ Intellect points).** You cause chemical changes in the muscles of a living target, causing its limbs to become rigid and inflexible. The target becomes nigh on immobile and can’t physically move for one minute. The target must be within short range. For each level of Effort applied, you can affect one additional living creature. Action.

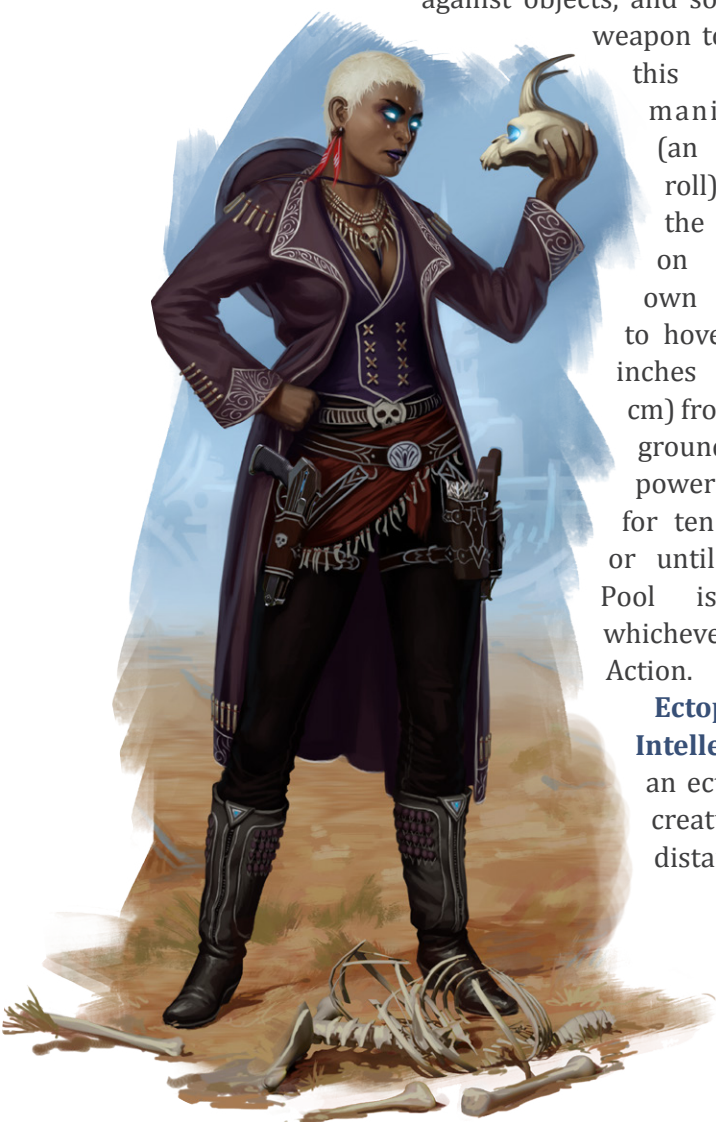
### *Asks the Spirits for Help GM Intrusions:*

*Many people are frightened to be around someone who communicates with the dead, or summons ghost-like entities. Traditionally, black magic gives creepy vibes, and people are prone to burn sorcerers at the stake (alive or not).*

### **DUPLICATES HIMSELF/HERSELF**

You’re a one man army. The connection between your mind and body is close, powerful, and a valuable tool.

Through intense spiritual or martial training, numenera or both, you can instinctively create duplicates (a.k.a clones) of yourself to help you fight, act in combo and overwhelm physical threats.



Despite the obvious combat advantage, clone techniques are very versatile and useful in other, less violent, pursuits. Your duplicates are quasi-real beings and – most of the time – they last only a few seconds, so they cannot be attacked.

Clones are an instantaneous self-defense mechanism governed by your mind and body. You spontaneously conjure them when you're in need of immediate help. If struck, they disappear in a flash of light, a puff of smoke, or a shower of fine dust.

Your duplicates *share* your skills, Pools and equipment. If a duplicate uses a cypher, you – or one of the other clones – cannot use that cypher (unless you have two of them). To tell the truth, *you've just used it*. If a duplicate spends points on an action, you subtract them from the appropriate Pool.

However – since clones can take different actions – *you* can apply Effort on all of them, if you choose to (and pay the appropriate cost), and each duplicate has your Might, Speed and Intellect Edge. For example, let's say Azhon the glaive has a Might Edge of 2 and an Effort of 2. If he uses Twin Strike to make two separate attacks, he can choose to apply one or two levels of Effort on each attack, by paying the appropriate (whole) cost. So, first Azhon reduces the cost of Twin Strike thanks to his Might Edge, and pays only 1 Intellect point activating it. He then applies two levels of Effort on his

attack, by paying 5 Might points. He does the same thing with his duplicate, applying two levels of Effort on his attack, by paying 3 Might points (3 plus 2, minus 2 for the duplicate's Might Edge). Azhon subtracts from *his* stat Pools a total of 8 Might points and 1 Intellect point.

Creating clones is physically and mentally taxing.

Many glaives and jacks duplicates themselves.

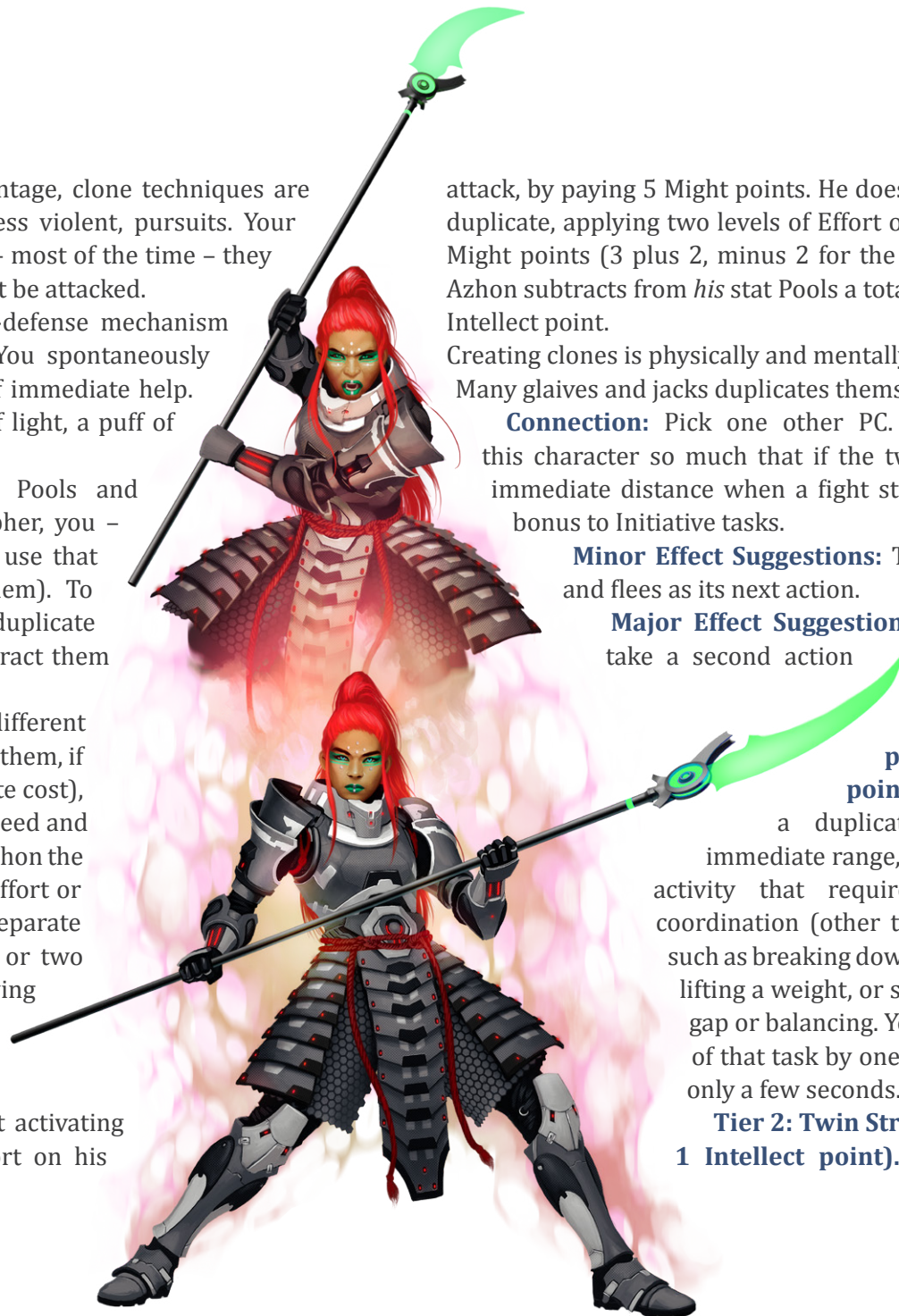
**Connection:** Pick one other PC. You have trained with this character so much that if the two of you are within an immediate distance when a fight starts, you both gain a +1 bonus to Initiative tasks.

**Minor Effect Suggestions:** The target is intimidated and flees as its next action.

**Major Effect Suggestions:** You can immediately take a second action during this turn.

**Tier 1: Double Prowess (1 Might point and 1 Intellect point).** You instantly create a duplicate of yourself within immediate range, to help you in a physical activity that requires strength, power or coordination (other than attacks or defense), such as breaking down a door, breaking bonds, lifting a weight, or starting a climb, leaping a gap or balancing. You decrease the difficulty of that task by one step. The duplicate lasts only a few seconds. Enabler.

**Tier 2: Twin Strike (2 Might points and 1 Intellect point).** You instantly create a





duplicate of yourself within immediate range, to make two separate attacks on your turn as different actions. The duplicate lasts only a few seconds. You can't use this ability in two consecutive rounds. Enabler.

**Tier 3: Decoy Clones (3 Might points and 2 Intellect points).** You create two duplicates of yourself within short range. The duplicates last for one minute. You mentally direct their actions, and each one can do different things. If struck violently, they disappear permanently. Action to create.

**Tier 4: Dual Action (4 Might points and 2 Intellect points).** You instantly create a duplicate of yourself within short range, to make two different actions on your turn. The duplicate lasts only a few seconds. You can't use this ability in two consecutive rounds. Enabler.

**Tier 5: Self-Knowledge.** If you use Dual Action to attempt complementary actions (page 101 of the Numenera corebook), you are considered trained in both actions. Enabler.

**Tier 6: Army Assault (5 Might points and 3 Intellect points).** You instantly create six duplicates of yourself within short range, to make six separate attacks on your turn as different actions, but you move down one step on the damage track. You can't use this ability in two consecutive rounds. Enabler.

## HAS A SHADE TWIN

When you were a child, you and your friend used to play with

shadows, except – *yours was alive.*

Many years later, your shadow remains your closest and most dependable friend.

You were born with the gift to make your two-dimensional silhouette walk and act. It is your intangible twin, your guardian angel. You're never alone, except when you're in complete darkness. So, you probably keep some kind of light source with you all the time.

People call you shadow player or shadow puppeteer, but your ability is no joke and far more than a mere entertainment, as you draw upon umbral powers to accomplish incredible tasks. As you become more experienced, you can even merge with your shadow to hide or gain access almost everywhere.

The shadow power can be channeled to a variety of effects: control and manipulate things from afar, assault unaware enemies or move one's self through shadows.

Anyone – glaive, jack or nano – might have a shade twin, although a jack likely benefits the most from the shadow powers.

**Connection:** Pick one other PC. You have learnt to treat his shadow just like your own. While you're within short range of him, you may use his shadow to activate the Umbrakinetic Control or Shadow Stabbing powers.

**Additional Equipment:** You start with a major glowglobe (page 82 of the Numenera corebook).

**Shadow Esoterics:** If you perform esoterics, they make no sound, and whatever visual displays they produce are shadowy.

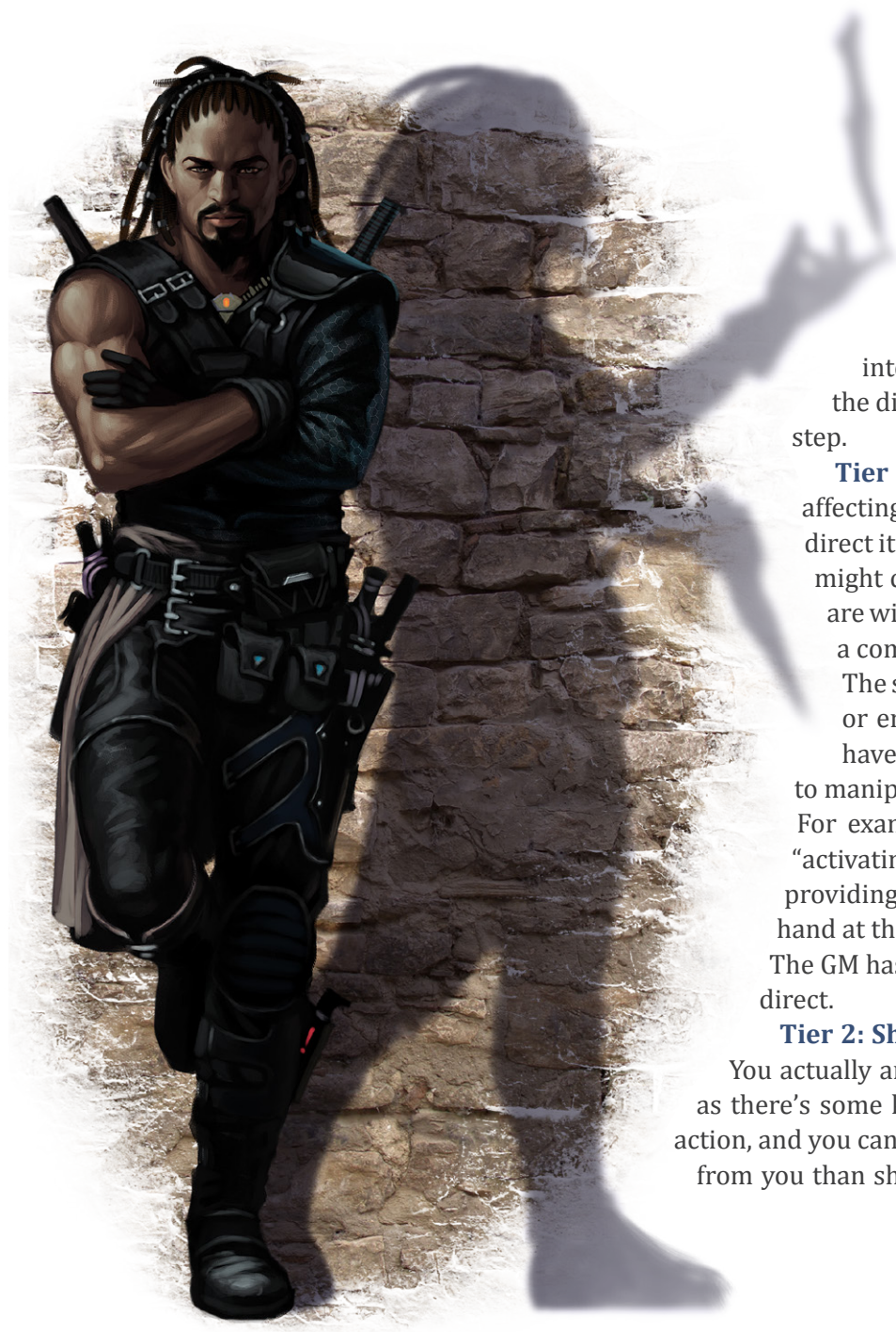
### *Duplicates Himself/Herself* **GM Intrusions:**

*Failure in a task can lower one's self-efficacy in taking other actions.*

*Instead of being of help, clones can make things worse.*







These alterations change nothing other than the appearance of the effects. For example, a [Flash esotery](#) (page 37 of the [Numenera corebook](#)) is a silent burst of shadows, a [Barrier esotery](#) (page 37 of the [Numenera corebook](#)) is a wall of solid darkness, and so on.

**Minor Effect Suggestions:** The duration of the effect is doubled.

**Major Effect Suggestions:** The shadow of the target comes to life and interferes with it, hindering its attack and defense rolls for one minute. As a result, the difficulty of your defense rolls and attack rolls against the target is reduced by one step.

**Tier 1: Umbrakinetic Control (2 Intellect points).** You can manipulate things by affecting their shadows. You actually animate the shadow for one minute, and mentally direct it each round, as long as there's some kind of light source through which a shadow might cast. Directing the shadow is an action, and you can command it only when you are within short range. It never moves farther away from you than short range. Without a command, the shadow simply stays still, waiting for your orders.

The shadow is unsubstantial, so it can't affect directly, or be affected by normal matter or energy. It can only interact with the shadows of nearby items. Sometimes, you'll have to use a light source to create proper shadow paths to reach the items you wish to manipulate (an Intellect task).

For example, you can animate your shadow to operate a machine at short range by "activating the shadow" of its switch or – if you're behind a gate – to acquire the gate key, providing you actually see it and the key casts a shadow. That item materializes in your hand at the very moment your "twin" brings its shadow back to you.

The GM has final say over what your shadow can or cannot do. Action to animate; action to direct.

**Tier 2: Shadow Ally (3 Intellect points).** You gain physical assistance from your "twin". You actually animate your shadow for one minute, and mentally direct it each round, as long as there's some kind of light source through which you can cast it. Directing the shadow is an action, and you can command it only when you are within short range. It never moves farther away from you than short range. Without a command, the shadow continues to follow your previous

order. The shadow can grab, move, carry small objects (weighing 10 pounds [4.5 kg] or less) and attack. It's a level 3 creature. If the Shadow Ally dies, you immediately move down one step on the damage track. Action to create; action to direct.

**Tier 3: Shadow Arms (3 Intellect points).** When you wish, you sprout two extra arms – shadowy but substantial – that last for one minute. They can hold objects, wield weapons, hold a shield, and so on. This power does not increase the number of actions you can take in a round or the number of attacks you can attempt. Enabler.

**Tier 4: Shadow Mimicry (4 Intellect points).** All the shadows look similar. For up to ten minutes you can appear to be a specific individual (an Intellect action based on the level of the character you want to mimic) – someone roughly of your size – whose shadow has been “touched” by your Shadow Ally in the previous 28 hours (treat this task as an attack). Actually posing as someone else carries its own problems. You should know at least basic information about the individual; especially difficult deceptions (fooling a lover or close friend) require at least some familiarity with the target in order to succeed. Action to mimic.

**Tier 5: Shadow Stabbing (5 Intellect points).** You animate your “twin” to immediately attack a foe through his shadow. You make an attack with a weapon you’re holding, except that it is an Intellect action. The attack ignores your foe’s armor, and deals an additional 5 points of damage. Most of the time, this ability works only for melee attacks. Enabler.

**Tier 6: Shadow Merging (8 Intellect points).** You merge with your shadow for one minute so that you can’t affect or be affected by normal matter, energy or mental attacks. Likewise you can’t attack, touch, or otherwise affect anything. However, you can’t gain access to – or move through – areas of total darkness. While you’re in this umbrageous form you’re specialized in sneaking tasks and, as your action, you can move yourself vertically up to a short distance. Action to initiate.

### IS A LIVING ASSIMILATOR

You have the power to absorb inorganic matter and release it when desired. Your physical structure is like a living vault. Your cells are like sponges, full of channels allowing matter to circulate within. Actually, you feed on matter. You can assimilate virtually any item that is no bigger than half your size, and then expel it from your body at will. The item usually comes out through your arms and hands, but sometimes it can be extruded from your head, chest, or legs.

Inside you there’s actually a void. Objects that you absorb float around in a seemingly endless area, much like the inside of a dimensional pocket. Through practice and time, you may even use stored matter to heal or enhance yourself, assimilate elemental energy or the numenera to gain their powers.

Absorbing matter can be very dangerous.

Anyone – glaive, jack or nano – might be a living assimilator.

**Connection:** Pick one other PC. In the recent past, while using

### Has a Shade Twin GM Intrusions:

*There are no shadows in the dark.  
Superstitions surround shadow  
ghost sightings, as many believe  
they are “evil.”*



your powers, you accidentally absorbed one of his personal belongings. Oddly, you seem unable to release it from your body.

**Minor Effect Suggestions:** For the next 28 hours, while you have an item stored within your body you gain +1 to Armor.

**Major Effect Suggestions:** You can immediately destroy an item stored into your body and regain 1 Might point per level of the item.

**Tier 1: Absorb Inorganic Matter (0+ Might points).**

You can store in your body a total of item levels equal to your maximum Might Pool. You must touch an object to store it, and you can absorb only one item at a time. Stored items are concealed and you cannot use – or gain benefits from – them. Absorbing an item costs you Might points equal to the item level (the level of the item also determines the difficulty of the task). You can't assimilate numenera. If you assimilate more item levels than your Pool's maximum, the item is not absorbed and you must make a Might defense roll. The difficulty of the roll is equal to the number of item levels over your maximum you absorbed. If you fail the roll, you take 5 points of damage and are unable to act for one round. Action.

**Release Inorganic Matter (0+ Might points).** You immediately release an item stored within your body. Releasing an item costs you Might points equal to the item level. If you wish, you can hold the item in your hand just as you release it. Enabler.

**Tier 2: Consumption Healing.** You can attempt a Might action to destroy a level 3 or higher item stored within your body, and

make a recovery roll as your action. The level of the item determines the difficulty of the task. You remain limited by the number of recovery rolls you can make in one day. Action to consume.

**Tier 3: Inner Use.** You can use – or gain benefits from – items stored within your body. For example, if you have absorbed a glowglobe, you can use it from within and start glowing yourself.

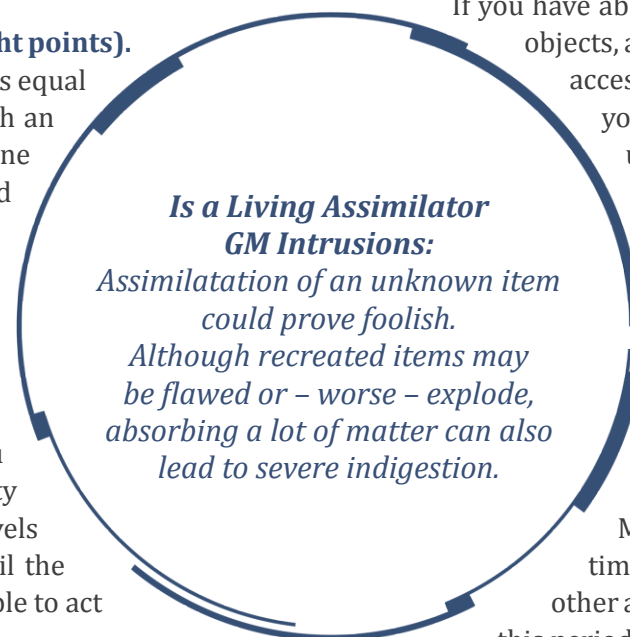
If you have absorbed binoculars, you can simply view distant objects, and if you have absorbed a book, you can directly access its contents. This changes nothing other than you don't need to hold or manipulate an item to use it. In the previous example, you still have to devote some time to gain the benefit of a book. Enabler.

**Matter Fixing (0+ Might points):** You can use your physical structure to repair an item stored within your body. Doing so does not require tools or mundane materials; they are fabricated from the very essence of your form (it costs you Might points equal to the item level). Repairing an item in this way is a Might action and always takes half the creation time. While your body fixes an item, you can take other actions. However, healing is more difficult during this period; all recovery rolls suffer a -1 penalty. Action.

**Tier 4: Absorb Numenera.** You can use your powers to absorb, release and consume numenera items. Enabler.

**Matter Enhancement.** Absorbed items (mundane or numenera) function as if they were one level higher. Enabler.

**Tier 5: Metabolic Boost.** You can boost your bodily functions through ingested matter. Once each day, you can consume one item





stored within your body to gain a bonus to your maximum Might or Speed Pool equal to the level of the consumed item. Enabler.

**Specific Hunger.** Select one type or material (wood, leather, stone, glass, synth or metal). When you consume an item made mostly of that substance to activate Consumption Healing, you reduce the difficulty of that task by one step.

**Tier 6: Matter to Energy.** You can attempt a Might action to destroy a level 5 or higher item stored in your body, and increase your Effort score by 1 for the next 28 hours. Plus, once each day you can consume items stored within your body to gain a bonus to your Might Pool equal to the sum of the levels of the consumed items. These additional points can be used only to apply Effort to rolls. Action to boost Effort.

## MANIPULATES PROBABILITY

People refer to you as a fateweaver, as you manipulate the wheel of chance. You've the unique gift to alter probability, making unlikely events happen or likely events to not. You can cause or prevent good or bad luck, sudden hazards or unexpected episodes. Thanks to the numenera, you "weave" a flow of reality-disrupting force, which causes perturbation in the molecular-level probability field surrounding a target. Thus, unlikely phenomena will occur. Among which are: the spontaneous failure of systems, devices, and objects, the telekinetic-like deflection of an arrow in flight, and so on.

As you become more powerful, you learn to warp reality and manipulate all kinds of probabilities, of expanding nature and scale.

This includes manipulation at a quantum level, which fluctuations the underlying fabric of the material universe, and a metaphysical level, which is basically the quantum equivalent in non-material dimensions. This allows you to achieve virtually any effect, as long as it isn't absolutely out of the realm of probability. Jacks are the most likely characters to be fateweavers, but nanos appreciate the status in being referred to as a chance lord (or lady).

**Connection:** Pick one other PC. Through a twist of fate, this character is never affected by your powers.

You can choose whether or not you know this fact.

**Additional Equipment:** You have an oddity – two dice showing ever-changing numbers when you throw them.

**Minor Effect Suggestions:** You gain a +1 bonus to all die rolls for one round.

**Major Effect Suggestions:** You gain a +2 bonus to all die rolls for one round.

**Tier 1: Luck (1 Intellect point).** Once per round, when attempting a task, you can increase your chance of success. You gain a +1 bonus to the roll. Enabler.

**Tier 2: Accelerated Chances (2 Intellect points).** You can predict the outcomes of certain situations and what choices you should make when confronted with those situations. Once per round, you can instinctively assess the exact level of a particular task (in that specific instance), before attempting to do it, such as climbing a wall, sneaking by a creature or tinkering with an artifact. Enabler.

**Efficacy Manipulation (2+ Intellect points).** One creature you choose within short range gains a +2 bonus to its next die roll.

### Manipulates Probability

#### GM Intrusions:

*Trying to manipulate the odds of your life could prove catastrophic.*

*Fateweavers are generally distrusted and thought to be liars, if not insane.*





For each additional Intellect point you spend, you can affect one other creature. Action to manipulate.

**Tier 3: Tychokinesis (3 Intellect points).** For the next ten minutes, the difficulty of all Speed tasks you attempt is decreased by one step. Action to initiate.

**Tier 4: Curse Inducement (5 Intellect points).** You “jinx” a target within short range, causing its next action to be a fumble, or causing it bad luck (page 328 of the Numenera corebook). You and the GM must work out the details of the “jinx”. For example, you can use Curse Inducement to make a target drop (or damage) its weapon, to mishandle an important object or to cut a poor figure. Action to jinx.

**Tier 5: Probability Alteration (3 Intellect points).** You treat rolls of natural 19 as rolls of natural 20. Enabler.

**Destiny Manipulation (3 Intellect points).** You ignore GM Intrusions due to rolling a natural 1. Enabler.

**Tier 6: Reality Warping (8 Intellect points).** It's the ability to manipulate reality. You can cause a dramatic, specific and unlikely effect, such as the sudden melting of a metal weapon, the rapid rust of inorganic materials, the disruption of an energy field, the spontaneous combustion of any flammable substance, the abrupt evacuation of air from a room, and so on. This effect must occur within long distance of you. You must spend your turn concentrating to cause an effect. If used offensively, when

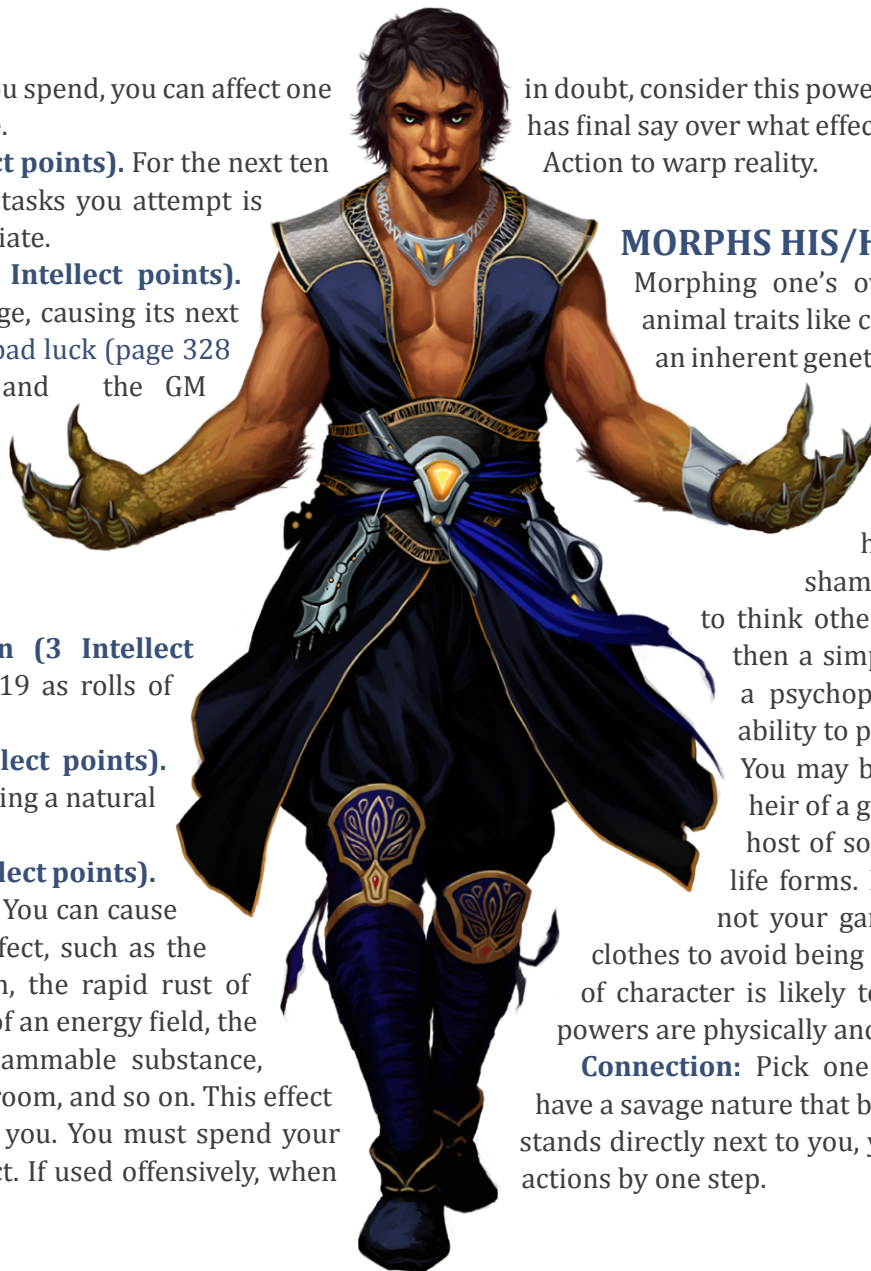
in doubt, consider this power to inflict 6 points of damage. The GM has final say over what effect can be caused with Reality Warping. Action to warp reality.

## MORPHS HIS/HER BODY

Morphing one's own body is the ability to manifest animal traits like claws, gills or wings. You can do this as an inherent genetic mutation or by means of numenera.

Although someone may call you a shape-shifter, or skin-crawler – as therianthropy is the most renowned form of shape-shifting – your gift has nothing to do with animism or shamanism (still, you or others are free to think otherwise). The truth is you share more than a simple connection with the animal kind, a psychophysical bond which grants you the ability to partially transcend your physical form. You may be the result of a lab experiment, the heir of a genetically-enhanced blood line, or the host of some nanobots created to mimic other life forms. It's your physical form that changes, not your garments, so you prefer to wear loose clothes to avoid being restricted when you morph. Any type of character is likely to have this focus, but shape-shifting powers are physically and mentally taxing.

**Connection:** Pick one other PC. This character seems to have a savage nature that boosts your shape-shifting ability. If he stands directly next to you, you reduce the difficulty of morphing actions by one step.



**Minor Effect Suggestions:** The duration of the self-morphing is doubled.

**Major Effect Suggestions:** For the next 28 hours, you can have one more version of Lesser or Greater Beast Morphing in effect at a time.

**Tier 1: Lesser Beast Morphing (See below).** You have the ability to morph (a difficult 3 Might task). By morphing you bring feral traits to the fore, gaining useful abilities for ten minutes. You can have only one version of this power in effect at a time.

This is what you can do:

**Beast's Hide (1+ Might point).** You thicken, toughen or grow coarse hair upon your skin and gain +1 to Armor. If you apply a level of Effort to increase the duration rather than affect the difficulty, Beast's Hide lasts for 1 hour. Action to morph yourself.

**Wild Stride (1 Speed point).** When you try to make a long move, you reduce the difficulty of the Speed task by one step. Action to morph yourself.

**Raptor's Sight (1 Intellect point).** You can use this power to see ten times as far as normal. Action to morph yourself.

**Tier 2: Feline Vision (2 Intellect point).** You add Feline Vision to your Lesser Beast Morphing feral traits list. You can use this power to see in the dark. Action to morph yourself.

**Tier 3: Greater Beast Morphing (See below).** This ability works like the first-tier Beast Morphing ability.

This is what you can do:

**Claws of Fury (3 Might points).** You grow claws (or talons). As a result, your unarmed attacks inflict 1 additional point of damage. Plus, while climbing, your movement is not halved. Action to morph yourself.

**Aquatic Shape (3+ Speed points).** You grow gills, plus webbed fingers and toes. The latter are an asset (one step) in swimming tasks. You can also breathe underwater (you still have lungs, so you can breathe normally above water). If you apply a level of Effort to increase the duration rather than affect the difficulty, Aquatic Shape lasts for 1 hour. Action to morph yourself.

**Hound's Senses (3 Intellect points).** You can use this power to gain the scent of a hound (page 124 of the Numenera corebook). Action to morph yourself.

**Tier 4: Venomous Fangs (4 Might point).** You add Venomous Fangs to your Greater Beast Morphing feral traits list. You can use this power to grow poison fangs. As a result, you can make a bite attack that inflicts 3 point of damage. If you make a second successful attack roll, your fangs also injects a poison that inflicts 4 points of Speed damage. Action to morph yourself.

**Tier 5: Sky Wings (5 Speed points).** You add Sky Wings to your Greater Beast Morphing feral traits list. You can use this power to grow feathered or fleshy wings on your back. They are strong enough to sustain your weight as you fly, but you can't take others with you (unless they're very small or slight creatures). Action to morph yourself.

*Morphs his/her body*  
**GM Intrusions:**  
*People are afraid of shape-shifters.*  
*Feral traits may look like horrid mutations.*  
*Losing control over morphing, for example while in air or underwater, may cause accidents.*



**Tier 6: Polymorphism.** You can have up to three versions of your Lesser or Greater Beast Morphing in effect at a time. In addition, you are trained in morphing. Enabler.

## TUNES EMOTIONS

You tunes other people's emotions as you will, like a living tuning fork. You can control feelings, moods and their affects, on living creatures, by inducing coordinated sets of responses, which may include verbal, physiological, behavioral, and neural mechanisms.

Maybe you secrete special pheromones, or you have a pathokinetic numenera implanted in your brain. You can exert a magnetic allure which allows you to attract a large crowd, or inspire unbearable dread and make your foes flee from you in sheer panic. Your abilities transcend bonds of gender, race, religious belief or class, and can be used upon large groups of people all at once. It is an highly prized gift, both because of its versatility and because of its subtlety. Though victims can resist through force of will, most do not register use of such powers upon them. Someone may consider you a mind-slaver, but you prefer mood-bender.

Glaive use this power to inspire dread and fear in their enemies. Nanos and jacks like them most to treacherously gain influence over other people.

**Connection:** Pick one other PC. For some reason, you seem unable to affect his emotions. Plus, he makes you feel emotionally unstable. If that character is standing next to you when you attempt

an interaction task, the difficulty of that task is increased by one step.

**Additional Equipment:** You have an extra oddity, a thin curl of brightly colored synth that, if you squint, appears to be fish shaped. Heat from the palm causes the plastic to curl. Its claimed the emotional state of the holder causes it. The fish might curl only it's head or tail, curl up completely, twist, or various other changes.

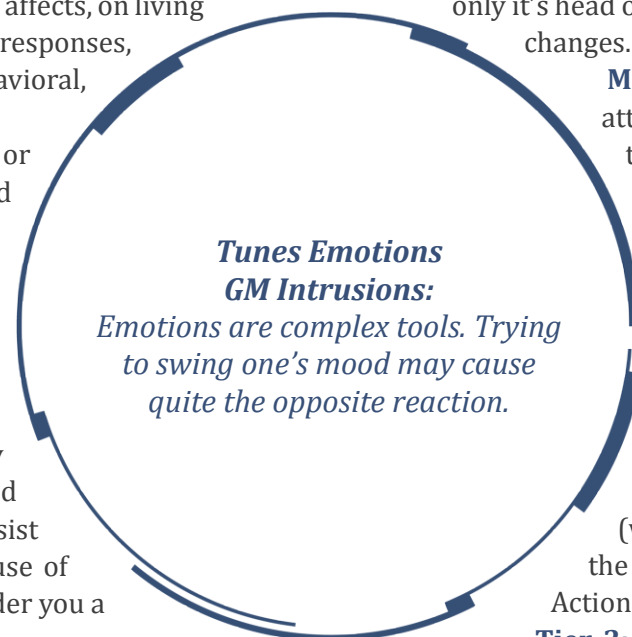
**Minor Effect Suggestions:** The next time you attempt to influence the emotions of the same foe, the difficulty of the task is decreased by one step.

**Major Effect Suggestions:** You gain a +2 bonus to tune emotions with your power for the next 28 hours.

**Tier 1: Awe (2 Intellect point).** You inspire awe in living creatures that you target within short range. Make an Intellect attack roll against each creature you want to affect. Success means the creature feels favorably disposed toward you for ten minutes (which counts as an asset in your favor, reducing the difficulty of any social interactions by one step). Action.

**Tier 2: Fervor (3 Intellect points).** You incite great zeal in living creatures that you choose within short range; each of them gains a +2 bonus to its next die roll. Action to inspire fervor.

**Tier 3: Exhaustion (4 Intellect points).** You cause a general sense of physical exhaustion and lethargy in living creatures that you choose within short range. Make an Intellect attack roll against each creature you want to affect. Success means the creature feels



fatigued for one round, during which time the difficulty of all physical tasks it performs is modified by one step to its detriment. Action.

**Tier 4: Calmness (6 Intellect points).** You inspire a state of calm in those living creatures you choose within short range. Make an Intellect attack roll against each creature you want to affect. Success prevents the creature from attacking anyone or anything for one round. Action.

**Tier 5: Dread (7 Intellect points).** You engender unbearable terror in living creatures that you choose within long range. Make an Intellect attack roll against each creature you want to affect. Success means the creature drops anything held in hand and flees from you, in a random direction, for one minute. Action.

**Tier 6: Overwhelming Aura.** You can use Awe, Fervor, Exhaustion and Calmness to affect creatures within long range. Enabler.

## UNKNOWN TECHNOLOGY

*Technological progress has merely provided us with more efficient means for going backwards.*

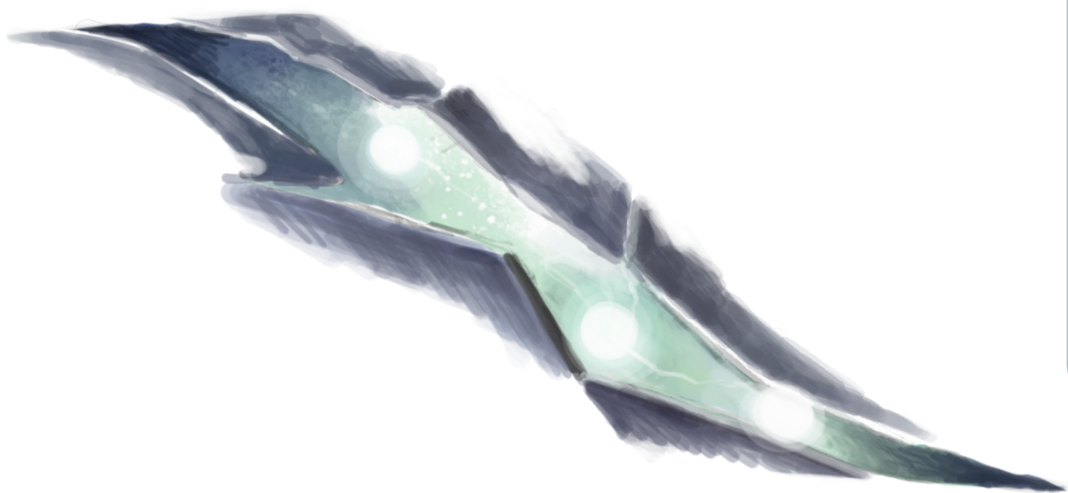
– Aldous Huxley

Here is a collection of brand new cyphers and artifacts to make your Numenera campaign more interesting with new abilities for characters.

### NEW CYPHERS LIST

When giving new cyphers to characters, either choose from this table or roll a 1d100 for random cyphers.

01-10	Bloodline Analyzer
11-20	Disease Capsule
21-30	Emotion Wiper
31-40	Energy-Draining Bug
41-50	Helper Clamps
51-60	Liquid Wisdom
61-70	Oneiric Reminder
71-80	Solipsistic Ink
81-90	Synesthetic Inducer
91-00	Voice Trapper





## NEW CYPHERS

### Bloodline Analyzer (Anoetic)

**Level:** 1d6+2

**Usable:** Complex device, handheld device

**Effect:** After one end is touched against a creature, the user can learn details of the lineage of the touched creature. The user detects the presence of any unusual elements (evidence of mutation, for example). The user also can check for one specific bloodline (a Xendalian bloodline, for example; see the “Historical-Geographical Background” section of *Beyond the Edge#1: Buried Burden*) and get a positive/negative response.

### Disease Capsule (Anoetic)

**Level:** 1d6+2

**Internal:** Pill

**Effect:** When ingested, this cypher removes and contains a disease, with a level equal to or less than the cypher level, from the user. After containment of the disease, the pill expels from the user’s mouth 1d6 hours later, and can be safely kept for an unlimited time (it still counts as an anoetic cypher). If administered to someone, an expelled pill transmits the encapsulated disease. When found, it’s almost impossible to tell a used disease capsule from a fresh one.

### Emotion Wiper (Anoetic)

**Level:** 1d6

**Internal:** Pill or injection

**Effect:** This cypher automatically balances the

mood of the user, by causing or channeling a counter response to extreme emotions like depression, anxiety, aggression, psychological stress, sexual arousal, jealousy, guilt or fear.

### Energy-Draining Bug (Occultic)

**Level:** 1d6+2

**Usable:** Small egg-shaped metal container

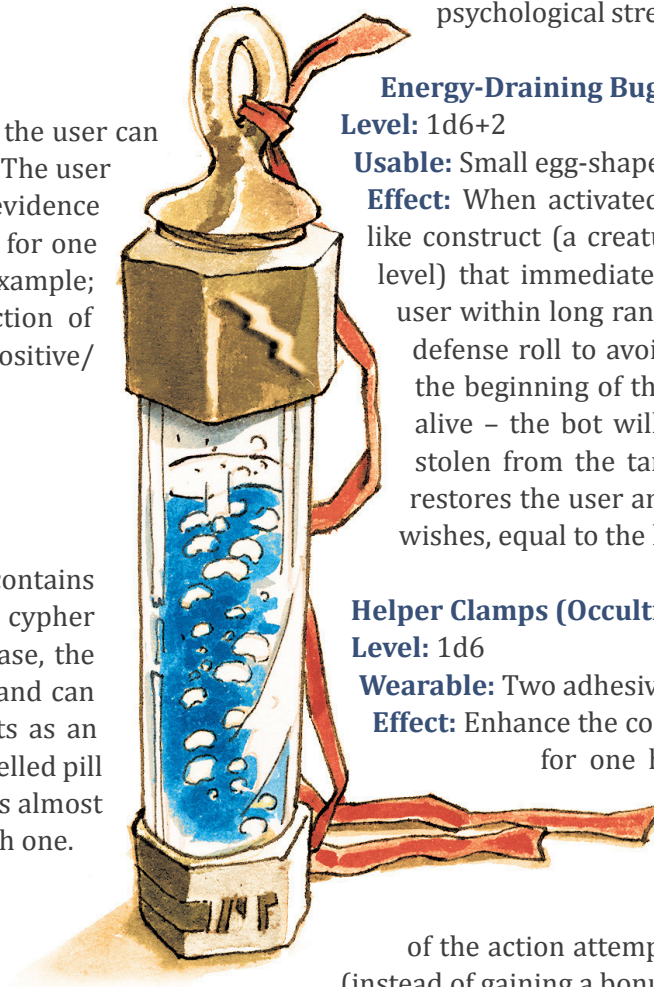
**Effect:** When activated, this cypher turns into a tiny insect-like construct (a creature whose level is equal to the cypher level) that immediately flies toward a target chosen by the user within long range. The target must succeed in a Speed defense roll to avoid having a random cypher drained. At the beginning of the next turn – assuming the user is still alive – the bot will fly back to him, releasing the energy stolen from the target’s cypher via its sting. The energy restores the user an amount of points, to any stat Pools he wishes, equal to the level of the drained cypher.

### Helper Clamps (Occultic)

**Level:** 1d6

**Wearable:** Two adhesive head clamps

**Effect:** Enhance the cooperation between two living creatures for one hour. When activated, each user must wear one of the clamps on his head. If they attempt a complementary action (page 101 of the Numenera corebook), they reduce the difficulty of the action attempted by the other character by one step (instead of gaining a bonus to their rolls).



### Liquid Wisdom (Anoetic)

**Level:** 1d6+2

**Internal:** Ingestible liquid

**Effect:** Gives the user a preternatural danger sense for one hour. As a result, the user automatically senses ambushes or traps with a level equal or less than the cypher level.

### Oneiric Reminder (Occultic)

**Level:** 1d6+4

**Wearable:** Headband or crystal placed on temple or forehead

**Effect:** Stimulates the learning capacity of a dreamer. The user must activate this cypher before sleeping, and then sleep for at least ten hours, to regain any XP used in the previous 28 hours to reroll die rolls, as if he had not spent them at all.

### Solipsistic Ink (Anoetic)

**Level:** 1d6

**Usable:** Small vial of ink

**Effect:** Half of the ink can be used to write a small message (maximum 25 words). After a very short while, the text become unreadable as its prints change into meaningless glyphs. The other half of the liquid can be drunk by a subject. The ink embeds powerful nanobot in the drinker's brain, allowing him to decipher the message hidden in the text.

### Synesthetic Inducer (Anoetic)

**Level:** 1d6

**Wearable:** Disk that must be held to forehead

**Usable:** Pill or injection

**Effect:** Allows the user to perceive the surrounding environment

through a synesthetic vision for one hour. As a result, this cypher prevents all negative effects related to blindness, deafness, anosmia, loss of touch or taste, as well as balance disorder.

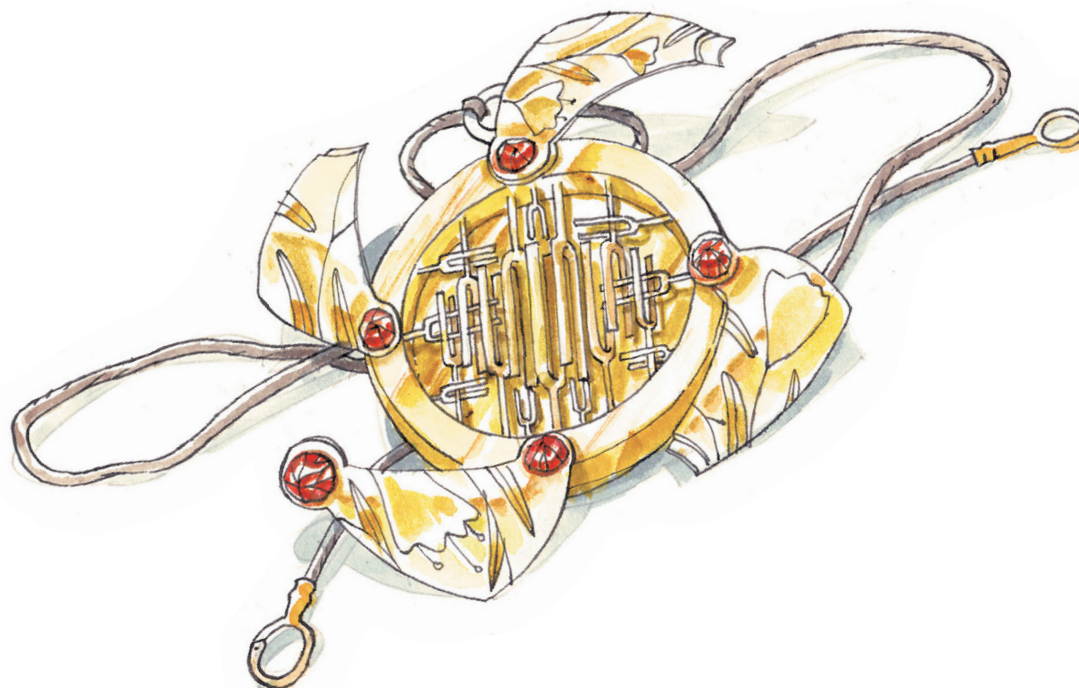
### Voice Trapper (Occultic)

**Level:** 1d6+2

**Wearable:** Bracelet or necklace

**Usable:** Small handheld device

**Effect:** Allows the user to speak with the voice of another creature for ten minute. In order to function properly, this cypher first needs to be activated and hear the creature talking for at least one minute.





## NEW ARTIFACTS

### NEW ARTIFACTS TABLE

When giving a new artifact to a character, either choose from this table or roll a 1d100 for a random artifact.

01-20	Flash Precognition Spectacles
21-40	Oneiric Intruder
41-60	Psychometric Probe
61-80	Smart Sleeping Bag
81-00	Technophobia Inducer

#### Flash Precognition Spectacles

**Level:** 1d6+2

**Form:** A pair of thin synth or metal spectacles

**Effect:** It takes one round to activate the spectacles. When activated, this device gives the wearer the ability to see things seconds before they happen. This is an asset in initiative and all Speed defense rolls.

**Depletion:** 1 in 1d10

#### Oneiric Intruder

**Level:** 1d6+3

**Form:** A small shapestone (page 77 of the Numenera corebook) canopic jar wired to a pair of head clamps

**Effect:** When activated, this device grants the user access to the dreams of another living creature, who must be asleep (or unconscious) and connected to the artifact for at least ten minutes. This procedure is called “dream-walking”. While in this oneiric realm, the user falls in a coma-like state, unaware of his surroundings, and





can gain access to the other creature's knowledge, memories and secrets. An Intellect task (level 4) with an initial cost of 3 Intellect points is needed to access any specific element of information. The user may end the connection at any time.

**Depletion:** 1 in 1d20

### Psychometric Probe

**Level:** 1d6+2

**Form:** Gloves wired to a cobbled-together headband

**Effect:** By activating the gloves, the wearer can obtain details of an inanimate object's previous owner. Objects store ingrained psychic impressions of past ownership, especially where in the presence of extreme emotional outpourings, such as love, anger, pain or loss. The amount of information revealed depends on how well the wearer rolls on an Intellect action. Such knowledge includes: the makers, users, and even those who have in passing used the object, and what has been done with it.

**Depletion:** 1 in 1d10

### Smart Sleeping Bag

**Level:** 1d6

**Form:** A cocoon-like synth sleeping bag

**Effect:** This device grants the user +1d6 to his fourth recovery roll, providing he sleeps in the device for ten consecutive hours.

**Depletion:** 1 in 1d20

### Technophobia Inducer

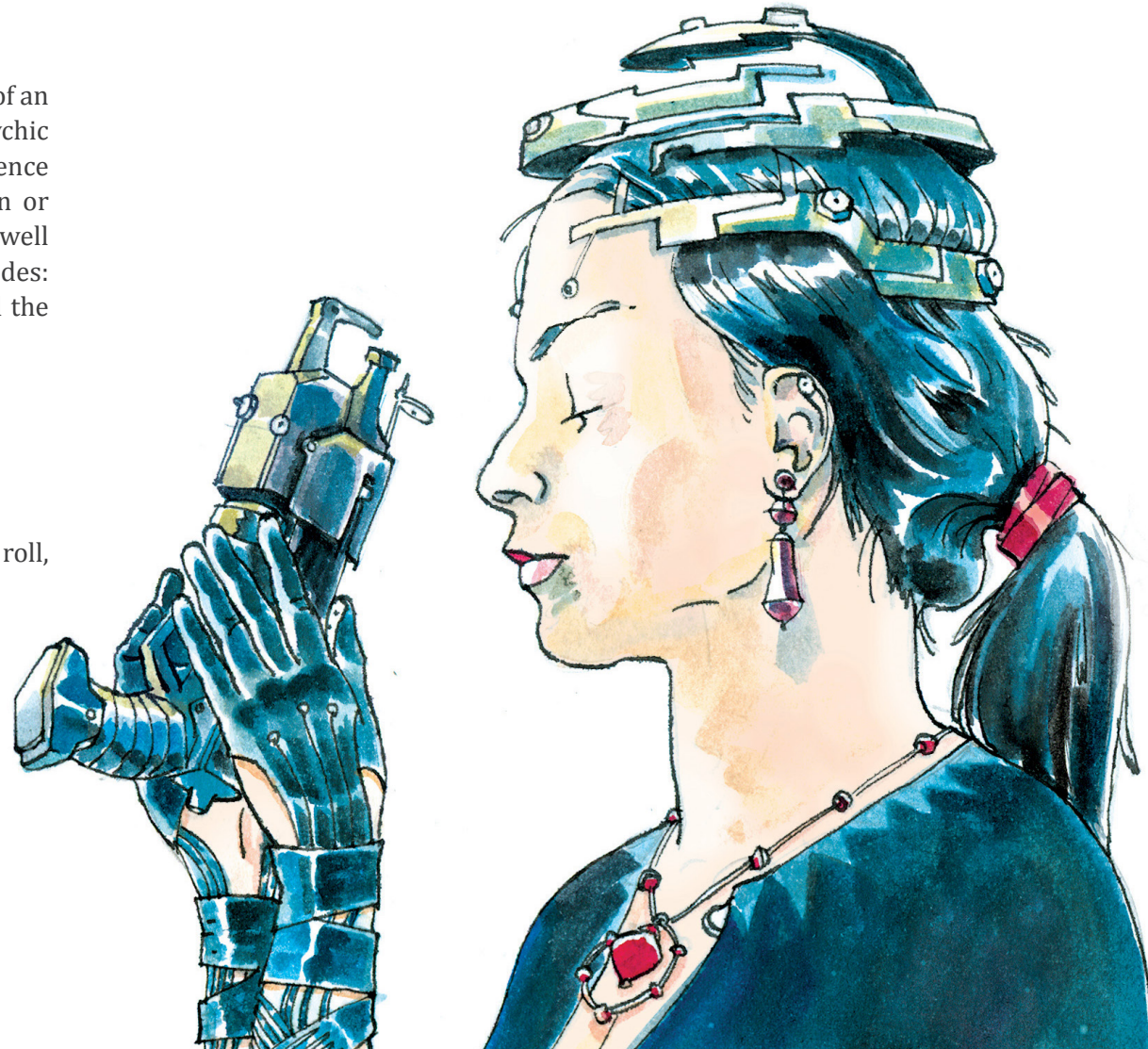
**Level:** 1d6+1

**Form:** Long rod of metal and synth

**Effect:** The user can attack a living target within short range,

engendering a strong fear of complex devices or numenera. The difficulty of any action involving technology attempted by the victim is increased by two steps. This effect lasts for one minute. Multiple uses of this device on the same target only extend the duration of its effect.

**Depletion:** 1 in 1d6





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