

Fun with Physics

by Ryan Chaddock

Numenera is copyright Monte Cook Games, LLC

The following Foci are inspired by the powers of those who Control Gravity, but go down more specific paths.

Defies Gravity

Granted power through genetics, cybernetic enhancements, or an otherworldly power, you are able to move with little regard for gravity's pull. You bound across battlefields and knock foes into the air. Not even the earth calls you master. As much of this Focus leverages close combat attacks, Glaives and Jacks find the most use of its powers.

Connection: Pick one other PC. You are able to carry and throw that person as though they were a small handheld object to you.

Additional Equipment: Pair of leg bracing boots that help you stick landings from jumps, providing an asset on related tasks.

Minor Effect Suggestion: A pushed back enemy knocks into another foe and both take 2 damage.

Major Effect Suggestion: An enemy is knocked back a short distance and drops their weapon.

Tier One

Practiced Landing. You are trained at jumping. Enabler.

Defiant Leap (1 Might point). Whenever you attempt a jumping task you may leap to any location within short distance. Enabler.

Tier Two

Forceful Blow (2 Might points). Upon making a successful melee or unarmed attack you may push your target back a short distance. If your foe hits a wall or other hard object, your enemy takes an additional 3 damage. Enabler.

Tier Three

Epic Leap. Your use of Defiant Leap may take you up to long distance. Enabler.

Powerful Arm (3 Might points). You may hurl any object less than 50 pounds (23kg) as though it were a thrown weapon, up to long range with no distance penalty. Action.

Tier Four

Defiant Strike. Whenever you make a Forceful Blow, your opponent is also knocked to the ground. Enabler.

Cling to the Earth. You enjoy an asset on climbing tasks, due to your control over your weight. Enabler.

Tier Five

Death From Above. You may make a Defiant Leap and still take an attack action in a round. Enabler.

Tier Six

Hurl Bodily (6 Might points). You may throw a person (friend or foe) up to Long range. Action.

Masters Inertia

An object in motion stays in motion is the ideal by which you have come to hone your power. Like those who Control Gravity, you have a unique and strange knowledge of the forces of the universe. While your powers find practical use in the Ninth World, you are likely a bit of an odd and eclectic thinker, practicing strange and dramatic powers to aid you in your journeys.

Nanos are the most likely practitioners of this strange art, as it stretches the limits of the mind to understand the workings of inertia on such a fundamental level.

Connection: Pick one other PC. That PC also gains the benefits of any Masters Inertia power you use which augments your own abilities, so long as they are within immediate distance of you.

Additional Equipment: A set of shoulder pads and body braces which grant +3 armor rating against falling or crashing damage.

Minor Effect Suggestion: You increase your own inertia for the next round, allowing you to take a long distance movement action without a Speed task check.

Major Effect Suggestion: You increase your own inertia for the next round, allowing you to move short distance without taking an action.

Tier One

Enhance Movement (1 Intellect point). The difficulty of all movement related tasks is reduced by one for ten minutes. This applies to rolls such as jumping, moving Long distance, swimming, etc. Action to initiate.

Tier Two

Hit Hard (2 Intellect points). You increase the damage of any successful attack made within immediate distance of you, including your own. You may only use this power once per round, and it adds +2 to damage to the hit when you do so. Enabler.

Tier Three

Stay in Motion (3 Intellect points). You may cause any one target currently moving towards you to continue past you as though they had taken a movement action, without stopping to attack. Similarly you can use this power to cause a target to move double the distance they otherwise would have. Enabler.

Tier Four

Great Range (4 Intellect points). You may double the effective range of any arrow or thrown weapon attack originating within immediate distance of you. Enabler.

Tier Five

Stop Weapon (5 Intellect points). You utterly stop one physical attack made against a target within immediate distance of you. Enabler.

Tier Six

Inertial Dampening (6 Intellect points). You make yourself immune to smashing into objects for one hour. You take no damage from falling or crashing into walls, and you have +3 armor rating against melee and unarmed damage. Enemies cannot knock you to the ground or even push you. Action.

Takes Flight

You are specialized in a singular application of gravity manipulation- moving against the world's pull. You hone your craft by taking great risks and casting yourself off of greater and greater heights. You are most likely a maverick risk taker of some kind.

Jacks love this Focus, but other Types take to it as well. A Glaive who silently flies to the rescue is just as fearsome as a sorcerous Nano who finds where she's needed on the battlefield and accelerates through the air to take action.

Connection: Pick one other PC for whom your powers are connected in some way. You may take that PC along with you whenever you fly, without encumbering you in any way.

Additional Equipment: A pair of flight goggles or a flight helmet of some kind.

Minor Effect Suggestion: You fly at double speed, as do any allies affected by your gravity powers.

Major Effect Suggestion: You gain a temporary Speed Edge next round.

Tier One

Weightlessness (1 Speed point). For the next hour you can become weightless whenever you wish, taking no damage from falling. In fact you can cease or continue falling at any time if this power is in effect. Enabler.

Tier Two

Glide (2 Speed points). You are capable of making short flights- up to Long distance at a time. You may fly rather than merely walk during your turn. Enabler.

Maneuvers. You are trained in flight maneuvers, for doing acrobatics and other tricks during flight, as well as for Speed tasks to fly long distance as an action.

Tier Three

Take Off (3 Speed points). You are capable of floating and flying through the air for up to 1 hour. In terms of overland movement you travel at about 20 miles per hour (32 kph). In combat you move at your normal rate of speed, but may do so in virtually any direction. Action to initiate.

Tier Four

Passengers (1 Speed point per person). You may take additional people with you when you fly using the Take Off power, so long as they are within your immediate area. They do not fly on their own- they must stay with you. Enabler.

Experienced Pilot. You are specialized in flight maneuvers. Enabler.

Tier Five

Dive Bomb (5 Speed points). You fly above your foe and then dive onto them with a melee weapon, or your body itself. This attack deals 3 damage (plus weapon damage) and knocks your foe to the ground. Action.

Tier Six

Flight Speed. You travel extremely fast while in flight so that while you do so you enjoy two assets on Speed defense rolls. Flying long distance as an action in combat no longer takes a Speed roll to succeed. Enabler.