

More Descriptors

by Ryan Chaddock

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Compassionate

You have a weakness for the suffering of others. You can be found helping those in need wherever you go.

Personable: +2 Intellect Pool.

Skill: You're trained in all positive social interactions, such as diplomacy, flattery, and carousing.

Skill: You're trained in healing.

What Goes Around: Once per game session you may cause a fellow party member to re-roll a failed roll without spending an XP to do so.

Inability: You're a sucker for those in need. The difficulty of rolls to resist being persuaded to provide help are increased by one step.

Additional Equipment: First aid kit.

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

1. You took pity on the problems of one of the other PC's.
2. Your reputation for helping others led them to you.
3. You've heard that one of the other PC's seeks to help, or is part of, a downtrodden group.
4. You are training one of the other PC's in the art of healing.

Creative

You are an inventive and wily sort, with crazy, untested theories and creative solutions. You're a little spacey and out-there mentally, but you come up with things others never would have thought of.

Brilliant: +4 Intellect Pool.

Skill: You're trained in creating works of art, such as paintings and poetry.

Skill: You're trained in trying completely new things- skills you've never rolled for before, etc.

Inability: You get bored when things seem routine. The difficulty of any task that you've done just recently (within the last hour) is increased by one step.

Additional Equipment: Artists tools of some kind, such as brushes and paints, or a hammer and chisel.

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

1. You've come up with an excellent way to help.
2. You wish to immortalize one of the other PC's in a work of art.
3. You want to go out and explore new places, for inspiration.
4. You seek to try new things.

Daring

You're ready to set out into the Ninth World and prove what you're made of. You've got skills, equipment, and the boldness to make something of yourself in this world.

Guts: +2 to your Might Pool.

Skill: You're trained in resisting fear.

Skill: You're trained in dangerous feats, such as blindly leaping chasms and climbing without rope.

Skill: You're trained in Speed defense.

Inability: At times you forget danger and bravely plunge into situations without a thought. The difficulty of any task involving noticing danger is increased by one step.

Additional Equipment: You begin with an explorer's pack. If you already have one you can instead begin with an extra Oddity you've found on your past adventures.

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

1. You bravely rescued one of the other PC's from danger.
2. You stuck your nose into someone else's business, getting yourself recruited to join in the process.
3. Your reputation as an adventurer preceded you, and you were found by those looking for help.
4. It was your idea to join up, bravely facing the dangers of the world together.

Helpful

You're a naturally helpful person, with a strong conviction that we'd all be better off if we worked together. You're naturally talented at fitting into a group in ways that provide assistance.

Personable: +2 Intellect Pool.

Helping Hand: Whenever you take the Helping action (pg. 101) to assist someone, you always count as higher skill level than them, thus decreasing the difficulty of their task by one no matter what.

Complementary: Whenever you attempt a Complementary Action (pg. 101) to dovetail with someone else's action, you both always enjoy the +2 bonus when you do so, even if you aren't skilled at what they're doing.

Skill: You're trained in convincing others to accept your help.

Inability: You believe in giving people a chance to join your community, or otherwise prove themselves helpful. This makes you somewhat gullible. The difficulty of any task involving noticing deception or lies is one higher for you.

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

1. You've noticed that the PC's could really use your help.
2. You've helped one of the other PC's in the past and seek to establish a longer term working relationship.
3. You've taken to mentoring one of the other PC's.
4. One of the other PC's convinced you to join, and you fell for it despite the dangers.

Honorable

You're an honest, loyal, hard-working person who believes that such virtues are the best way to get along. You find it hard to break such habits though, and don't do well when employing deception.

Personable: +2 Intellect Pool.

Skill: You're trained in interactions in which you're totally honest and straightforward.

Skill: You're trained in non-combat tasks that involve honoring a solemn promise or vow you've taken.

Inability: You're honest to a fault. The difficulty of all tasks involving lies, deception, or stealth is increased by one step.

Additional Equipment: One melee weapon of any size.

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

1. You've sworn an oath to serve or assist one of the other PC's.
2. One of the other PC's saved your life, and you feel honor bound to return the favor.
3. You feel the other PC's serve a higher purpose you believe in, such as patriotism or the advancement of science.
4. You've tried to organize this group, because it's the right thing to do.

Intuitive

You trust to your inner voice or instincts in life. Your gut feelings rarely let you down.

Reflexes: +2 Speed Pool.

Gut Feelings: Whenever you make a choice with little or no information to go on, you are more likely to choose the safest or most profitable choice (whichever you desire). Your GM should take this into account as often as possible.

Skill: You're trained in navigation, so long as intuition plays a role.

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

1. You've got a sense that these are the right people for you to adventure with.
2. Your gut tells you one of the other PC's is going to do something incredible some day.
3. Your intuition tells you that the starting adventure has a chance to bring riches and glory.
4. You were following your feet and going that way anyway.

Jinxed

Things never seem to go your way. Your life has been plagued by surprises and coincidences that always seem to harm you in unexpected, often painful ways.

Grizzled: +2 Might Pool.

Skill: You're trained in any task involved in overcoming a GM Intrusion.

Skill: You're trained in a skill of your choice relating to your misfortune, such as gambling, healing, or fixing objects.

Harm's Way. You don't need to take an action to Take the Attack (pg 101)- enemies have no trouble choosing you as a target. You can do it for free against one enemy each round.

Inability: You may not pay an XP to ignore a GM Intrusion. Also, your Intrusions tend to be spectacularly gruesome, painful, and unlikely.

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 bad luck that you've become caught up in the trials of this group- destined to endure hardships of all kinds.
2. You accidentally broke an item of great value that was owned by one of the other PC's. Now you feel obligated to help them.
3. One of the other PC's helped mend one of your injuries and you became friends in the process.
4. If somebody's going to get hurt going on this adventure, you might as well be one of them. You'd be hurt or harmed if you stayed at home, anyway.

Lucky

You don't know why, but fortune always seems to favor you. You've learned to trust in fate, letting things unfold as they should. Whatever happens, you'll probably come out ok.

Reflexes: +2 Speed Pool.

Protected: You do not suffer GM Intrusions when you roll a 1.

Skill: Trained in skill rolls involving trusting in fate, such as games of chance, blind leaps, etc.

Additional Equipment: 10 shins you acquired by a stroke of luck.

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 good luck that you've stumbled upon a group destined for greatness and adventure.
2. You luckily saved one of the other PC's from injury.
3. You befriended one of the PC's during a night of successful gambling and drinking.
4. The adventure sounds interesting and you're not worried about the dangers. You'll be fine.

Mysterious

You're an odd duck, and nobody seems to be able to get a hold of just what's up with you. You may be from an unknown culture, or you may have a strange and hidden past. Maybe the Numenera have affected your mind, or maybe you're some kind of spy.

Surprising: +2 to your lowest Pool.

Skill: You're trained in hiding your motives, opinions, and background.

Skill: You're trained in resisting mental probes and attacks of all kinds.

Coincidence: You're often in the right place at the right time. Once per 28 hours you may spend 3 Intellect to emerge from the shadows into a scene one or more of your fellow party members are part of. This is not teleportation- you must plausibly be able to be in the area, but you need not explain exactly how you got there.

Inability: You have trouble fitting in to social situations. The difficulties of all interactions not involved in hiding your intentions are 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. For unknown reasons you've decided to join with the group.
2. Choose another PC. You're obsessed with protecting this character from harm, but realize you must let them go into danger. And so you follow them.
3. You've organized the group, leaving out exactly why you're doing this.
4. A massive creature or god told you to join them.

Passionate

Your passions run high sometimes and you find yourself in a blind rage, or following your heart into danger. You can't help but follow your emotions.

Charismatic: +2 Intellect Pool.

Skill: You're trained in expressing yourself, whether that is through intimidation, speeches, or poetry.

Skill: You're trained in feats of bravery inspired by your emotions.

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

1. You heard one of the other PC's speak of a problem, and you've become inspired to help.
2. One of the other PC's looks just like a cherished relative of yours.
3. One of the other PC's was loyal to you once, and you feel strongly obligated to reciprocate.
4. Wanderlust has overtaken you and you must go out into the world.

Wealthy

You've come into shins and grown accustomed to the comforts and privilege they provide.

Affable or Sly: +2 Intellect Pool.

Skill: You're trained at appraisal of both mundane objects and Numenera.

Skill: You're trained at commanding respect from others.

Money Source: You begin with the Wealth long term benefit- you no longer need to worry about small costs for equipment and supplies.

Inability: Your upbringing or recent reliance on servants and other comforts has made you a little soft. The difficulty of all Might rolls that relate to endurance are increased one step.

Additional Equipment: 15 Shins.

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

1. You heard this was a way to get more wealth. You're always looking for opportunities.
2. One of the PC's used to patronize a business of yours. You've kept in touch ever since.

3. You've got less money than you lead on. You need to go back out into the world and find a source of income.
4. You've financed this group as an expedition.

Wise

You're a seasoned traveler or wise person, knowledgeable in wild ways and secret lore.

Wisdom: +2 Intellect Pool.

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

Helping Hand: Whenever you take the Helping action (pg. 101) to assist someone, you always count as higher skill level than them, thus decreasing the difficulty of their task by one no matter what.

Additional Equipment: 10 shins you've wisely saved up.

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

1. You're a mentor or patron of one of the other PC's.
2. You're an older relative to one of the other PC's.
3. You're the only one who knows the way to the adventure location.
4. One of the PC's parents helped you long ago and you feel obligated to assist them now.