

Negative Descriptors

by Ryan Chaddock

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Clumsy

You're a klutz. What can you say? You've always been one. Things don't always go bad for you, but when they do it's usually because you dropped the ball (sometimes literally).

Old Scars: +2 to your Might Pool.

Skill: You are trained in healing tasks. You treat your own wounds often enough.

Skill: You are trained in any non-combat task involved in dealing with physical consequences, such as tumbling to mitigate falling damage, recovering from diseases, or removing a limb from a trap. "I'm fine. Totally fine. Don't worry about it. Happens all the time."

Inability: You suffer a one step penalty on non-combat Speed tasks involving manual dexterity, such as catching objects or avoiding pitfalls. Additionally your GM Intrusions tend to be about you dropping something, tripping, or otherwise making a fool of yourself physically.

Additional Equipment: Healing kit with extra bandages. An oddity which you consider "lucky" but that never really helps.

Choose one of the following as your connection to the starting adventure:

1. You stumbled into this situation through a series of unfortunate, though hilarious, events.
2. One of the other PC's is always there to look out for you. It rarely helps though- you still always get hurt.
3. You suspect that your clumsiness is a result of some Numenera effect. Maybe through adventuring you can find a way to cure it.
4. You broke something valuable that didn't belong to you. You need shins fast so you can pay back those you owe.

Dangerous

You're always putting yourself and others into danger. You just don't have the same level of mortal fear that others do. Your bravery can be a blessing, but often your recklessness makes things a little more exciting than your friends necessarily want.

Quick to Action: +2 to your Speed Pool.

Skill: You are trained at tasks involved in resisting fear effects.

Skill: You are trained in athletic tasks that involve taking significant risks. The consequences of failure should be 3 damage, at minimum, to gain this benefit on the roll.

Inability: Your GM may, as an Intrusion, cause you to decide that a situation that's clearly out of your depth is completely within your ability.

Choose one of the following as your connection to the starting adventure:

1. You decided the adventure is going to be easy and talked everyone else into it.
2. You heard the adventure might be dangerous, which sounds like fun to you.

3. You consider one of the other PC's to be your sidekick, so you've brought them along or followed them into this adventure.
4. This isn't an adventure for you, it's just a normal day in the life of a dangerous person.

Famous

Due to your talent, bravery, or random luck, people from all over have heard your name. You can't go anywhere civilized without people hounding you for an autograph or challenging you to a duel. It's a nightmare.

Imposing Presence: +2 to your Intellect Pool.

Skill: You are trained at all tasks involved in dealing with crowds, such as leadership, group intimidation, and being entertaining.

Fans: Whenever you go to a town of 100 people or more, you have fans there, willing to help you out. This will play out differently at different places, but you'll always enjoy a helping hand here and there. You often get food for free and items at a discount.

Inability: In every town of 100 people or more, there's somebody there who hates you or wants to bolster their reputation by defeating you. In civilized areas such as this, you always have at least one enemy, often one you've never met, doing their best to harm you.

Choose one of the following as your connection to the starting adventure:

1. One of your admirers brought this situation to your attention and you feel obligated to help.
2. One of the other PC's is a fan of yours.
3. You defeated one of the other PC's in a duel. Now you're best friends.
4. A rival of yours is behind this. You know it!

Hedonistic

You live for life's pleasures. What else is there? You can't survive without enjoying yourself, and that often means debauchery and pushing the boundaries of common decency.

Been Around: +2 to your Might Pool.

Skill: You are trained in all tasks involved in carousing and having a good time. You're a lot of fun to be around- at a party or in the bedroom.

All Nighter: You find it easy to recover from nearly anything. You only need 5 hours of rest to use your 10 hour recovery roll.

Inability: You're addicted to new experiences. Whenever you're confronted with an opportunity to indulge in vice you must spend a number of Intellect points equal to your Tier to refrain from doing so. Intellect Edge does not discount this cost.

Choose one of the following as your connection to the starting adventure:

1. You heard it might be a good time.
2. You're trying to seduce one of the other PC's.
3. You're looking for a very rare intoxicant and believe it could be found along the way.
4. You have no idea what's going on really. Somebody brought you along. You don't remember why.

Shy

Introverted, but not without courage, you shine when doing your thing. People just shouldn't expect you to lead or talk for the group. Adventuring is what gets you out of your shell, though, and you do it with a purpose others often lack.

Quietly Efficient: +2 to your Speed Pool.

Skill: Choose one non-social non-combat task to be trained in. You are somewhat obsessed with this skill. In addition to your training, you count as having one higher Effort when performing these tasks.

Skill: You enjoy an Asset on stealth tasks. You're easy to overlook and used to hiding in plain sight.

Inability: You suffer a one step penalty on all social tasks.

Choose one of the following as your connection to the starting adventure:

1. You've got just the skills the party needs to succeed and for once somebody noticed you.
2. You've taken to following one of the other PC's around. They don't seem to mind.
3. You overheard the planning for the adventure while skulking around and wormed your way in.
4. You silently manipulated everyone else into joining you. They don't suspect a thing.