# Playing With Fire

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The following Foci are inspired by the Bears a Halo of Flame Focus. They are cinders and sparks, cast off from their parent fire. Less planned and functional, they none-the-less have the potential to provide heat and light to the Ninth World.

### Breathes Smoke and Ash

You are an embodiment of incineration, destroying that which you touch and charring the world in your wake. You wield smoke as the ultimate tool, confusing your adversaries and shielding your actions from view. You take pleasure in destruction, consuming that which you harm and eventually taking power from that consumption. If you use esoteries, they take on a smokiness. When you do harm, it usually turns solid matter to ash.

You most likely wear black, as you are often covered in soot anyway. Your hands in particular are always black or grey with ash.

Similar to those who Bear a Halo of Fire, adventurers who Breathe Smoke and Ash are usually, but not always, nanos.

Connection: Choose one other PC. Your smoke will never blind or choke them.

Additional Equipment: You possess a mask (an artifact) which protects the wearer from the harmful effects of smoke, including both breathing effects and impaired vision.

Smoke and Ash Esoteries: When you perform esoteries, they are all tainted with smoke and leave ash in their wake. In fact your attack powers tend to destroy all they affect. Damage you deal with esoteries and other "magic" may not be healed normally through rest, but need special medical attention by someone trained in such things. Damage you inflict on objects with your powers tends to make them irreparable.

GM Intrusion Suggestions: Your powers utterly incinerate the target, leaving no lootable objects behind.

Minor Effect Suggestion: The target inhales smoke, choking a bit and taking a -1 difficulty penalty on its next action.

Major Effect Suggestion: An important item that the target is carrying is destroyed.

Tier 1: Smoke Shroud (1 Intellect point). You become surrounded by a cloud of smoke, which lasts for 10 minutes. You may use the smoke as an Asset on Speed Defense rolls against attackers (but not against traps). Action.

Tier 2: Pleasure in Destruction. If you possess the esoteries Onslaught or Flash, or the Tier 4 Incineration power, you may regain one Intellect point whenever you kill or otherwise finish a foe using one of these powers. The enemy's body and possessions are utterly incinerated by this attack in the process. Enabler.

Ash Delver. You are trained in scavenging Cyphers from the ashes of old technologies. The location must be covered in soot or ash for this training to apply. Enabler.

Tier 3: Billowing Smoke (2 Intellect points). When activated, this power creates a large cloud of smoke, similar to your Smoke Shroud. It lasts up to an hour, and grants you and your companions the same Asset on Defense rolls as was granted to only you in the Smoke Shroud. Additionally, you and your allies may apply that Asset to Stealth rolls to hide your activities (but not to escape notice all together, since smoke is rather noticeable). Action.

Tier 4: Incineration (4 Intellect points). Your touch is destruction. For 1 hour after activating this power, you do an additional 2 damage on unarmed attacks. Action.

Tier 5: Rain of Ashes (5 Intellect points). After destroying an enemy or object using esoteries or an attack enhanced by Incineration, you may activate this power without an action. The destroyed target explodes in a whirlwind of ash and smoke, choking all enemies within Immediate distance who breathe and causing them to take 3 damage. Enemies are confused by the smoke, and your allies and you gain the protections of the Billowing Smoke power. Enabler.

Creature of Dirt. You are now specialized in scavenging Cyphers from ash and soot. Enabler.

Tier 6: Smoke Blind (2 Intellect points). Smoke accompanies your spells. Whenever you hit with an esotery attack, you also blind the target for one hour. Enabler.

### Becomes Flash Fire

You are by your nature fast, fiery, and quick to change your mind and body. You have mastered fire to such a degree that you can become it for a brief moment, changing in a flash to quickly take action before you revert back to your more solid form.

Glaives and jacks find the mobility and raw damage of this Focus to be of great use.

Connection: Choose one other PC. You've severely burned them in the past, due to your carelessness with fire.

Additional Equipment: A jumpsuit, wearable under armor, which provides Armor 3 against fire.

GM Intrusion Suggestion: Nearby objects are lit on fire as you change form.

Minor Effect Suggestion: Your opponent's clothing is lit on fire.

Major Effect Suggestion: An important object held by your foe is destroyed in flame.

Attacks made using Flash Fire powers draw from the Speed pool.

Tier 1: Fiery Transformation (I Speed point). You become a being made of fire until the end of your next turn. Your clothing and carried equipment transforms with you, making it impossible to use while in this form. Your touch causes flammable objects to burst into flames. Your unarmed attacks in do 5 damage, but still count as a light weapon. Enabler.

Tier 2: Fire Flow. When you take on your Fiery Transformation, you become more attuned to fire and its dangerous speed. You are immune to fire damage while in this form and you may now take Long distance moves without a roll (though they still take an action). Enabler.

Flame Lore. You are trained in tasks related to fire knowledge, such as starting fires and predicting which way a fire is about to travel or spread. Enabler.

Tier 3: Backdraft (3 Speed points). While in your Fiery Transformation form you may activate this power, enabling you to pass through even the smallest cracks and allowing you to flow up vertical surfaces and along walls. Essentially you move as though you were fire, but of your own volition. Enabler.

Tier 4: Explosive Movement (4 Speed points). You may take one additional non-attack action during combat this round, such as moving short or long distance, manipulating a device, or concentrating on an already cast esoterie. Enabler, usable only once per round.

Flame Expertise. You are specialized in fire knowledge tasks. Enabler.

Tier 5: Eyes of Flame (5 Speed points). Upon activating this power your eyes become fire, glowing dimly within their sockets. For the next hour you are able to see perfectly in the dark. Additionally you can see heat, granting you an Asset on rolls relating to noticing warm blooded creatures, heat related anomalies, etc. Once per hour, when you look upon a bonfire or larger flame with these eyes, you regain two Speed points. Action to initiate.

Tier 6: Fire Flash (6 Speed points). You momentarily become a violent explosion of flame, attacking everyone within immediate range of you, doing 7 points of damage on each hit. Action.

## Calls Magma

You are capable of splitting the earth and calling forth impossibly dangerous forces. Lava has the capacity to destroy nearly anything and this Focus is not for the faint of heart. However much of its use is limited to outdoor areas due to the need for earth to crack open.

Due to the stamina needed to endure the powerful forces of the earth summoned through this Focus, most who Call Magma are glaives, though jacks and nanos can be found among their ranks.

Connection: Pick one other PC. This PC finds themselves unafraid of lava in your presence.

GM Intrusion Suggestion: An ally is hit by a stray glob of lava, causing 5 Might damage.

Minor Effect Suggestion: The foe is hit by a stray glob of lava, causing +3 damage.

Major Effect Suggestion: The foe is partially swallowed up by the earth, and cannot move for ten minutes.

All attacks and skill rolls using Calls Magma powers are Might actions.

Tier 1: Earth Shatter (1 Might point). You break open the earth up to Long distance away. This power only works when you are on actual dirt earth, not in a building or up a tree. Target foe is knocked down and takes 2 damage. Action.

Tier 2: Lava Flow (2 Might points). After having used Earth Shatter in the area, you cause lava to flow from the crack created. This lava may last for several hours or days, and any who step on it take 5 damage per round while in it. It is likely that an enemy who was knocked down by the previous use of Earth Shatter will be harmed by the lava as it comes up. Action.

Tier 3: Magma Spray (3 Might points). After having used Lava Flow, you may cause jets of magma to hit targets within Immediate range of the original Earth Shatter location, causing 5 damage to the target. Action.

Walk on Lava. You are immune to damage from lava and may walk on it as though it were solid earth. All fire is a little weaker against you and you have +3 armor against heat based damage of any kind. Enabler.

Tier 4: Control the Flow (4 Might points). You may guide the flow of lava, either that found naturally or that caused by a Lava Flow power use. For the next hour you may determine which way the lava flows, potentially allowing you to damage large structures or hem in groups of people. Action.

Tier 5: Lava Golem (5 Might points). You are capable of creating a monster of lava, and directing its actions. The monster acts with your direction and it takes your action to tell it what to do. It counts as a level 5 creature with attacks that do 5 damage and those who make melee or unarmed attacks against it take 3 damage if they hit it. If the golem is within a flow of lava it may throw balls of lava at enemies up to Short range, dealing 7 damage with each hit. The golem lasts for ten minutes. Action.

Tier 6: Lava Constructs (6 Might points). By activating this power you may shape lava into simple formations, such as walls and stairs. Getting it into a shape you want takes an Intellect based lava shaping skill roll, taking one round per roll. You may also cool all lava within Immediate range, once you get it into a shape you desire. This power lasts ten minutes. Action to initiate.