

## SPECIAL ABILITIES

**Demeanor of Command (2 Intellect points):** For the next hour, those who see you sense that you are someone important, accomplished, and with authority. Strangers not already attacking give you at least a round to speak. If they understand you, you can attempt to have them produce their leader or ask that they take you to their leader. You gain a free level of Effort that can be applied to one persuasion task you attempt during this period. Action to initiate.

**Anecdote (2 Intellect points):** For the next hour, those who pay attention to your story are trained in a task you choose that's related to the anecdote, as long as it's not an attack or defense task. Action to initiate, one minute to complete.

**Understanding (1 Intellect point):** You observe or study a creature or object. Your next interaction with that creature or object gains one asset. Action.

**Slip into Shadow (2+ Intellect points):** Attempt to slip away from a selected target and hide from view in a nearby shadow, even if in full view of the target. For each level of Effort applied, you can attempt to affect one additional target, as long as all your targets are next to each other. Action to initiate.

**Level 7 synth rod** that delivers a powerful burst of electricity to any creature touched, inflicting 7 points of damage.

**Level 7 glass panel** that, when held against a solid surface of up to level 6, lets you see through it up to 2 feet (60 cm) for 7 minutes.

## SKILLS / INABILITIES

Persuasion (trained)  
Public speaking (trained)  
Perception (trained)  
Detecting falsehoods, piercing disguise or illusion (trained)  
Stealth (trained)

RIJ FERANTE

ISA

CURIOUS ARKUS

WHO ACTS WITHOUT CONSEQUENCE

5

EQUIPMENT

SHINS

Stylish clothing

Blowgun (see Attacks)

Darts (12)

*How to Explain* (book about persuasion)

*Ancient Arrivals* (book about visitants)

*One Day in Qi* (storybook about Aeon Priests)

Deck of playing cards

**Oddity:** Feathered hat that occasionally makes pleasing bird noises

**Oddity:** Small glowing orb on silver chain you keep as a "lucky" charm

ATTACKS

**Blowgun** (2 points of damage), short-range weapon fires darts—attacks eased

# NUMENERA

The character sheet is centered around a detailed illustration of a character's face and upper body. The character has large, ornate goggles with multiple lenses. The stats are organized as follows:

- POOR:** 9
- EDGE:** 0
- POOR:** 11
- EDGE:** 0
- POOR:** 16
- EDGE:** 1

Attributes and Skills:

- MIGHT:** [Empty]
- SPEED:** [Empty]
- INTELLECT:** [Empty]

Other Stats:

- ARMOR:** [Empty]
- COST:** [Empty]
- DEBILITATED:** [Empty]
- IMPAIRED:** [Empty]
- TIER:** 1
- EFFORT:** 1
- XP:** [Empty]

Recovery and Action:

- RECOVERY:** 1 HOUR, 10 HOURS, 10 MINS, 1 HOUR, 10 MINS, 1 HOUR, 10 MINS
- ACTION:** 1 ACTION, 10 MINS, 1 HOUR, 10 MINS, 1 HOUR, 10 MINS
- RECOVERY:** 7, 1D6+

CYPHERS

2

LIMIT

## BACKGROUND

You are a member of a small secret society.

**Connection:** Pick one other PC. They rescued you from an awful predicament during one of the few times your luck failed you. You're a bit embarrassed that they know you have limits.

**Initial Link to the Starting Adventure:** You got in over your head pursuing something fascinating, and the other PCs rescued you.

## CRAFTING

MATERIALS  
UNITS

PARTS  
UNITS

## NOTES

## RIJ FERANTE



### PORTRAIT

INCREASE CAPABILITIES

◆  
+4 TO  
STAT POOLS

### ADVANCEMENT

◆  
+1 TO EFFORT  
EXTRA  
EFFORT

MOVE TOWARD  
PERFECTION

◆  
+1 TO EDGE

### OTHER

◆  
REFER TO  
COREBOOK

◆  
TRAIN OR  
SPECIALIZE  
IN A SKILL

## FOLLOWERS

**Community Leader:** While you are present within a community, and actively and personally working on behalf of that community, the community's rank (a community stat your GM may or may not decide to use) is +1 for all purposes except damage inflicted. Enabler.

## SPECIAL ABILITIES

**Right Tool for the Job** (1 Intellect point + 1otum): See Crafting.

**Imaginative Solution:** When you apply a level of Effort to any Intellect task, you gain a free level of Effort. You can do this one time, although the ability is renewed each time you make a ten-hour recovery roll.

**Fists of Fury:** You inflict 2 additional points of damage with unarmed attacks. Enabler. (figured into Attacks)

**Flesh of Stone:** You have +1 to Armor if you do not wear physical armor. Enabler. (figured into Armor)

**Trained Without Armor:** You are trained in Speed defense tasks when not wearing armor. Enabler. (figured into Skills)

**Ready For What's Next:** You add +1 to your recovery rolls. (figured into recovery rolls)

## CYPHERS

**Level 4 wristband projector** that creates an immediate area explosion within long range, inflicting 4 points of cold damage.

**Level 3 pill** that, for the next three times the user attempts a stealth task, it eases the task by three steps.

# NUMENERA

KETCH

ISA

INDUSTRIOUS DELVE

NEEDS NO WEAPONS

WHO

11

0

14

1

13

1

MIGHT

SPEED

INTELLECT

1

ARMOR

COST

DEBILITATED

IMPAIRED

1

EFFORT

1

XP

1 ACTION 10 MINS

RECOVERY

1 HOUR

10 HOURS

1 DAY

1 WEEK

1 MONTH

1 YEAR

## SKILLS / INABILITIES

Interaction tasks

Tracking

Speed defense

Salvaging numenera

(inability)

(trained)

(trained)

(trained)

EQUIPMENT

10

SHINS

Clothing

Bow (see Attacks)

Arrows (12)

Bag of light tools

Explorer's pack: 50 feet (15 m) of rope, rations for three days, three spikes, hammer, warm clothes, sturdy boots, three torches, and two minor glowglobes

**Oddity:** Shirt that displays your muscles, bones, and internal organs when you wear it

ATTACKS

**Unarmed Attack** (fist, foot, elbow: 4 points of damage), attacks eased

**Bow** (4 points of damage), long-range weapon fires arrows

## BACKGROUND

Before becoming a full-time explorer, you tracked down people who displeased a local noble. You brought several people to “justice” before you began to question the noble’s motives, and left. Now, the noble may be looking for you.

**Connection:** Pick one other PC. You once trained with a close friend of theirs, and you owe that mutual friend much.

**Initial Link to the Starting Adventure:** One of the other PCs said they’d help you with your noble problem if you helped them.

## CRAFTING

6 units of io

5 units of responsive synth

**Right Tool for the Job (1 Intellect point + iotum):** If you have at least 1 unit of iotum, you can fashion a temporary device that provides an asset to a physical, non-combat task (identified ahead of time). For example, if you need to climb a wall, you could create a climbing assistance device; if you need to break out of a cell, you can tune iotum in your possession to serve as a lockpick; if you need to create a small distraction, you could trigger an iotum to make a loud bang and flash; and so on. Once fashioned, the adapted iotum lasts for about a minute or until used for the intended purpose. This use destroys the iotum. Action to prepare the iotum; action to initiate.

MATERIALS

UNITS

PARTS

UNITS

## KETCH



## NOTES

## FOLLOWERS

**Community Explorer:** While you are present within a community, and actively and personally working on behalf of that community, the community’s effective rank (a community stat your GM may or may not decide to use) for purposes of finding resources, locating new trade routes, knowing about conditions just beyond the community, and detecting sneak attacks by enemies is +1. Enabler.

INCREASE CAPABILITIES

+4 TO STAT POOLS

OTHER

REFER TO COREBOOK

## ADVANCEMENT

+1 TO EFFORT

EXTRA EFFORT

SKILL TRAINING

TRAIN OR SPECIALIZE IN A SKILL

MOVE TOWARD PERFECTION

+1 TO EDGE

# NUMENERA

## SPECIAL ABILITIES

**Aggression (2 Might points):** Gain an asset on your melee attacks, and your Speed defense rolls against melee and ranged attacks are hindered for as long as you wish or until combat stops. Enabler.

**Impressive Display (2 Might points):** You perform a feat of strength, speed, or combat, impressing those nearby. For the next minute you gain an asset in all interaction tasks with people who saw you use this ability. Action.

**Walk Through Walls (2 Intellect points):** Pass through a physical (non-energy) barrier at a rate of 1 inch (2.5 cm) per round (minimum one round). You can't act (other than moving) or perceive anything until you pass entirely through. Action.

**Combat Prowess:** +1 damage to melee attacks. Enabler. (figured into Attacks)

**Trained in Armor:** Speed Effort cost for wearing armor reduced by 1. Enabler. (figured into Armor cost)

## SKILLS / INABILITIES

- Speed defense tasks (trained)
- Climbing (trained)
- Balancing and careful movement (trained)
- Physical performing arts (trained)

AURIL

ISA

GRACEFUL GLAIVE

WHO EXISTS PARTIALLY OUT OF PHASE

15  
POOL

1  
EDGE

16  
POOL

1  
EDGE

8  
POOL

0  
EDGE

5  
SHINS

EQUIPMENT

- Clothing
- Rapier (see Attacks)
- Spear (see Attacks)
- Leather jerkin (figured into Armor)

Explorer's pack: 50 feet (15 m) of rope, rations for three days, three spikes, hammer, warm clothes, sturdy boots, three torches, and two minor glowglobes

**Oddity:** blob of clay that takes on various mysterious shapes when left alone

1  
ARMOR

COST

DEBILITATED

IMPAIRED

INTELLECT

CYPHERS

2  
LIMIT

**Level 1 crystalline nodule** with a clip that attaches to armor or clothing for 28 hours that inflicts 1 point of electricity damage to any creature striking the wearer.

**Level 5 pill** that restores 5 points to Might Pool

ATTACKS

Rapier (3 points of damage), attacks eased

Spear (5 points of damage), can be thrown as a long-range weapon (4 points of damage)

1  
TIER

1  
EFFORT

XP

1 ACTION 10 MINS

7  
RECOVERY

1 HOUR

10 HOURS

1D6+

## BACKGROUND

You trained with a highly respected mentor. He regards you highly, but he has many enemies.

**Initial Link to the Starting Adventure:** There is reward involved, and you need the money.

**Connection:** Pick one other PC. You have known that character for a while, and they helped you gain control of your phase states.

## AURIL

## NOTES

**Community Defender:** While you are present and actively working on behalf of a community, the community's effective rank (a community stat your GM may or may not decide to use) for damage inflicted is +1. Enabler.

INCREASE CAPABILITIES

+4 TO STAT POOLS

OTHER

REFER TO NUMERERA DISCOVERY

ADVANCEMENT

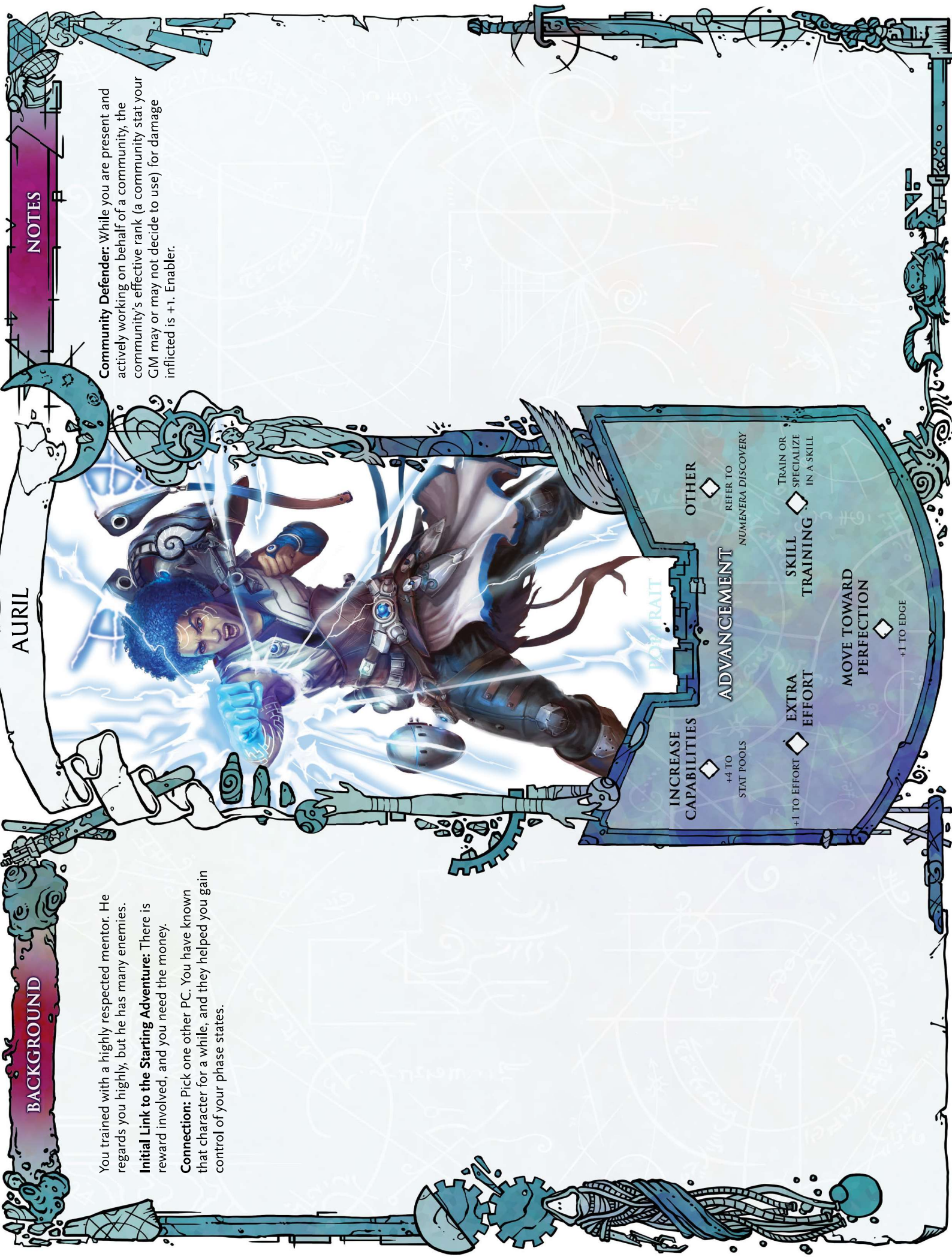
+1 TO EFFORT  
EXTRA EFFORT

SKILL TRAINING  
TRAIN OR SPECIALIZE IN A SKILL

MOVE TOWARD PERFECTION

+1 TO EDGE

POW TRAIT



# NUMENERA

## SPECIAL ABILITIES

**Flex Skill:** Once each day, choose to become trained in a task (other than attacks or defense, and other than one you're already trained in) for the next 28 hours. Action.

**Face Morph (2+ Intellect points):** You alter your face (only) for one hour, hiding your identity or impersonating someone well enough to fool someone who knows that person casually, and gaining an asset to disguise. Apply a level of Effort to impersonate a different species. Action.

**Trained in Armor:** You can wear any kind of armor. You reduce the Speed Effort cost for wearing armor by 1. Enabler. (figured into Armor cost)

## SKILLS / INABILITIES

- Defense rolls to resist mental effects (trained)
- Persuasion (trained)
- Sneaking (trained)
- Pickpocketing (trained)
- Lockpicking (trained)
- Lies and trickery (trained)
- Assessing (or identifying) danger and lies (trained)
- Assessing (or identifying) quality and importance (trained)
- Assessing (or identifying) function and power (trained)
- Tasks involving lore, knowledge, or understanding (inability)

RED YORU

ISA

CLEVER JACK

WHO

WORKS THE BACK ALLEYS

10

0

11

0

17

1

MIGHT

SPEED

INTELLECT

1

ARMOR COST

DEBILITATED

IMPAIRED

1

1

EFFORT

XP

1 ACTION

10 MINS

7

RECOVERY

1D6+

1 HOUR

10 HOURS

23

SHINS

EQUIPMENT

Clothing

Whip (see Attacks)

Bow (see Attacks)

Arrows (12)

Leather jerkin (figured into Armor)

Explorer's pack: 50 feet (15 m) of rope, rations for three days, three spikes, hammer, warm clothes, sturdy boots, three torches, and two minor glowglobes

Bag of light tools

**Oddity:** Square cage about 1 foot (30 cm) on a side that puts whatever single creature is inside it into stasis

ATTACKS

Whip (2 points of damage), attacks eased

Bow (4 points of damage), long-ranged weapon fires arrows

CYPHERS

2

**Level 6 shoulder-mounted device** that projects a ray of molecular-bond-disrupting energy up to very long range, inflicting 6 points of damage.

**Level 3 crystal nodule** with a metal chain that attaches to a weapon for 28 hours, adding 2 points of heat damage when the weapon strikes a solid creature or object.

## BACKGROUND

Your best friend from childhood is now an Aeon Priest.

**Connection:** Pick one other PC. The character knew you beforehand and convinced you to leave your life of crime for other pursuits—at least temporarily.

**Initial Link to the Starting Adventure:** You talked your way into the situation because you thought it might earn some money.

**Community Fixer:** While you are present within a community, and actively and personally working on behalf of that community, the community's effective rank for health or infrastructure (community stats your GM may or may not decide to use) is increased by +1. You choose which is modified during any given community action. Enabler.

## NOTES

# RED YORU



### PORTRAIT

INCREASE CAPABILITIES

◆  
+4 TO  
STAT POOLS

### ADVANCEMENT

◆  
OTHER

REFER TO  
NUMERERA DISCOVERY

◆  
+1 TO EFFORT  
EXTRA  
EFFORT

◆  
SKILL  
TRAINING

TRAIN OR  
SPECIALIZE  
IN A SKILL

◆  
MOVE TOWARD  
PERFECTION

+1 TO EDGE



## SPECIAL ABILITIES

**Sense "Magic":** After a minute of close study, you can sense whether the numenera is active in situations where its presence is not obvious.

**Hedge Magic (1 Intellect point):** Perform small tricks: temporarily change the color or basic appearance of a small object, cause small objects to float through the air, clean a small area, mend a broken object, prepare (but not create) food, and so on. You can't use Hedge Magic to harm another creature or object. Action.

**Onslaught (1 Intellect point):** Emit a short-range ray of force that inflicts 4 points of damage, or of mental energy that inflicts 2 points of Intellect damage (ignores Armor). Action.

**Healing Touch (1 Intellect point):** Touched target regains 1d6 points to one stat Pool. This ability is a difficulty 2 Intellect task. Each attempt to heal the same creature again increases the task difficulty by one step. The difficulty returns to 2 after that creature rests for ten hours. Action.

**Ward:** You have a shield of energy around you at all times that helps deflect attacks. You gain +1 to Armor. Enabler. (figured into Armor)

## SKILLS / INABILITIES

Understanding numenera  
Charm, persuasion, and deception

(specialized)  
(inability)

# NUMENERA

MARULAS

ISA

MYSTICAL NANO

WHO WORKS MIRACLES

8  
POOL

0  
EDGE

9  
POOL

0  
EDGE

19  
POOL

1  
EDGE

MIGHT

SPEED

INTELLECT

1  
ARMOR

COST

DEBILITATED

IMPAIRED

1  
TIER

7  
EFFORT

XP

1 ACTION  
10 MINS

7  
RECOVERY

1 HOUR

10 HOURS

EQUIPMENT

4  
SHINS

Clothing

Knife (see Attacks)

The Ancient Miracles (book about the numenera)

Explorer's pack: 50 feet (15 m) of rope, rations for three days, three spikes, hammer, warm clothes, sturdy boots, three torches, and two minor glowglobes

**Oddity:** Metallic jar that maintains the temperature of liquid inside indefinitely

**Oddity:** Plastic bottle containing a spray that cleans any stain and never runs out

ATTACKS

Knife (2 points of damage), attacks eased, can be thrown as a short-range weapon

CYPHERS

3  
LIMIT

**Level 8 adhesive patch** that restores 8 points to Intellect Pool.

**Level 4 device** that creates an immediate-area explosion when thrown (up to a short distance), inflicting 4 points of sonic damage.

**Level 5 metallic spike** that once activated does not move, ever, even if activated in midair. A Might action can dislodge it, but then it is ruined.

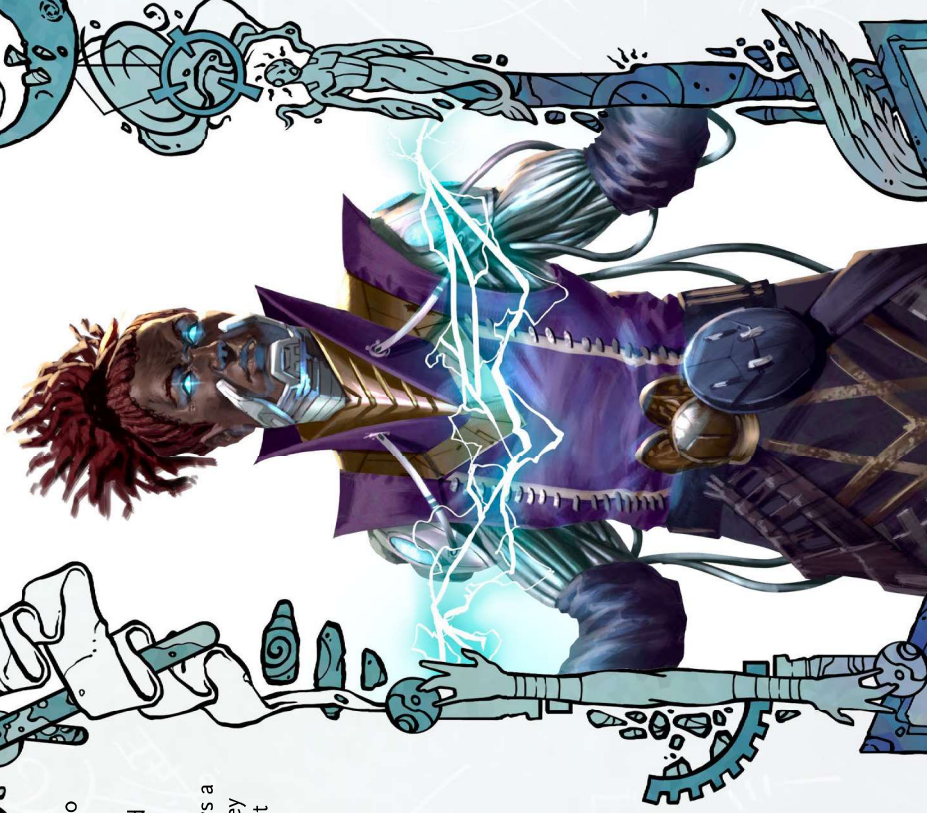
## BACKGROUND

Your family owns a large vineyard nearby known to all for its fine wine and fair business dealings.

**Initial Link to Starting Adventure:** A dream guided you to this point.

**Connection:** Pick one other PC. This person knows a secret of yours, and you desperately hope that they do not tell anyone. You can choose whether or not you're aware of their suspicion.

## MARULAS



INCREASE CAPABILITIES

◆  
+4 TO  
STAT POOLS

◆  
+1 TO EFFORT  
EXTRA  
EFFORT

◆  
MOVE TOWARD  
PERFECTION

+1 TO EDGE

◆  
PORTRAIT

◆  
ADVANCEMENT

◆  
OTHER

◆  
REFER TO  
NUMENERA DISCOVERY

◆  
TRAIN OR  
SPECIALIZE  
IN A SKILL

## NOTES

**Community Scholar:** While you are present within a community, and actively and personally working on behalf of that community, the community's health and infrastructure (community stats your GM may or may not decide to use) are both increased by +1. Enabler.

## SPECIAL ABILITIES

**Always Tinkering:** If you aren't at your cypher limit, create a random cypher 2 levels lower than normal (minimum 1). This "temperamental" cypher is fragile, useless to anyone but you. Action to initiate, hour to complete.

**Extra Use (3 Intellect points):** You attempt to gain an extra use from a cypher. The difficulty of the task is equal to the level of the cypher + 1. A failed attempt to gain an additional use from a cypher destroys it before it can produce the desired effect. Action.

**Trigger Iotum Ray (1 Intellect point):** Trigger a unit of iotum (see the Crafting section) to release a short-range ray of force inflicting 3 points of damage. This does not destroy the iotum. Or, you can destroy the iotum and pay no Intellect cost. Action.

**Failure Has Its Consequence:** Tell the GM that you trigger a GM intrusion on roll of 1 or 2.

**Mechanical Assistance:** You gain +4 to your Intellect Pool (already figured in) through the use of implants and tiny processing devices. Enabler.

**Level 3 injector** that connects the user to the dataspHERE for the next 28 hours; whenever the user applies a level of Effort on an understanding numnera task, they can apply a free level of Effort.

**Level 6 canister of metallic clay** that can be shaped and expanded to create permanent individual objects such as a hammer, a ladder, or a basic structure such as a wall, bench, floor, staircase, and so on, as long as the total volume created fits in a 10-foot (3 m) cube.

**Level 4 gloves** that allow the user to automatically climb any surface, even vertical ones, for 4 minutes.

# NUMENERA

## SKILLS / INABILITIES

Crafting numnera (trained)  
Escaping (trained)  
Detecting falsehoods (trained)  
Perception (trained)

Any non-combat task for 10 minutes (trained), useable once between each rest

TERBEKE

ISA

CONFIDENT WRIGHT

FUSES MIND AND MACHINE

WHO

13  
POOL

0  
EDGE

8  
POOL

0  
EDGE

20  
POOL

1  
EDGE

MIGHT

SPEED

INTELLECT

ARMOR

COST

DEBILITATED

IMPAIRED

1  
TIER

7  
EFFORT

XP

1 ACTION

10 MINS

1 HOUR

10 HOURS

RECOVERY

1 HOUR

10 HOURS

1 DAY

1 WEEK

EQUIPMENT

5

SHINS

Clothing

Punching dagger (see Attacks)

Explorer's pack: 50 feet (15 m) of rope, rations for three days, three spikes, hammer, warm clothes, sturdy boots, three torches, and two minor glowglobes

A *Guide to Making* (book about crafting)

Bag of crafting tools

**Oddity:** Piece of extremely strong and thin cable 8 feet (2-5 m) long

ATTACKS

**Punching dagger** (2 points of damage), attacks eased

## BACKGROUND

You lost your brother when you were young. Your only memory of him is a doll you yet keep.

**Connection:** Pick one other PC. This character knows a few things that can help when your implants and enhancements malfunction.

**Initial Link to the Starting Adventure:** You dragged one of the other PCs into it, certain that together you could accomplish anything.

## CRAFTING

9 units of io      6 units of apt clay  
10 units of responsive synth      60 units of parts

### PLANS

**Numerera Plans:** You have two cypher plans, allowing you to craft

- level 3 skill boost cypher (eases perception tasks by three steps three times within one day after activation)
  - level 3 catseye injector (user can see in the dark for 15 hours).
- If you have ioturn (3 io, 5 responsive synth, 2 apt clay, 5 parts) and can spend at least four hours crafting, you can create either of these cyphers if you succeed on three crafting numerera tasks (difficulty 1, 2, and 3 respectively). You can give them to your allies or keep them if their or your cypher limit allows. Action to initiate, hour to complete.

MATERIALS

UNITS

PARTS

UNITS

## NOTES

## FOLLOWERS

**Community Builder:** While actively working on behalf of a community, +3 is added to the community's infrastructure (a community stat your GM may or may not decide to use). Enabler.

## PORTRAIT

INCREASE CAPABILITIES

◆ +4 TO STAT POOLS

ADVANCEMENT

◆ +1 TO EFFORT

EXTRA EFFORT

SKILL TRAINING

◆ TRAIN OR SPECIALIZE IN A SKILL

OTHER

◆ REFER TO COREBOOK

MOVE TOWARD PERFECTION

◆ +1 TO EDGE

## TERBEKE

