

**Caris**  
name

is a **Swift** **Glaive**  
descriptor type

who **Wields Two Weapons at Once**  
focus

Pool		Edge	Track Pools
17	MIGHT	1	
14	SPEED	1	
7	INTELLECT	0	

**EFFORT:** You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).

**XP:** You have  experience points (XP), which you gain during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

**Recovery Rolls:** You regain 1d6 + 1 points to a Pool each time you rest, up to four times a day, but each rest takes longer.

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1 action	10 mins	1 hour	10 hours

**Damage Track:** At 0 points in one Pool, you are impaired. At 0 points in two Pools, you are debilitated.

**Impaired** +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage

**Debilitated** Can only move an immediate distance; if Speed Pool is 0, cannot move.

## SKILLS

Training reduces the difficulty of a task by one step. Inability increases the difficulty of a task by one step.

Initiative (trained)      Jumping (trained)  
Running (trained)      Balance (inability)

## SPECIAL ABILITIES

Some special abilities take your whole action to use (action); other special abilities can be used as part of another action (enabler). Some special abilities have a Pool cost, though Edge may bring that cost to 0.

**Thrust (costs 1 Might point):** Your melee attack inflicts 1 additional point of damage if your weapon has a sharp edge or point. Action.

**Bash (costs 1 Might point):** Your melee attack inflicts 1 less point of damage than normal, but dazes your target for one round, during which time the difficulty of all tasks it performs is increased by one step.

**Dual Light Wield:** You can make two separate attacks on your turn as a single action with light weapons. You remain limited by the amount of Effort you can apply on one action, but because you make separate attacks, your opponent's Armor applies to both. Anything that modifies your attack or damage applies to both attacks, unless it's specifically tied to one of the weapons. Enabler.

## ATTACKS AND ARMOR

You can attack and move an immediate distance as one action.

Weapon	Damage
<b>Short spear—light*</b>	2
<b>Large dagger—light*</b>	2
<b>Crossbow—medium</b>	4

\*Attacks with light weapons are one step less difficult than normal.

**ARMOR**  
**1**

# NUMENĒRA

## CYPHERS

You can bear 2 cyphers at a time. Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

**Level 5 needlelike device.** If a creature is injected, the difficulty of its next action is decreased by three steps.

**Level 7 rod.** Projects a ray of fire up to 300 feet (90 m) that inflicts 7 points of damage.

## ODDITIES

Oddities are strange objects of the prior worlds that have no direct combat application or other obvious use, but which are interesting nonetheless.

**Egg-shaped metallic bauble** that occasionally spins and speaks in a language no one knows.

## EQUIPMENT

- Short spear (light melee weapon)
- Large dagger (light melee weapon)
- Crossbow (medium ranged weapon)
- Bolts for crossbow (12)
- Leather armor (+1 Armor)
- Backpack
- 50 feet of rope
- 3 days of rations
- Hammer and spikes (3)
- Warm clothes and sturdy boots
- Torches (3)
- Glowglobes (2)—Illuminates everything in short range with soft light. It can hover in place on its own, or it can be attached to something. Lasts for one hour when activated.

**CURRENCY AND OTHER VALUABLES**      **5**  
shins

# NUMENÉRA

## BACKGROUND

You served as a caravan guard. You know a smattering of people in many cities and towns.

That's how you know Kalain and Tanus, both of whom you helped escape from prison to pay off a debt to Tanus's sister. You only meant to help Tanus escape, but Kalain came along, too.

## NOTES



## OTHER PCs

## IMPORTANT NPCs

### Character

### Player

- Kalain
- Tanus
- Faroon
- Sharad Talaar

## Faroon

is a **Stealthy** Jack  
descriptor type  
 who **Explores Dark Places**  
focus

Pool

12

MIGHT

Edge

0

Track Pools

16

SPEED

1

10

INTELLECT

0

**EFFORT:** You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).

**XP:** You have  experience points (XP), which you gain during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

**Recovery Rolls:** You regain **1d6 + 1** points to a Pool each time you rest, up to four times a day, but each rest takes longer.



1 action



10 mins



1 hour



10 hours

**Damage Track:** At 0 points in one Pool, you are impaired. At 0 points in two Pools, you are debilitated.



**Impaired** +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage



**Debilitated** Can only move an immediate distance; if Speed Pool is 0, cannot move.

## SKILLS

Training reduces the difficulty of a task by one step. Inability increases the difficulty of a task by one step.

Searching (trained)  
 Listening (trained)  
 Climbing (trained)  
 Balancing (trained)  
 Jumping (trained)  
 Stealth (trained)  
 Disguise (trained)  
 Lies and trickery (trained)  
 Sprinting and similar movement (inability)  
 [ ]\* (trained)  
 \* Daily flex skill, described below.

## SPECIAL ABILITIES

Some special abilities take your whole action to use (action); other special abilities can be used as part of another action (enabler). Some special abilities have a Pool cost, though Edge may bring that cost to 0.

**Flex Skill:** Each day, choose one task (other than attacks or defense) to focus on. For the rest of that day, you're trained in that task. You can't use this ability with a skill you're already trained in to become specialized. Enabler.

**Vision:** You can see clearly in dim light, very dim light, and darkness. Enabler.

## ATTACKS AND ARMOR

You can attack and move an immediate distance as one action.

Weapon	Damage
<b>Sword—medium weapon</b>	4
<b>Crossbow—medium weapon</b>	4

**ARMOR**  
2

# NUMENERA

## CYPHERS

You can bear 2 cyphers at a time. Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

**Level 2 medallion.** For one minute, you can pass through solid objects as though they were insubstantial, like a ghost. You cannot make physical attacks or be physically attacked.

**Level 7 handheld rod.** Projects a 3-foot (1 m) long bladelike force for one minute that can cut through any object or surface of level 7 or less. It can be wielded as a medium sword inflicting 4 points of damage that ignore Armor.

## ODDITIES

Oddities are strange objects of the prior worlds that have no direct combat application or other obvious use, but which are interesting nonetheless.

**Unknown musical instrument** that plays only soft, unpleasant sounds

## EQUIPMENT

Sword (medium melee weapon)	
Crossbow (medium ranged weapon)	
Fitted breastplate (+2 Armor)	
Pack of light tools	Backpack
50 feet of rope (2)	5 days of rations
Hammer and spikes (3)	Torches (3)
Warm clothes and sturdy boots	
Glowglobes (4)—Illuminates everything in short range with soft light. It can hover in place on its own, or it can be attached to something. Lasts for one hour when activated.	

**CURRENCY AND OTHER VALUABLES** 8 shins

# NUMENĒRA

## BACKGROUND

When your father died, you were left to fend for yourself. You took up thieving in dark places and collecting bounties on criminals, hoping that the latter good deeds would outweigh the former less good ones.

You chased a bounty to bring an escaped prisoner named Kalain to justice, dead or alive. When you finally found Kalain, you decided to wait on the bounty, because your traveling companion, Sharad Talaar, thought there was something interesting in the area that was more important. Who knows? If Kalain proves a decent fellow, perhaps you'll forget you saw him.

## NOTES



## OTHER PCs

## IMPORTANT NPCs

### Character

### Player

Caris  
Kalain  
Tanus  
Sharad Talaar

Kalain

name

is a **Strong**

descriptor

**Glaive**

type

who **Wears a Sheen of Ice**

focus

Pool

18

MIGHT

Edge

1

Track Pools

10

SPEED

1

10

INTELLECT

0

**EFFORT:** You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).

**XP:** You have  experience points (XP), which you gain during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

**Recovery Rolls:** You regain 1d6 + 1 points to a Pool each time you rest, up to four times a day, but each rest takes longer.



1 action



10 mins



1 hour



10 hours

**Damage Track:** At 0 points in one Pool, you are impaired. At 0 points in two Pools, you are debilitated.



**Impaired** +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage



**Debilitated** Can only move an immediate distance; if Speed Pool is 0, cannot move.

## SKILLS

Training reduces the difficulty of a task by one step. Inability increases the difficulty of a task by one step.

Breaking inanimate objects (trained)  
Climbing (trained)  
Jumping (trained)

## SPECIAL ABILITIES

Some special abilities take your whole action to use (action); other special abilities can be used as part of another action (enabler). Some special abilities have a Pool cost, though Edge may bring that cost to 0.

**Opportunist:** You have an asset on any attack roll you make against a creature that has been attacked at some point during the round and is within immediate range. An asset decreases the difficulty of your attack by one step. Enabler.

**Surging Confidence (costs 1 Might point):** When you use an action to make your first recovery roll of the day, you immediately gain another action. Enabler.

**Ice Armor (costs 1 Intellect point):** When you wish it, your body is covered in a sheen of ice for ten minutes that gives you +1 Armor. While the sheen is active, you feel no discomfort from normal cold temperatures and have an additional +2 Armor versus cold damage specifically. Enabler.

## ATTACKS AND ARMOR

You can attack and move an immediate distance as one action.

Weapon

**Swordstaff**

**Sling—light\***

\*Attacks with light weapons are one step less difficult than normal.

Damage

6

2

Armor 2 with active ice armor

**ARMOR**  
**1(2)**

# NUMENERA

## CYPHERS

You can bear 2 cyphers at a time. Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

**Level 2 liquid in a tube.** Hardens and toughens the drinker's flesh for one hour, granting +1 Armor.

**Level 5 bracelet.** The user teleports up to 500 feet (150 m) to any location they can see. They arrive safely with their possessions but cannot take anything else with them.

## ODDITIES

Oddities are strange objects of the prior worlds that have no direct combat application or other obvious use, but which are interesting nonetheless.

**Crystal** that shatters easily but then instantly reforms.

## EQUIPMENT

Strongglass swordstaff (heavy melee weapon) —  
Strongglass looks like glass or ice but is strong as steel.  
Leather jerkin (+1 Armor, figured)  
Sling (light ranged weapon)  
12 sling stones  
Backpack  
50 feet of rope  
3 days of rations  
Hammer and spikes (3)  
Warm clothes and sturdy boots  
Torches (3)  
Glowglobes (2)—Illuminates everything in short range with soft light. It can hover in place on its own, or it can be attached to something. Lasts for one hour when activated.

CURRENCY AND  
OTHER VALUABLES

9

shins

# NUMENĒRA

## BACKGROUND

You spent time on the streets and even were in prison for a while. But now you're free, thanks to Caris's help, and you're ready for something new.

You and Tanus are great friends; you met in prison. If it wasn't for you sticking up for him (going against your initial instincts), you're pretty sure the other prisoners would have killed him.



## NOTES

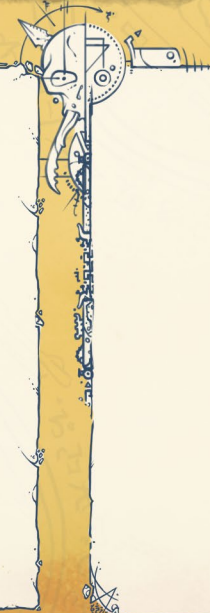
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## OTHER PCs

### Character

- Caris
- Tanus
- Faroon
- Sharad Talaar

### Player



## IMPORTANT NPCs

Blank area for important NPCs.

Sharad Talaar

is an **Intelligent** Nano

who **Leads**

Pool

7

MIGHT

Edge

0

Track Pools

10

SPEED

0

19

INTELLECT

1

**EFFORT:** You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).

**XP:** You have  experience points (XP), which you gain during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

**Recovery Rolls:** You regain 1d6 + 1 points to a Pool each time you rest, up to four times a day, but each rest takes longer.



1 action



10 mins



1 hour



10 hours

**Damage Track:** At 0 points in one Pool, you are impaired. At 0 points in two Pools, you are debilitated.



**Impaired** +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage



**Debilitated** Can only move an immediate distance; if Speed Pool is 0, cannot move.

## SKILLS

Training reduces the difficulty of a task by one step. Specialization reduces the difficulty of a task by two steps.

All social interactions (**trained**)  
Numenera (**specialized**)  
Remembering and memorizing (**trained**)

## SPECIAL ABILITIES

Some special abilities take your whole action to use (action); other special abilities can be used as part of another action (enabler). Some special abilities have a Pool cost, though Edge may bring that cost to 0.

**Onslaught (costs 1 Intellect point):** You emit a short-range ray of force that inflicts 4 points of damage. Alternatively, you mentally attack a creature within short range, inflicting 2 points of Intellect damage (ignores Armor). Some creatures without minds (such as automatons) might be immune to mental attack. Action.

**Scan (costs 2 Intellect points):** You scan an area equal in size to a 10-foot (3 m) cube within short range. You learn the level (a measure of danger or difficulty) of creatures and objects in the area. You also learn facts the GM feels are pertinent about the matter and energy in that area. For example, you might learn that a box contains a metal object. You might learn that a cylinder contains poisonous gas.

**Good Advice (costs 1 Intellect point):** When you give another character a suggestion involving their next action, the character is trained in that action for one round. Action.

## ATTACKS AND ARMOR

You can attack and move an immediate distance as one action.

Weapon  
**Knife—light\***  
**Onslaught ability**

Damage  
**2**  
**4 or 2 Intellect**

\*Attacks with light weapons are one step less difficult than normal.

ARMOR

0

# NUMENERA

## CYPHERS

You can bear 3 cyphers at a time. Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

**Level 5 mask.** The user is trained in persuasion for 28 hours (one day).

**Level 7 liquid in a tube.** One plant upon which the liquid is poured grows to ten times its normal, full-grown size in ten minutes. If conditions can't support it, the plant eventually dies.

**Level 5 sash.** For one hour, the user can float into the air, moving vertically (but not horizontally without taking some other action, such as pushing along the ceiling) up to a short distance per round. The user must weigh less than 250 pounds (113 kg).

## ODDITIES

Oddities are strange objects of the prior worlds that have no direct combat application or other obvious use, but which are interesting nonetheless.

**Glass plate** that shows what seems to be a live image of the moon, but from a closer vantage. Sometimes the moon has a green band, and other times it doesn't.

## EQUIPMENT

Knife (light melee or ranged weapon)

Warm clothes and sturdy boots

3 days of rations

Paper journal and quill

Tracker—The glass plate on this handheld device allows you to determine the distance and direction of up to seven allies who have agreed to be tagged. Those not allied to you do not submit to tagging.

CURRENCY AND OTHER VALUABLES

4

shins

# NUMENÉRA

## BACKGROUND

An experiment you conducted in the past went horribly awry. The locals remember you as a dangerous and foolhardy individual.

Trying to escape your past, you took up traveling with an interesting though perhaps somewhat morally suspect Jack named Faroon. She never tells you exactly what her business is, but it involves travel. You recently heard about a strange structure in the wilderness and wanted to investigate it further. That's right around the time you met up with Caris, Kalain, and Tanus, and convinced them to help you explore.

## NOTES



## OTHER PCs

### Character

Caris

Kalain

Tanus

Faroon

### Player

## IMPORTANT NPCs



Tanus

is a **Strong-Willed** Jack  
who **Commands Mental Powers**

Pool

11

MIGHT

Edge

0

Track Pools

13

SPEED

0

17

INTELLECT

1

**EFFORT:** You can apply one level of Effort by spending 3 points from a Pool (minus that Pool's Edge, if any).

**XP:** You have  experience points (XP), which you gain during the game, usually from GM intrusions. You can spend 1 XP to reroll any roll in the game.

**Recovery Rolls:** You regain 1d6 + 1 points to a Pool each time you rest, up to four times a day, but each rest takes longer.



1 action



10 mins



1 hour



10 hours

**Damage Track:** At 0 points in one Pool, you are impaired. At 0 points in two Pools, you are debilitated.



**Impaired** +1 Effort per level, ignore minor & major results, combat rolls of 17–20 deal only +1 damage



**Debilitated** Can only move an immediate distance; if Speed Pool is 0, cannot move.

## SKILLS

Training reduces the difficulty of a task by one step. Inability increases the difficulty of a task by one step.

Persuasion (**trained**)  
Resisting mental effects (**trained**)  
Might defense (**trained**)  
Focus and concentration (**trained**)  
Speed defense (**trained if not wearing armor**)  
[  ]\* (**trained**)  
Puzzles and lore use (**inability**)  
\* Daily flex skill, described below.

## SPECIAL ABILITIES

Some special abilities take your whole action to use (action); other special abilities can be used as part of another action (enabler). Some special abilities have a Pool cost, though Edge may bring that cost to 0.

**Flex Skill:** Each day, choose one task (not attacks or defense). For the rest of that day, you're trained in that task. You can't use this ability with a skill you're already trained in to become specialized. Enabler.

**Telepathic (costs 1 Intellect point):** You can speak telepathically with others who are within short range. Communication is two-way, but the other party must be willing and able to communicate. You don't have to see the target, but you must know that it's within range. You can have more than one active contact at once, but you must establish contact with each target individually. Each contact lasts up to ten minutes. If you apply a level of Effort to increase the duration rather than affect the difficulty, the contact lasts for 28 hours. Action to establish contact.

## ATTACKS AND ARMOR

You can attack and move an immediate distance as one action.

Weapon

**Oak staff—medium weapon**

Damage

4

ARMOR

0

# NUMENĒRA

## CYPHERS

You can bear 2 cyphers at a time. Cyphers are one-use items; cross them off your sheet once you use them. Don't worry, you'll find more.

**Level 4 adhesive patch.** Immediately restores 4 points to the target's Speed Pool.

**Level 6 flutelike device.** Plays a happy tone audible within short range. Those not forewarned to plug their ears drop what they are holding and become ecstatic for one minute, during which time the difficulty of all their actions is increased by two steps.

## ODDITIES

Oddities are strange objects of the prior worlds that have no direct combat application or other obvious use, but which are interesting nonetheless.

**Device** that emits a projection of a human face that changes expression depending on the direction in which it's looking.

## EQUIPMENT

Oak staff (medium melee weapon)

Pack of light tools

50 feet of rope

Hammer and spikes (3)

Warm clothes and sturdy boots

Glowglobes (2)—Illuminates everything in short range with soft light. It can hover in place on its own, or it can be attached to something. Lasts for one hour when activated.

Mind gem—This small jewel adds 1 point to your Intellect Pool while worn (already figured). If you're ever without it, subtract 5 points from your Intellect Pool; the points are restored if you regain the item.

Backpack

3 days of rations

Torches (3)

CURRENCY AND OTHER VALUABLES

8

shins

# NUMENÉRA

## BACKGROUND

Your sister Marla was the mayor of the place where you grew up. To protect her reputation, you took the rap for a minor crime she committed. You went to prison.

Things could have gone even worse, but a Glaive named Kalain befriended you and kept you safe in prison until your sister sent a woman named Caris to free you. You insisted you'd go with Caris only if Kalain came, too.

## NOTES



## OTHER PCs

## IMPORTANT NPCs

### Character

### Player

- Caris
- Kalain
- Faroon
- Sharad Talaar