

POOLS AND USES

Might

- ❖ Strength, Endurance, Physical prowess
- ❖ Resisting poison and disease
- ❖ Making Melee attacks
- ❖ Any damage taken comes out of Might

Speed

- ❖ Quickness, Dexterity, Reflexes, Movement
- ❖ Making Melee attacks and Ranged attacks
- ❖ Dodging attacks (Ranged and Melee)
- ❖ If Might is empty, damage comes from Speed

Intellect

- ❖ Intelligence, Wit, Willpower, Charm
- ❖ Interacting with Numenera
- ❖ Defending against mental attacks
- ❖ If rest depleted, damage comes from Intellect

DOING STUFF

- 1) Explain what you are attempting to do
- 2) The GM will announce the **Difficulty** (1-10)
- 3) Some tasks have an **Initial Cost** to even attempt
- 4) A significant **Advantage** will lower the difficulty
A significant **Disadvantage** will increase the difficulty
- 5) Further reduce difficulty with **Skills, Assets, and Effort**
- 6) **Subtract your Edge** from the total and pay any remaining cost from the appropriate pool
- 6) Roll a **d20** against (task difficulty \times 3)
 - ❖ If roll is **Above or equal** \Rightarrow you succeed
 - ❖ If roll is **Lower** \Rightarrow you fail
 - ❖ Did you get a **Special Roll**?
- 7) To **retry** a task spend 1 level of effort

SKILLS

Trained skills reduce the difficulty by **1 step**

Specialized skills reduce by **2 steps**

ASSETS

A **useful item** reduces difficulty by 1 step.

Max 2 assets allowed per task. Negotiate with GM.

EFFORT

Spend **3 pts** from pool to reduce by 1 step

Spend **2 pts** for every reduction after, up to Max Effort

NUMENERA

Discover the Ninth World

TASK DIFFICULTY

0 Routine:	Anyone can do this
1 Simple:	Anyone can do this most of the time
2 Standard:	Typical task requiring focus
3 Demanding:	Requires full attention
4 Difficult:	Experienced people succeed 50/50
5 Challenging:	Even trained people often fail
6 Intimidating:	Normal people almost never succeed
7 Formidable:	Possible only with incredible skill
8 Heroic:	Worthy of tales told for years
9 Immortal:	Worthy of lifetime legends
10 Impossible:	Normal humans couldn't consider

HELPING

Spend an action helping another character.
If assisted character has less training they gain training of the helper. Otherwise they gain a +1 bonus to roll.

SPENDING EXPERIENCE

Immediate (1 XP)

- ❖ Re-roll any die and choose the best
- ❖ Resist GM intrusion

Short Term (2 XP)

- ❖ Temporarily gain a new skill

Long Term (3 XP)

- ❖ Familiarity with the area (counts as an Asset)
- ❖ Make a valuable contact
- ❖ Gain a useful Artifact/Item/Gear

Advancement (4 XP)*

- ❖ Gain 4 pool points
- ❖ Add +1 to any Edge
- ❖ Trained in a new skill
- ❖ All recovery rolls gain +2
- ❖ Learn a new Esotary, Trick, or Fighting Move
- ❖ Increase Effort by 1

*After you spend 16 XP on Advancement, increase Tier

SPECIAL ROLLS

1 Immediate GM intrusion without XP gain

17/18/19 +1/+2/+3 damage if attacking

20 +4 damage if attacking, else no pool cost

DISTANCE AND RANGES

Immediate (10ft): Move this distance and take an action

Short (50ft): Takes entire turn to move this far

Long (100ft): Entire turn and make level 4 Speed test

WEAPONS

Light (2 dmg): Counts as an Asset in combat

Medium (4 dmg): Basic one-handed weapon

Heavy (6 dmg): Requires both hands

ARMOR

Light (-1 dmg): All speed tasks increased by 1 step

Medium (-2 dmg): Increased by 2 steps

Heavy (-3 dmg): Increased by 3 steps

RECOVERY ROLLS

Each roll recovers **1d6 + Tier** points,

Divide these points freely among pools

- ❖ First recovery roll takes up **one full action**
- ❖ Second recovery roll takes **10 minutes**
- ❖ Third recovery roll requires **1 hour rest**
- ❖ Fourth recovery roll requires **10 hours sleep**

DAMAGE TRACK

- ❖ **Impaired** (1 pool depleted): All effort costs +1, ignore major/minor effects, and 17+ Special Rolls
- ❖ **Debilitated** (2 pools depleted): Can only crawl
- ❖ **Dead** (All pools depleted): Dead

SPECIAL DAMAGE

Dazed: +1 difficulty on all tasks

Inability: +1 difficulty in similar tasks

Paralysis: Can't move, cannot take physical actions

Stunned: Lose turn, increase defense tasks by 1

Weakness: Pool cost increased by level of weakness

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