

## SKILLS

Swimming

X S

T S

T S

T S

T S

Speed Defense

X S

T S

T S

T S

T S

Geography

X S

Botany

X S

Astronomy

X S

T S

Inability: Charm/Persuasion

T S

## SPECIAL ABILITIES

Flex Skill

Pierce (Costs 1 Speed point)

Ice Armor (Costs 1 Intellect point)

EFFORT

1

1

XP

MIGHT

POOL 11

EDGE

SPEED

POOL 12

EDGE

INTELLECT

POOL 15

EDGE 1

## CYPHERS

LIMIT

2

Gravity Detonation / 5

Rejuvinator / 6 / Might

## POSSESSIONS

### EQUIPMENT

Clothing / Leather Jerkin

Bow / Arrows: 12

Forearm Blade

Axe (blade made of stronglass)

Explorer's Pack

Pack of Light Tools

Book of maps

SHINS: 8

### ARTIFACTS & ODDITIES

Goggles that tint everything green.

DEBILITATED

IMPAIRED

DAMAGE

RECOVERY ROLLS

1D6+

10 HOURS

1 HOUR

10 MINS

1 ACTION

ARMOR

1(2)

MOD

DMG

Bow

4

Forearm Blade

1 step

2

Axe

4

ATTACKS



## BACKGROUND

## NOTES

# NUMENÉRA

The only place you'd rather be than a library is a tavern, drinking with your friends, most of whom are glaives and warriors. Long ago, one of these friends gave you a strange device to study and after you accidentally activated it, you found you had the ability to lower the temperature of the air around you so dramatically that it covered your body in ice. You can even extend this protective coating to \_\_\_\_\_ (choose a PC) whenever they are close to you. You have no idea why it won't work on others.

When that PC was about to go on a mission exploring the wilderness, you convinced them to let you come along.

Daylen

NAME

Learned

DESCRIPTOR

Jack

TYPE

WHO

Wears a Sheen of Ice

FOCUS

CHARACTER ILLUSTRATION



## SKILLS

Running

X S

T S

T S

T S

T S

T S

T S

T S

T S

T S

Numenera

X S

T S

T S

Inability: Charm,  
Persuasion, Etiquette

T S

T S

## SPECIAL ABILITIES

Practiced in Armor

Practiced in all Weapons

Thrust (Costs 1 Might point)

Trained Without Armor

Sense "magic"

Hedge Magic (Costs 1 Intellect point)

Hover (Costs 1 Intellect point)

EFFORT

1

1

XP

TIER

MIGHT

POOL 11

EDGE 1

SPEED

POOL 13

EDGE 1

INTELLECT

POOL 12

EDGE

## CYPHERS

LIMIT

2

Sonic Hole / 5

Knowledge Enhancement  
(Speed Defense) / 4

## POSSESSIONS

### EQUIPMENT

Chainmail hauberk

Sword

Shield

Explorer's Pack

SHINS: 5

### ARTIFACTS & ODDITIES

A pen-sized oddity that tells the weight of whatever you point it at (within short range).

A sealed glass cube that contains a small insect that remains alive despite not having air, food, or water.

Metallic mask that fits perfectly on your face and changes expression when you do.

IMPAIRED  
DAMAGE  
DEBILITATED

RECOVERY ROLLS

1d6+

1

1 ACTION

10 MINS

ARMOR

2

MOD

DMG

Sword

4

ATTACKS



## BACKGROUND

The early part of your life was spent on the streets where you fell in with the wrong crowd and eventually ended up in prison. While there, you met a woman who claimed to be a mystic--she taught you some of the secrets of "magic." You are a firm believer in the occult and trust that your power over gravity comes from these esoteric arts.

You joined with your current group of companions because the omens were favorable. However, soon after joining with them, you accidentally sent

\_\_\_\_\_ (choose one PC) hurtling up into the air after a mishap with your powers. (The PC can choose how they react to this event.)

## NOTES

# NUMENÉRA

Hawmett

NAME

IS A Mystical/Mechanical

DESCRIPTOR

Glaive

TYPE

WHO

Controls Gravity

FOCUS

CHARACTER ILLUSTRATION



## SKILLS

	T	S
	T	S
	T	S
	T	S

Balance	X	S
Speed	X	S
Physical Performing Arts	X	S
	T	S
	T	S
Numenera	X	S
Electrical machine tasks	X	S
	T	S
	T	S
	T	S

## SPECIAL ABILITIES

Practiced with Light Weapons

Push (Costs 2 Intellect points)

Scan (Costs 2 Intellect points)

Distant Activation (Costs 1 Intellect point)

EFFORT

1

TIER

1

XP

MIGHT

POOL

7

EDGE

SPEED

POOL

14

EDGE

INTELLECT

POOL

15

EDGE

1

## CYPHERS

LIMIT

3

Ray emitter (magnetic wave) / 6

Force Shield Projector / 4

Gas bomb (corrosive) / 5

## POSSESSIONS

### EQUIPMENT

Clothing  
Punching Dagger  
Book on the numenera  
A bag of small tools

SHINS: 4

### ARTIFACTS & ODDITIES

Saddle sized for a very small animal, such as a squirrel or small cat.



ATTACKS

Punching Dagger

MOD

DMG

1 step

2



## BACKGROUND

## NOTES

# NUMENÉRA

You bear a number of subtle devices and components implanted in your flesh which provide your esoteric powers. These were given to you in the hidden temple of Prov, an obscure machine god.

You are on a mission to explore a section of the wilderness unknown to you because \_\_\_\_\_ (choose a PC) said some things that make you believe you'll find something of significance to Prov.

That same PC seems to have a terrible relationship with machines—or at least the machines that you communicate with. If she is next to a machine that you interact with in a friendly manner, that machine is treated in all ways as being one level lower than normal (unless doing so benefits you or her, in which case the level does not change).

Reminel  
NAME

IS A

Graceful  
DESCRIPTOR

Nano  
TYPE

WHO

Talks to Machines  
FOCUS

CHARACTER ILLUSTRATION