

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) Roll a **d20** against (task difficulty x 3)
 - ❖ If roll is **Above** or **equal** ⇒ you **succeed**
 - ❖ If roll is **Lower** ⇒ 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

It costs 3 pts from pool to reduce Difficulty by 1 step
And +2 pts for every reduction after (up to Max Effort)
Subtract Edge from the total, spend points from pool.

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): All speed tasks increased by 2 steps
Heavy (-3 dmg): All speed tasks increased by 3 steps

WORN PENALTY

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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