

## 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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