# NUMENERA

## SYSTEM CHEAT SHEET

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# BASIC MECHANICS

**Stats**: Might, Speed, Intellect
**Task**: 1d20 vs. target number

| DIFFICULTY/ NPC LEVEL | DESCRIPTION | TARGET # | GUIDANCE |
|---|---|---|---|
| 0 | Routine | 0 | Anyone can do this basically every time |
| 1 | Simple | 3 | Most people can do this most of the time |
| 2 | Standard | 6 | Typical task requiring focus, but most people can usually do this |
| 3 | Demanding | 9 | Requires full attention; most people have 50/50 chance to succeed |
| 4 | Difficult | 12 | Trained people have a 50/50 chance to succeed |
| 5 | Challenging | 15 | Even trained people often fail |
| 6 | Intimidating | 18 | Normal people almost never succeed |
| 7 | Formidable | 21 | Impossible without skills or great effort |
| 8 | Heroic | 24 | A task worthy of tales told for years afterward |
| 9 | Immortal | 27 | A task worthy of legends that last for lifetimes |
| 10 | Impossible | 30 | A task that normal humans couldn't consider (but doesn't break laws of physics) |

## MODIFYING TASKS

**Asset**: -1 difficulty step (2 asset maximum per task)
**Inability**: +1 difficulty step
**Skill/Training**: -1 difficulty step
**Specialization**: -2 difficulty step

**Advantage**: Adjust difficulty by 1 step in their favor
**Disadvantage**: Adjust difficulty by 1 step against their favor

**Effort**: -1 difficulty step or +3 damage
- Spend 3 points from stat pool = 1 Effort
- Each additional 2 points = +1 Effort

**Edge**: Reduce matching task's *total* pool cost by Edge

## SPECIAL ROLLS

| | |
|---|---|
| 1 | suffer +2 damage or free GM intrusion |
| 17 | +1 damage |
| 18 | +2 damage |
| 19 | +3 damage or minor effect |
| 20 | +4 damage or major effect + no pool cost |

**INITIAL COST**: Pool cost that must be paid just to attempt the action.

**OPPORTUNITY**: Major or minor effect that allows PC to attempt additional task to gain the effect.

**RETRY**: Must apply 1 level of effort

## MINOR EFFECTS
(increase task difficulties by 1 step for 1 round)

Ignore armor
Strike specific body part
Knock back
Move past
Distract

## MAJOR EFFECTS
(increase task difficulties by 1 step for encounter)

Knock down
Disarm
Stun
Impair

## GM INTRUSION

2 XP to affected PC, who passes 1 XP to another PC
1 XP: Refuse the intrusion

**Types**: Bad luck, unknown/impending complications, opponent luck/skill, fumbles, partial success, increased difficulty
**Examples**: Force roll on automatic success, foe gains 5 health, NPC gains free attack, ally decides to flee/steal from them, equipment lost/damaged/dropped/malfunctions, lasting damage, ongoing damage

## SPENDING XP

**1 XP**: Reroll any roll
(use better result)

**2 XP**: Short-Term Benefit
(Local/Limited Skill or Ability)

**3 XP**: Long-Term Benefit
(Familiarity +1, Contact, Home, Title/Job, Wealth, Artifact)

**4 XP**: Character Advancement
(gain one step towards next tier)

# COMBAT

**Initiative**: Speed task. On success, act before NPCs. On failure, act after NPCs.

## ATTACK

**Melee Attack**: Might or Speed task
**Ranged Attack**: Speed task
**Special Abilities**: Intellect task (usually)

On miss, ability or charge not expended.

## DEFEND

Speed task (usually)

**Save**: Second defense task after successful hit
**vs. Immediate Movement Creature**: -1 difficulty
**vs. Long Movement Creature**: +1 difficulty

## SURPRISE

**Attacker**: -2 difficulty steps
**Defender**: Cannot use effort / action abilities

## AREA ATTACKS

**PC Attacker**: Roll against all targets in area.
**PC Defenders**: All roll against attack.
(see PC vs. PC in *Combat Options*)

## DAMAGE

**Damage**: Damage rating - Armor

**Unarmed/Light Weapon**: 2 damage, -1 attack difficulty
**Medium Weapon**: 4 damage
**Heavy Weapon** 6 damage, requires 2 hands

**Damage to PC**: Subtract from stat pool (default Might).
**Damage to NPC**: Subtract from Health.
**NPC Health Default** = Level x 3

**Ambient Damage**: Not affected by armor.

**Lasting Damage**: GM intrusion, heal at 1 point per day of full rest / 3 days of regular activity
**Permanent Damage**: Special situation, never heals normally

## RECOVERY ROLLS

1d6 + tier points, divided among stat pools

| Recovery Roll | Rest Time Needed |
|---|---|
| First recovery roll | 1 action |
| Second recovery roll | 10 minutes |
| Third recovery roll | 1 hour |
| Fourth recovery roll | 10 hours |

## HEALING

Intellect task, difficulty # of points healed

## DISTANCE / MOVEMENT

**Immediate (10 ft.)** = Part of another action
**Short (50 ft.)** = 1 action
**Long (100 ft.)** = Speed task, difficulty 4

### LONG-TERM MOVEMENT

**Walking (Road)**: 3 miles per hour, 20 miles per day
**Walking (Overland)**: 2 miles per hour, 12 miles per day

### MOVEMENT MODIFIERS
(may require task check in special circumstances)

**Rough Terrain**: ½ long-term movement, +1 difficulty
**Difficult Terrain**: ½ round movement, 1/3 long-term movement, +1 difficulty

**Climbing**: Difficult Terrain + Might task
**Jumping**: Might task, difficulty # feet jumped – 4
**Riding**: Speed x 2 + Speed task for maneuver
**Sneaking**: Speed test vs. NPC, -1 difficulty for half speed
**Swimming**: ¼ movement, +1 difficulty

**Low Gravity**: +1 difficulty
**High Gravity**: Difficult terrain
**Zero Gravity**: Might task, difficulty ¼ distance in feet
(continue moving ½ initial distance each round)

## DAMAGE TRACK

| | | |
|---|---|---|
| Hale | 0 stat pools = 0 | No penalties |
| Impaired | 1 stat pool = 0 | Effort costs 1 extra point per level. Rolls of 17+ only deal +1 damage. Ignore major/minor effects. |
| Debilitated | 2 stat pools = 0 | Cannot take any action other than to move/crawl immediate distance. (If Speed is 0, cannot move.) |
| Dead | 3 stat pools = 0 | Dead |

## SPECIAL DAMAGE

**Dazed**: +1 difficulty on all tasks
**Inability**: +1 difficulty step in tasks of that type
**Paralysis**: Unable to move, cannot take physical actions
**Stunned**: Lose turn, defend at +1 difficulty
**Weakness**: Increase spend on matching task's pool by Weakness

## COMBAT ACTIONS

**COVERING FIRE**: On successful covering fire attack roll, foe's next attack suffers disadvantage.

**DISTRACT**: Foe's attacks suffer disadvantage. (Multiple distractions do not stack.)

**DRAW THE ATTACK**: Intellect task (optional), on success NPC attacks you. (Prominent character suffers +1 difficulty on defense.)

**GUARDING**: Gain advantage on defense tasks. Can attempt reactive Speed task (-1 difficulty) to prevent characters from getting past or taking the action they're guarding against. (NPCs on guard force PCs to make Speed task (+1 difficulty) to attempt the action.)

**TAKE THE ATTACK**: Speed task (optional), on success attack automatically hits you for +1 damage.

**WAIT**: Select a trigger action and resolve your action when the trigger occurs.

## CIRCUMSTANCES

**HIGH AND LOW**: If both melee and ranged attack succeed on single opponent in same round, opponents suffers +1 difficulty for next task.

**THREE-ON-ONE**: If three characters attack a single foe in melee, they all gain +1 bonus on attack.

## TRADING DAMAGE FOR EFFECT
(add level of monster to damage reduction)

| Damage | Effect | Notes |
| --- | --- | --- |
| -1 | Hinder/Distract | -1 difficulty for 1 round |
| -2 | Strike specific body part | |
| -3 | Knock back | |
| -3 | Move past | Cancels guarding action |
| -3 | Strike held object | Use rules for attacking object |
| -4 | Knock down | |
| -7 | Disarm | Drop one item held or carried |
| -8 | Stun | Lose turn, defend at +1 difficulty |

## ATTACKING OBJECTS

Target Number = Health

Hard Objects (Stone): 1 Armor
Very Hard Objects (Metal): 2 Armor
Extremely Hard Objects (Diamond): 3 Armor

## WEARING ARMOR
(being practiced in armor negates these costs)

| Armor | Might cost per hour | Speed Pool reduction |
| --- | --- | --- |
| Light | 1 | 2 |
| Medium | 2 | 3 |
| Heavy | 3 | 5 |

## NPC vs. NPC

Roll for one of the NPCs
(usually whichever NPC is allied with the PCs)

## PC vs. PC

Both PCs roll, highest roll succeeds.
Advantages/Disadvantages: +/- 3 on die roll

## MULTIPLE ENEMIES / SWARM

4 creatures = 1 creature of highest level + 1 level
(minimum +2 damage bonus)

## BOSS PACKAGE

+10 health
+1 Armor
+3 points of damage
+1 level for attack/defense

## MISCELLANEOUS ACTIONS

**CHASE**: Speed task
*Long Chase*: Must succeed on number of Speed tasks equal to NPC's level. If PC has more failures than successes, they fail the chase.

**HELPING**: Take an action to help another character. If assisted character has less training, they gain the benefit of the helper's training/specialization. If assisted character has equal or more training, they gain +1 bonus.
*Complementary Action*: Two characters attempting different but complementary actions both gain +2 bonus.

**JUMPING**
*Long Jump*: Might task, diffculty # feet jumped - 4
- Running immediate distance = asset
- Running short distance = asset, difficulty ½ feet jumped - 4
*Vertical Jump*: Might task, difficulty # feet jumped
- Running immediate distance = asset

**MOVING HEAVY OBJECTS**
Might task, difficulty +1 per 50 pounds to move immediate distance. (If difficulty 0, they can move short distance as an action.)

**POISON**: Might defense, then special effect
*Examples*: Move on damage track, stat pool damage, repeated damage over time, special damage types, unconsciousness, disability, or strange effects (speaking in tongues, changes in skin color, etc.).

# MISCELLANEOUS RULES

## CRAFTING

Intellect task, difficulty = common item level
Intellect task, difficulty = numenera level + 5

**Materials**: Item requires materials equal to its level and all levels below it. (Level 3 item requires level 3 material, level 2 material, and level 1 material.)

**Training**: Can be used to reduce the time or materials required instead of the difficulty (at GM's discretion).

**Retry**: Requires fresh supply of highest-level material.

**Crafting Numenera**: Requires XP expenditure for non-common numenera items.

| Difficulty | Craft | General Time to Build |
|---|---|---|
| 0 | Something extremely simple, like tying a rope or finding an appropriately sized rock | A few minutes at most |
| 1 | Torch | 5 minutes |
| 2 | Spear, simple shelter, furniture | 1 hour |
| 3 | Bow, door | 1 day |
| 4 | Sword, chainmail vest | 1 to 2 days |
| 5 | Common numenera item (glowglobe, shaper key) | 1 week |
| 6 | Numenera item | 1 year |
| 7 | Numenera item | Many years |
| 8 | Numenera item | Many years |
| 9 | Numenera item | Many years |
| 10 | Numenera item | Many years |

## MISC. TASK DIFFICULTIES

**CLIMB (MIGHT)**

| | SURFACE |
|---|---|
| 2 | Surface with lots of handholds |
| 3 | Stone wall or similar surface (few handholds) |
| 4 | Crumbling or slippery surface |
| 5 | Smooth stone wall or similar surface |
| 6 | Metal wall or similar surface |
| 8 | Smooth, horizontal surface / climber upside down |
| 10 | Glass wall or similar surface |

**RIDING (SPEED)**

| | MANEUVER |
|---|---|
| 0 | Riding |
| 1 | Staying on in battle / difficult situation |
| 3 | Staying on when you take damage |
| 4 | Mounting a moving steed |
| 5 | Coaxing a mount to move / jump twice as fast / far |

**REMEMBER/ IDENTIFY/ UNDERSTAND (INTELLECT)**

| | KNOWLEDGE |
|---|---|
| 0 | Common knowledge |
| 1 | Simple knowledge |
| 3 | Something a scholar probably knows |
| 5 | Something even a scholar might not know |
| 7 | Knowledge very few people possess |
| 10 | Completely lost knowledge |

## OPTIONAL RULES

**ACTING IN MELEE**: Doing anything other than fighting provokes immediate extra attack unless character's only action is to move.

**MODIFYING SPECIAL ABILITES**
- **Increase Range**: 1 step per point spent.
- **Increase Duration**: 1 step (1 minute to 10 minutes to 1 hour) per point spent; maximum one increase.
- **Impossible task** (modifying to accomplish an effect that has nothing to do with its description or intent)
- **Formidable task** (modifying to do something similar to the description or intent, but changing its nature)
- **Difficult task** (modifying an ability to do something within the spirit and general idea of the ability)

**MODIFYING WEAPON RANGE**
- **Short Range to Long Range**: +2 difficulty
- **Long Range to 200 feet**: +2 difficulty
- **Long Range to 500 feet**: +4 difficulty
- **Long Range to 1000 feet**: +6 difficulty

**WEAPON DISTINCTIONS**
- **Crushing**: Ignore 1 point of Armor, -1 damage vs. unarmored foes.
- **Reaching**: -1 difficulty to attacks vs. opponents without reach. +1 difficulty in close quarters.
- **Slashing**: +1 damage vs. unarmored foes, -1 damage to armored foes.
- **Stabbing**: Extra +1 damage on rolls of 17+. On rolls of 5 or less, -1 damage.

## HOUSE RULES

**GRAPPLING**: Might task to start or end grapple. Physical actions are opportunity actions requiring Might task to attempt. +1 difficulty to defend in grapple.

**NPC ALLIES**
- Gain effort pool equal to level x 3 per day.
- Gain 1 recovery roll per day of 1d6 + level.
- +1 bonus to die roll per difference in level.

# NUMENERA

## NUMENERA

**SCAVENGING**: Intellect task, difficulty 3 or 4
- **Cypher**: 15 minutes to 1 hour, 1d6 cyphers
- **Artifact**: 10 minutes to 1 hour, 1 artifact

**IDENTIFYING NUMENERA**
- **Cypher**: Intellect task, difficulty 1 or 2,
  - o 15 minutes to 1 hour
- **Artifact**: Intellect task, difficulty = artifact level
  - o 15 minutes to 3 hours

**USING UNIDENTIFIED NUMENERA**
- **Cypher**: Intellect task, difficulty = cypher level
- **Artifact**: Intellect task, difficulty = artifact level + 2

**USING ARTIFACT**: Must make Intellect task, difficulty = to artifact level, first time using an identified artifact.

**ARTIFACT DEPLETION**: Make depletion check each time item is used. If you roll the artifact's depletion number(s), the item stops working.

**CYPHER DANGER**: Once per day, if a character is carrying more cyphers than their cypher limit, roll d100 + 10 per cypher the character is carrying over their limit. (Subtract 10 for non-volatile cyphers like pills or simple mundane items.)
- **Occultic Cyphers** count as 2 cyphers against limit.

## CYPHER DANGER

| | |
|---|---|
| 01–60 | Nothing happens. |
| 61–70 | There's an odd smell, tingling sensation, or aura around the cyphers. This is merely ominous and not inherently dangerous. If this result occurs on two consecutive days, use the 71–80 result instead. |
| 71–80 | One of the cyphers is destroyed/no longer functions/loses all potency. |
| 81–90 | The character feels a bit off. Subtract 1 from all die rolls for 28 hours. If this result occurs on two consecutive days, use the 96–100 result instead. |
| 91–95 | Two of the cyphers involved are destroyed/no longer function/lose all potency. |
| 96–100 | The character falls ill as a result of minor chemical or radiation interaction of the cyphers. The difficulty of all actions is increased by one step for 1d6 days. If this result occurs on two consecutive days, use the 111–120 result instead. |
| 101–110 | All of the cyphers involved are destroyed/no longer function/lose all potency. |
| 111–120 | The character is terribly ill as a result of minor chemical or radiation interaction of the cyphers. The difficulty of all actions is increased by two steps for 2d6 days. If this result occurs on two consecutive days, use the 141–199 result instead. |
| 121–130 | Two or more of the cyphers in proximity react chemically, either through small leakage, emissions, or direct contact. The cyphers are destroyed and a mass of acid is produced, burning the character for 6 points of damage. |
| 131–140 | The energy radiating from two or more of the cyphers reacts poorly. The cyphers are destroyed and an explosion occurs, burning the character for 10 points of damage and all within immediate range for 3 points of damage. |
| 141–199 | The character is permanently harmed. Reduce all stat Pool maximums by 5. All cyphers are destroyed. |
| 200 | A sentience arises in the cyphers. All cyphers are consumed, forming a device with powers related to the cyphers and a personality that is likely hostile to the PC. (The GM determines the powers and personality.) |
| 201+ | A tiny singularity is created that lasts for only a nanosecond, consuming the character and all equipment, including the cyphers. |

## ARTIFACT QUIRKS

| | |
|---|---|
| 01-06 | Activated by sound (user must hum, whistle, sing, or speak in a specific way) |
| 07-10 | Activated only in complete darkness |
| 11-14 | Activated only in direct sunlight |
| 15-17 | Activated only when user is in correct frame of mind |
| 18-20 | Activated only in a certain temperature |
| 21-23 | Activated by application or insertion of special substance (water, saliva, sand, plant matter, ice, blood, flesh, paper, synth, metal) |
| 24-27 | Creates a terrible smell |
| 28-32 | Creates annoying black smoke |
| 33-36 | Produces an oily residue |
| 37-39 | Makes a strange sound |
| 40-42 | Makes a very loud sound |
| 43-46 | Creates a bright flash |
| 47-48 | Produces a strange hologram along with the effect |
| 49-50 | Produces strange telepathic sendings along with the effect |
| 51-54 | Creates a small electric shock (no damage) |
| 55-56 | Creates a major electric shock (2 points of damage) |
| 57-60 | Gets annoyingly warm |
| 61-62 | Gets dangerously warm (2 points of damage) |
| 63-66 | Drains heat around it |
| 67-68 | Drastically drains heat around it (2 points of damage within immediate range) |
| 69-70 | Drains mental energy (2 points of Intellect damage) |
| 71-74 | Causes animals to flee from it |
| 75-77 | Attracts animals to it |
| 78-81 | Once it functions, cannot be used again for an hour while it recharges |
| 82-85 | Produces a rash or lesions on the user's flesh |
| 86-89 | Sickens user (all difficulties increased by 1 step for one minute) |
| 90-94 | Frequently breaks down (one time out of every 6 uses), requires one minute of repair time. |
| 95-99 | Creates any variety of strange effects due to a reality-warping nature (roll each time, taking only results that make sense) |
| 00 | Takes over user's mind for one round; user stands still and speaks gibberish |

# HAZARDS & COMBAT MODIFIERS

| ATTACK / DEFENSE MODIFIERS | ADVANTAGE | NOTES |
|---|---|---|
| Cover, partial | Target | |
| Cover, total | Target | Attack must be able to penetrate or avoid cover |
| Gravity, low | — | Increase weapon range by one category; -2 damage on heavy weapons |
| Gravity, high | Target | Reduce weapon range by one category |
| Gravity, zero | Target | Increase weapon range by one category |
| Hiding target | Target | Dense foliage, crawling through rubble |
| Higher ground | Character with higher ground | |
| Illumination, dim light | Target | Bright full moon; torch, glowglobe, desk lamp |
| Illumination, very dim light (immediate range) | Target | Starry night; candle or illuminated control panel |
| Illumination, very dim light (short range) | Target x 2 | Starry night; candle or illuminated control panel |
| Illumination, total darkness | Target x 4 | Requires supporting check or automatic miss without 1 XP or GM intrusion |
| Invisible target | Target x 4 | Requires supporting check or automatic miss without 1 XP or GM intrusion |
| Mist | Target | |
| Mist, dense (immediate range) | Target | |
| Mist, dense (short range) | Target x 4 | Requires supporting check or automatic miss without 1 XP or GM intrusion |
| Moving attacker (jostled or mounted) | Target | Attackers moving under their own power take no penalties |
| Moving target | Target | Target doing nothing except moving very fast |
| Prone target, melee attack | Attacker | |
| Prone target, ranged attack | Target | |
| Range, point blank | Attacker | Ranged attacks only |
| Range, extreme | Target | Ranged attacks only |
| Unaware target | Attacker | |
| Water, deep | Target | Up to your chest; aquatic creatures ignore this modifier |
| Water, underwater (slashing/bashing) | Target x 2 | Aquatic creatures ignore this modifier |
| Water, underwater (stabbing) | Target | Aquatic creatures ignore this modifier |
| Water, underwater (ranged) | Target | Reduce weapon range by one category; no thrown or projectile weapons |

| HAZARD | DAMAGE | NOTES |
|---|---|---|
| Acid, splash | 2 points per round (ambient damage) | |
| Acid, bath | 6 points per round (ambient damage) | Immersed in acid |
| Cold | 1 point per round (ambient damage) | Below freezing temperatures |
| Cold, severe | 3 points per round (ambient damage) | Liquid nitrogen |
| Collision | 6 points | Large, fast object strikes character |
| Crush | 3 points | Object or creature falls on character |
| Crush, huge | 6 points | Roof collapse; cave-in |
| Electric, shock | 1 point per round (ambient damage) | Often involves losing next action |
| Electric, electrocution | 6 points per round (ambient damage) | Often involves losing next action |
| Falling | 1 point per 10 feet (ambient damage) | |
| Fire, minor | 3 points per round (ambient damage) | Torch |
| Fire, major | 6 points per round (ambient damage) | Engulfed in flames; lava |