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 **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

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