




**MOVE TOWARD
PERFECTION**
+1 to the Edge
of your choice



**EXTRA
EFFORT**
+1 into Effort



SKILL TRAINING
Train in a skill or
Specialize in a
pre-existing skill

OTHER
Refer to the
Numenera corebook,
page 112

A circular icon with a blue border. Inside, the text "1D6+" is at the top and the number "6" is in the center. There are two small blue tabs on the left and right sides of the circle.



1 ACTION



10 MIN



1 HOUR



10 HOURS

IMPAIRED
+1 Effort per level
Ignore minor and major effect results on rolls
Combat roll of 17–20 deals only +1 damage

DEBILITATED
Can only move an immediate distance
Cannot move if Speed Pool is 0

10

EDGE

INTELLECT

T = trained, S = specialized, I = inability

Might Defence	✓	3	1
Speed Defence	✓		
Intellect Defence (take 1 extra damage if you fail)	✓		
Intimidation	✓		
Stonecraft	✓		
Heid Eschatology (specialized in Rumschatology)	✓		
Perception			✓
Munitions	✓		
Heavy Bashing Weapons	✓		

ATTACKS

	MOD	DAMAGE
Hammer of the Lost Riders (trained) - L7. +1 cold damage. See below.	-1 step	7
Eschatologist's hammer - +1 cold damage on 17-20. See below		4
Grenades - Short range. Explode for immediate burst.		4
Blunderbuss - Short range. Action to reload.	- 1 step	6

ARMOR DETAILS

Runescribed Armour

ARMOR

+2

SPECIAL ABILITIES

XP THP - On a hit, you can spend 1XP to gain +6 MGT. These additional might points cannot be spent on effort or abilities, and vanish after 10 minutes. Enabler.

Fury (3 MGT) - For the next minute all your melee attack deal +2 damage. Action to initiate.

Goad (2 MGT) - After you successfully attack a creature the difficulty of its attacks against anyone else increase by one step until the end of the next round. Enabler.

Reaction. If a creature you attacked on your last turn with a melee attack uses its action to move out of immediate range, you gain an action to attack the creature as a parting blow. Enabler.

Mighty Blow (2 MGT) - Attack two targets, with separate attack rolls. Action.

Surging Confidence (1 MGT) - When you use an action to make a recovery roll, you immediately gain another action. Enabler.

Avalanche (2 MGT) - When you gain a minor or major effect (on a 19 or 20), you deal the extra damage and you knock the creature down. Enabler.

Experienced with Armor - Subtract 2 from the SPD penalty for wearing armour.

Hidden Reserves - After an action recovery roll, gain + 1 MGT & SPD edge for 10 mins. Enabler.

Ignore the Pain - You ignore the impaired condition and treat debilitated as impaired.

Rapid Recovery - Your ten-minute recovery roll takes one action.

Push on Through (2 MGT) - you ignore the effects of terrain for one hour

Ice Armour (1 INT) - When you wish it you gain +1 to armour, and resist 2 cold damage. Enabler.

Frost Touch (1 INT) - For 10 mins touch deals 3 cold dmg, or a weapon +1 dmg. Action/enabler.

***Out of shape.** Rumdoom is currently a little soft around the edges. This imposes a -1 penalty to Speed Edge, and a -2 to speed pool. He just needs to see some action and lay of the pastries.

CYPHERS

LIMIT

Hammer of the Lost Riders - L7. +1 cold damage. When you score a major effect, you set off Icy End of the World centered on the target. The area also becomes a blizzard of poor visibility (+2 steps immediate range, invisible beyond). Depletion 1 in 100.

Eschatologist's hammer - +1 cold damage on 17-20. Resist 3 fire. As an action you can extinguish all non-magical fires within short range. A gift from Kvarti Gorbartiy. Depletion 1 in 100.

Dwarf: +2 might; trained in might defence, stonecunning, and crafting (munitons); +1 damage if you fail an intellect defence roll (due to pride). Low-light vision.

Zealous: Intellect Defence, Intimidation, Trained in cause-related skill (Rumschatology), Inability in perception due to narrow focus.

Good Ending? (2 INT) - Once per day, if an ally within short range is reduced to 0 pool points (ie. dead) but they have not had a 'good ending', you can use this power to cause them to stabilize. They remain unconscious and on 0 pool points but are nonetheless alive for the next minute, unless they take additional damage. This power uses your next action.

Icy End of the World (2 INT) - You can only activate this power if you are impaired. All in immediate range (including you) suffer 3 cold damage per round (ignores armor). No one can be healed or regain hit points or THP. Creatures gain phasing through man-made objects. Ends if you leave the area, or become unconscious. Action to initiate.

EQUIPMENT

SHINS

ARTIFACTS

Runescribed Dwarven Armour - +1 to recovery rolls. Covered in runes you seek to unlock.

Distinguished Bowler Hat - If you are dazed or stunned, the hat is knocked off instead.

Kraken Tattoo - When you first become impaired you may make a melee attack.

Griento Tribal Shield - +1 Armour against ranged weapons

Gloves of Lasting Frost - A gift from Governor Stanfield. If you strike a target that has suffered cold damage in the last round, you gain an asset on the attack.

ODDITIES

Carriage Figurine - Becomes an automated horseless carriage on command. 20mph over even terrain only. Six seats inside, two on the roof (plus luggage space). Will swerve to avoid obstacles, otherwise needs to be 'steered' or controlled by owner.