

Numenera Master Character Option List

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NUMENERA MASTER CHARACTER OPTION LIST

TYPE

Player's Guide

Glaive (Warrior, fighter, soldier)

Nano (Mage, wizard, sorcerer)

Jack (jack of all trades, adventurer)

Character Options 2

Glint (talker, diplomat, charmer)

Seeker (ranger, scout)

GENERAL DESCRIPTORS

Player's Guide

Charming - Clever - Graceful - Intelligent - Learned - Mystical/Mechanical - Rugged - Stealthy - Strong - Strong Willed - Swift - Tough

Character Options 1

Clumsy - Craven (Coward) - Cruel - Dishonorable - Doomed - Driven - Empathic - Exiled - Foolish - Guarded - Hardy - Hideous - Honorable - Impulsive - Inquisitive - Mad (Insane) - Naive - Noble - Perceptive - Resilient - Tongue Tied - Vengeful - Wealthy - Weird

Character Options 2

Abrasive - Aggressive - Altruistic - Amusing - Deliberate - Devout - Efficient - Extraterrestrial (from another planet) - Fabulous - Gregarious - Insolent - Intimidating - Lonely - Manipulative - Marine - Meek - Mercurial - Obsessive - Polyglot - Rebellious - Resourceful - Subterranean - Ultraterrestrial (from another dimension) - Vigilant (different from Rusthaven)

Navel Encounters

Vesselborn - Hybrid - Weathered

Celestial Wisdom

Blessed - Celestial - Ghostly - Handy - Inquisitive - Zealous

Ninth World Assassins

Blind - Brave - Cautious - Daring - Devoted - Drunk - Notorious - Opportunistic - Outlaw

Echoes of the Prior Worlds

Grizzled - Intrepid

The Skyscape

Erudite - Impervious (to poisons) - Voracious

Rusthaven

Nihilistic - Rustborn (children of Iron Wind survivors) - Reckless - Shunned - Frightening - Pure - Ridden - Bitter - Grumpy - Reborn - IronTouched/Rustwalker (similar to mutations) - Iron Willed - Vigilant (different from CO2)

Wits Alone

__ Criminal Descriptors - Dastardly - Dashing - Greedy - Seedy

__ Lawkeeper Descriptors - Hard Boiled - Sharp Eyed

Whisper Campaigns

Courtly Descriptors - Deceptive - Esteemed - Informed - Seductive

RACIAL DESCRIPTORS

Corebook

Visitant (complete customization - work out with GM)

Varjellen (alter stat Pools once per day)

Lattimor (symbiosis, alter between brains and brawn)

Character Options 1

Diruk (living rocks, strong but slow)

Golthiar (tree people, good with nature)

Mlox (cybrogas in hiding, alter between charming and stealthy)

Nalurus (to see its face is death)

Mutants (wide variety of randomized benefits and drawbacks)

Character Options 2

Artificially Intelligent (sentient machine)

Calramite (dextrous, intelligent visitants)

Echryni (amphibious waterbenders)

Naiadept (NOPE)

Ormyrl (smart, crowd blending, extra dimensional)

Proxima (look human, healthy, long-living, off putting)

Skeane (smart, swimming, non combat, penguins)

LOCATION DESCRIPTORS

Character Options 1

The Steadfast

Naven (economical mindset)

Ghanic (seafaring, good with ships and swimming)

Draolic (gloryhound)

Thaemic (long-term minded, focused on potential)

Malvic (justice and mercy)

Iscobean (obsessed with dreams)

Pytharon (underdog mindset)

Milavian (wants independence, neither leads nor follows)

Ancuani (savage, barbarian mindset)

The Beyond

Ephrem (prefers high places - trees, buildings)

Bazian (austere, comfortable with machines and automatons)

Icebound (survives in the cold easily)

Wasteland (solitary survivalist)

Character Options 2

Coraoan (scholarly, good with numenera)

Desert dwelling (survivalist, survives in heat easily)

Elychnious (quiet, scholarly, solitary)

Gaian (independant, connected to nature)

Rayskelan (coast living, hates inland travel)

Vralkan (violent, no mercy, blood knight mindset)

FOCI

Player's Guide

Bears a Halo of Fire - Carries a Quiver - Commands Mental Powers - Controls Beasts - Controls Gravity - Crafts Illusions - Crafts Unique Objects - Employs Magnetism - Entertains - Exists Partially Out of Phase - Explores Dark Places - Fights with Panache - Focuses on Mind Over Matter - Fuses Flesh and Steel - Howls at the Moon - Hunts with Great Skill - Leads - Lives in the Wilderness - Masters Defense - Masters Weaponry - Murders - Rages - Rides the Lightning - Talks to Machines - Wears a Sheen of Ice - Wields Power with Precision - Wields Two Weapons at Once - Works Miracles - Works the Back Alleys

Character Options 1

Battles Automatons - Consorts with the Dead - Constantly Evolves - Defends the Weak - Exists in Two Places at Once - Explores Deep Places - Fights Dirty - Focuses Two Personalities - Fuses Mind and Machine - Hunts Abhumans - Hunts Mutants - Masters Insects - Metes Out Justice - Moves Like a Cat - Needs No Weapon - Never Says Die - Performs Feats of Strength - Possesses a Shard of the Sun - Reforges Completely - Sees Beyond - Separates Mind from Body - Siphons Power - Stands Like a Bastion - Throws with Deadly Accuracy - Travels Through Time

Character Options 2

Abides in Crystal - Absorbs Energy - Abuses Alchemy - Becomes Energy - Charges Right In - Conceals the Truth - Delved too Deeply - Devotes Everything to the Cause - Fell from Another World - Figures Things Out - Forges a Bond - Gazes into the Abyss - Likes to Break Things - Lives on the Road - Makes Something out of Nothing - Manipulates Force - Plays Tricks - Provides Support - Shapes Liquid - Speaks to the Datasphere - Stares Down Adversity - Steps into the Outside - Ventures into the Night - Wields a Whip - Wonders

Celestial Wisdom

Channels a Deity - Enchants Devices - Knows Too Much - Resurrects Dead Gods

Navel Encounters

Follows the Stars - Lives Underwater - Trades

Ninth World Assassins

Conducts Covert Affairs - Crafts Powerful Poisons - Dances in Shadow - Studies Anatomy - Steals Faces

Echoes of the Prior Worlds

Catalogues the Past - Maps the World - Scales the Impossible

The Skyscape

Deciphers Signs and Symbols - Removes Barriers - Repairs Ancient Devices

Rusthaven

Embraces Chaos - Taints - Forever Changes - Wakes from Death - Chases the Wind - Commands Flesh

Wits Alone

CRIMINAL OPTIONS

General Criminal Foci

Foci - Covets Secrets - Gets Things Done - Has a Plan - Leaps from Rooftops - Whispers to Locks

Aberrant Gangs - similar to RWBY's White Fang, Magneto's Mutants

Focus - Mutates

The Black Chain Syndicate - seeks slavers for Uxphon's slaves & gladiators

— Focus - Plays to the Crowd

The Drake Syndicate - seafaring submarine pirates & smugglers

Focus - Smuggles

The Ductrono Syndicate - fallen nobles, massive organized crime syndicate

Focus - Cultivates power

The Midnight Market Syndicate - black market organizers and protectors

Focus - Knows the Midnight Market

The Shaper Syndicate - black market biomodification

Focus - Harvests Organs

__ LAWKEEPER OPTIONS

General Lawkeeper Foci

Foci - Never Rests - Patrols the Streets

The Council Investigators - city of Qi's criminal investigation force

Focus - Deciphers Clues

Charmonde Secret Police - secretly maintains the power of Charmonde's Queen

Focus - Acts with Impunity

The Skiptracers Guild - money loaners and enforcers for the Pytharon Empire

Focus - Hunts for Bounties

Whisper Campaigns

NOBLE HOUSES

House Apoksis - relearns lost technology, made of artificers

Descriptors - N/A

Focus - Serves a Hidden Master

House Athana - shared bloodline that plays the long game

Descriptors - Immortal - Youthful

Foci - N/A

House Ethis - provides desires of all kinds and legalities

Descriptors - Addicted - Serpentine

Foci - N/A

House Filodoxis - cunning, ambition, power

Descriptors - Symbiotic

Foci - N/A

House Iiama - trade and commerce

Descriptors - N/A

Foci - Sees Through Metal Eyes

House Laythra - information brokers and traders

Descriptors - N/A

Foci - Bends Time and Space

House Moirana - "we rule because we are better", bred from best physical stock

Descriptors - N/A

Foci - Hones Body and Mind

House Narrkonis - literally grow technological numenera from their skin

Descriptors - N/A

Foci - Employs a Cutaneous Interface

House Terrasis - powerful, giant, strong barbarians

Descriptors - Giant - Monstrous

__ Foci - N/A

House Thanosa - celebrates pleasure, rejects the ideas of "want" or "need"

Descriptors - N/A

Foci - Transmutes Matter

House Velthos - retired adventurers, huge knowledge and numenera stockpile

Descriptors - Carries Untold Treasure

Foci - N/A

KNIGHTHOOD ORDERS

The Enlightened Order of Iadace - protects pilgrims on the Wandering Walk

Descriptors - N/A

__ __ Foci - Guides the Lost

The Knights of the Labrynith - spellswords/battlemages

Descriptors - N/A

__ __ Foci - Wanders the Inner Labrynith

Knights of the Pelagic Deep - ride seahorses, protect merchant and military ships

Descriptors - Amphibious

__ __ Foci - N/A

The Mukaut - Varjellen only, promote the interests of Varjellen in the Ninth World

Descriptors - N/A

__ __ Foci - Turns the Tables

The Order of the Redeemed - only riders of horses in the Ninth World

Descriptors - N/A

__ __ Foci - Rides a Noble Steed

The Treasure Legion - sellswords, usually mutated by carrying too many cyphers

Descriptors - N/A

__ __ Foci - Wields Dangerous Cyphers

Valient Order of the Gifting Water - loyally serves House Moirana

Descriptors - N/A

__ __ Foci - Channels the Wisdom of the Philosophers