

# NUMENÉRA



NAME \_\_\_\_\_

IS A \_\_\_\_\_

*descriptor*

*type*

WHO \_\_\_\_\_

*focus*

IMAGE

## CHARACTER PORTFOLIO



**NAME** \_\_\_\_\_

**IS A** \_\_\_\_\_ descriptor \_\_\_\_\_ type \_\_\_\_\_

**WHO** \_\_\_\_\_ focus \_\_\_\_\_

**INCREASE CAPABILITIES**  
+4 points into stat Pools

**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

**TIER** \_\_\_\_\_ **EFFORT** \_\_\_\_\_ **XP** \_\_\_\_\_

### RECOVERY ROLLS



1D6+



1 ACTION



10 MIN



1 HOUR



10 HOURS

### DAMAGE TRACK



#### IMPAIRED

+1 Effort per level

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



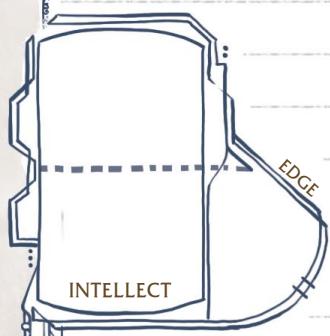
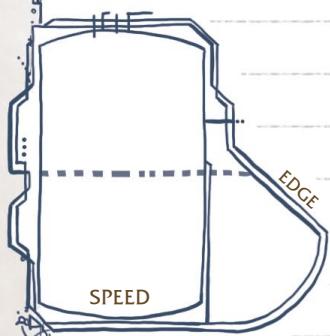
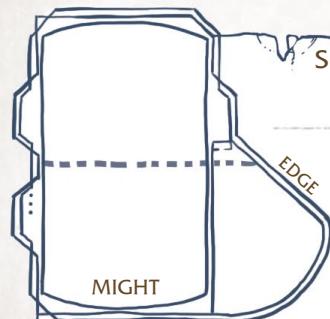
#### DEBILITATED

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

T = trained, S = specialized, I = inability

T	S	I

### SKILLS



## ATTACKS

MOD

DAMAGE

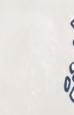
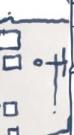
## SPECIAL ABILITIES

### ARMOR DETAILS

ARMOR

CYPHERS

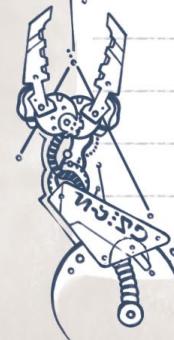
LIMIT



2020  
DRAFT



# CYPHERS



## EQUIPMENT

## SHINS

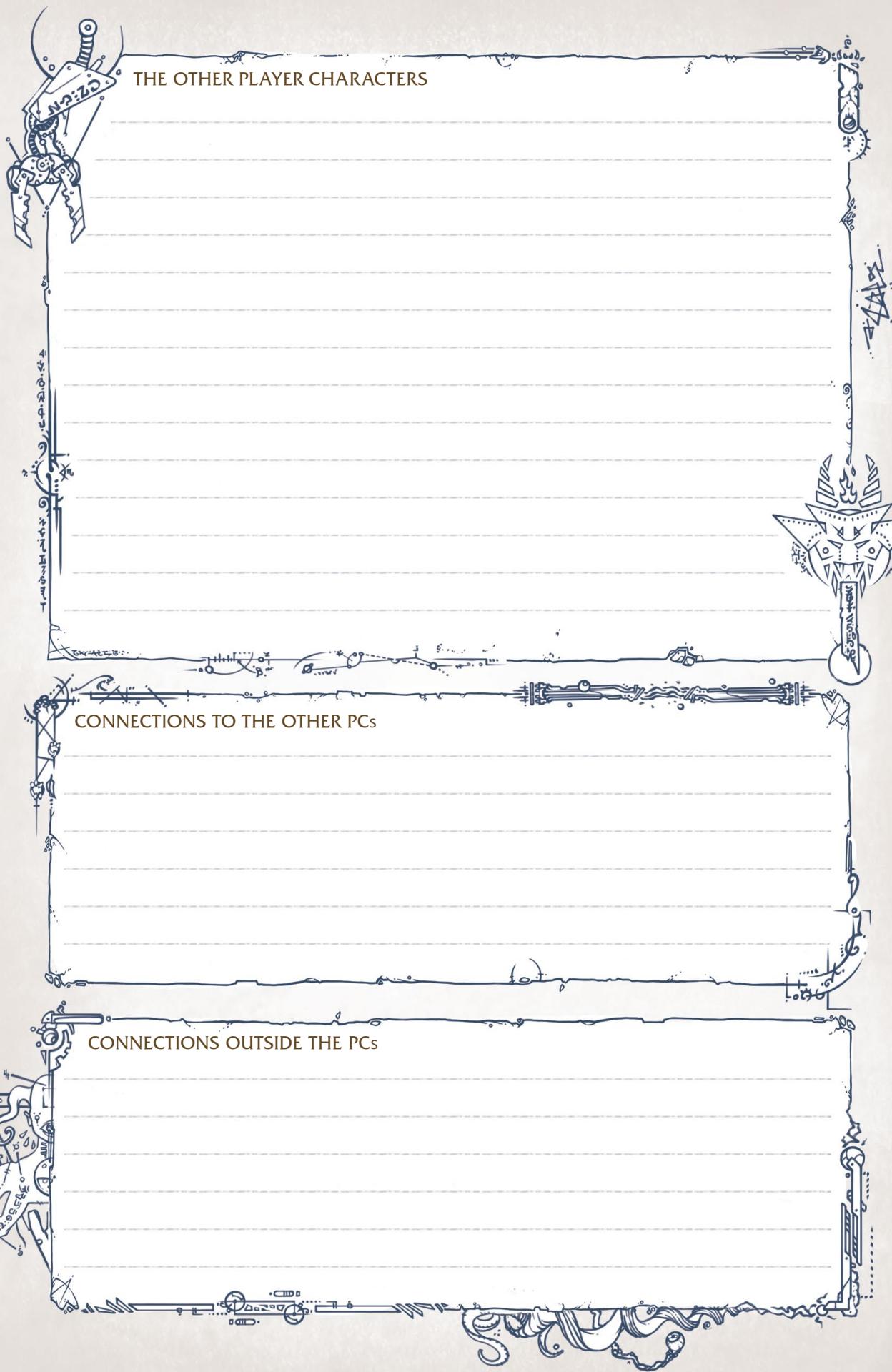


## ARTIFACTS

## ODDITIES



BACKGROUND



## THE OTHER PLAYER CHARACTERS

CONNECTIONS TO THE OTHER PCs

CONNECTIONS OUTSIDE THE PCs

APPEARANCE

MANNERISMS

FAVORITE OR DISTINCTIVE PHRASES OR QUOTES

THE THING THAT MAKES THIS CHARACTER UNIQUE

## IMPORTANT NPCs





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PLACES, CREATURES, AND OBJECTS OF IMPORTANCE

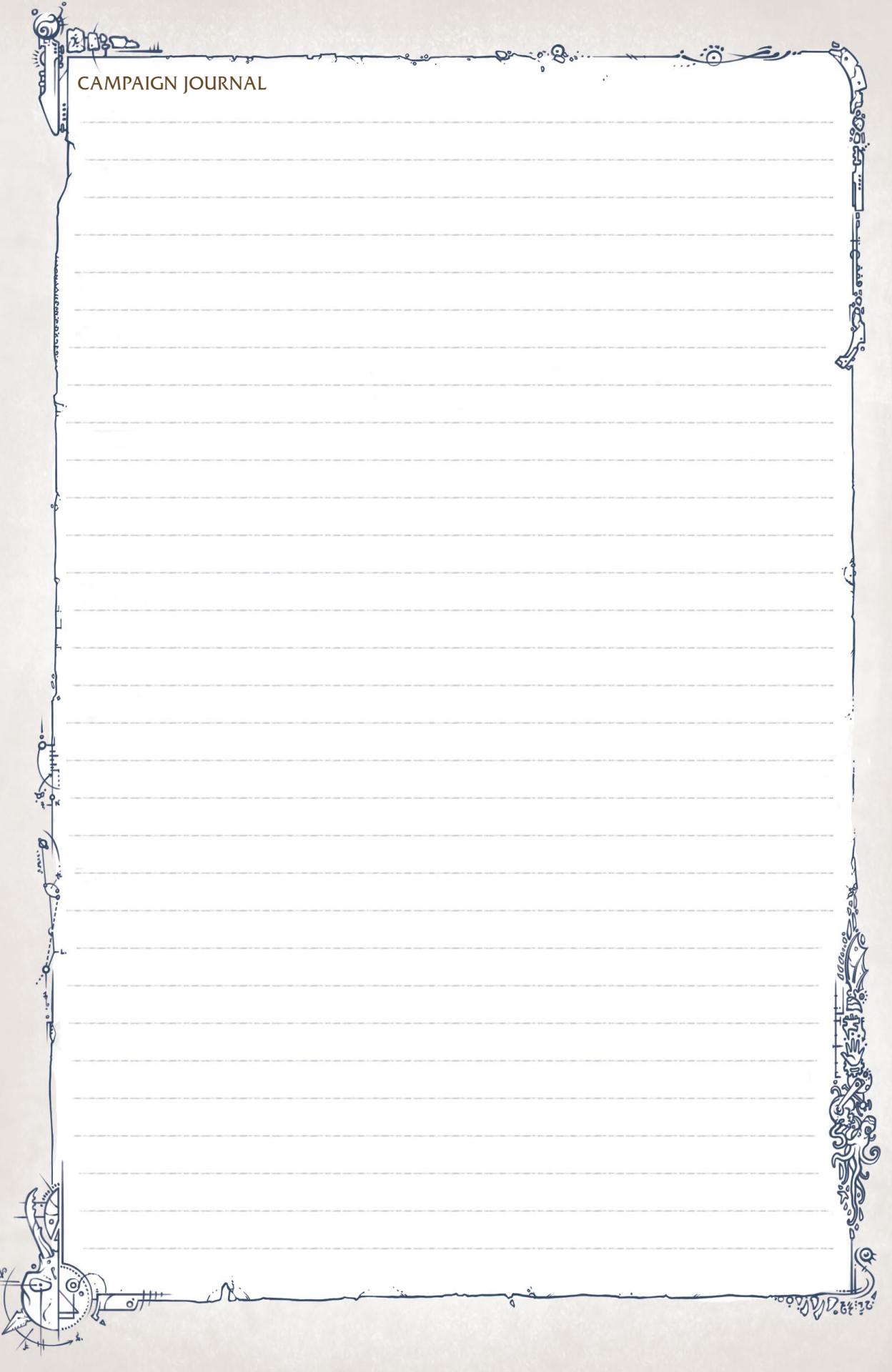




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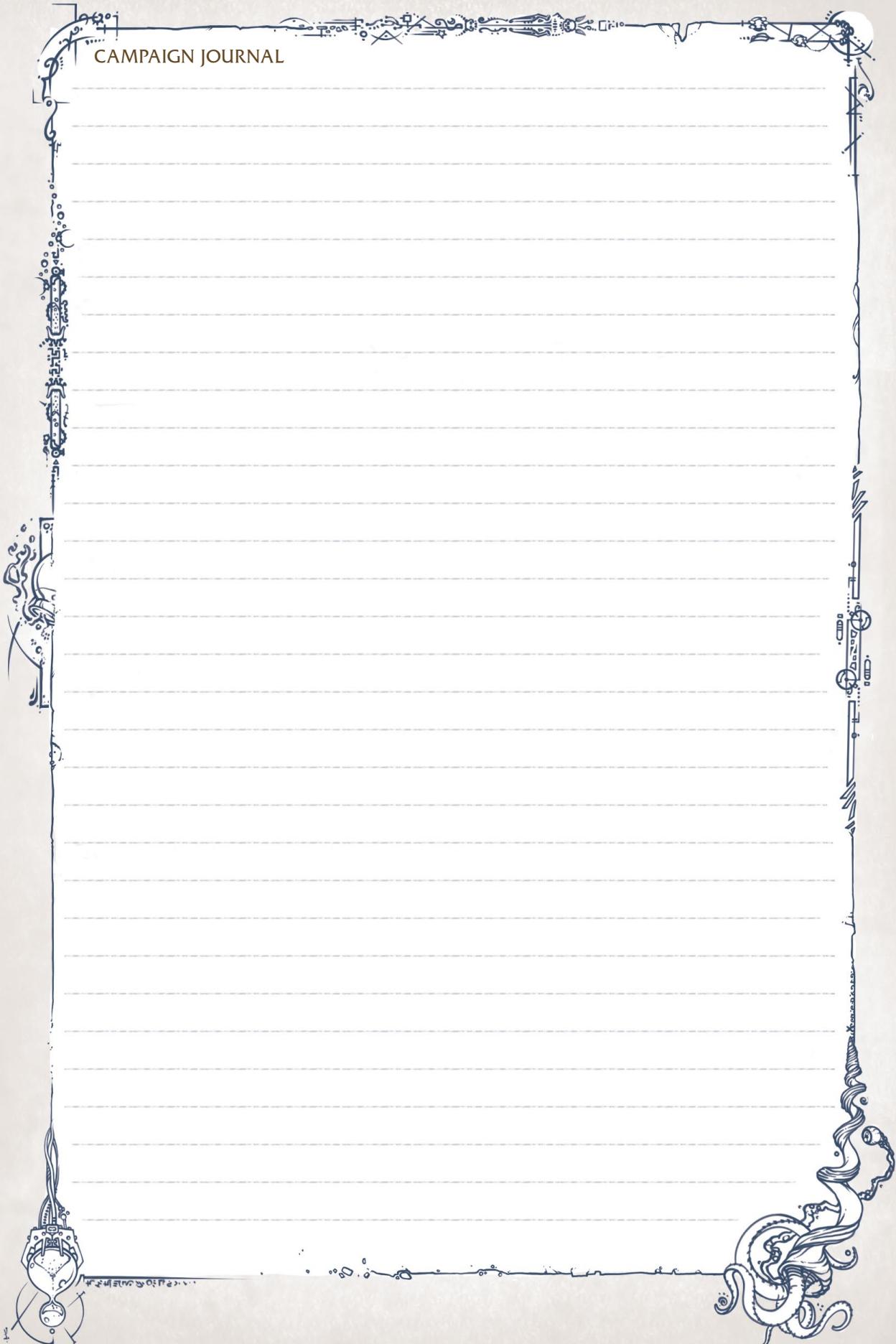


## CAMPAIGN JOURNAL



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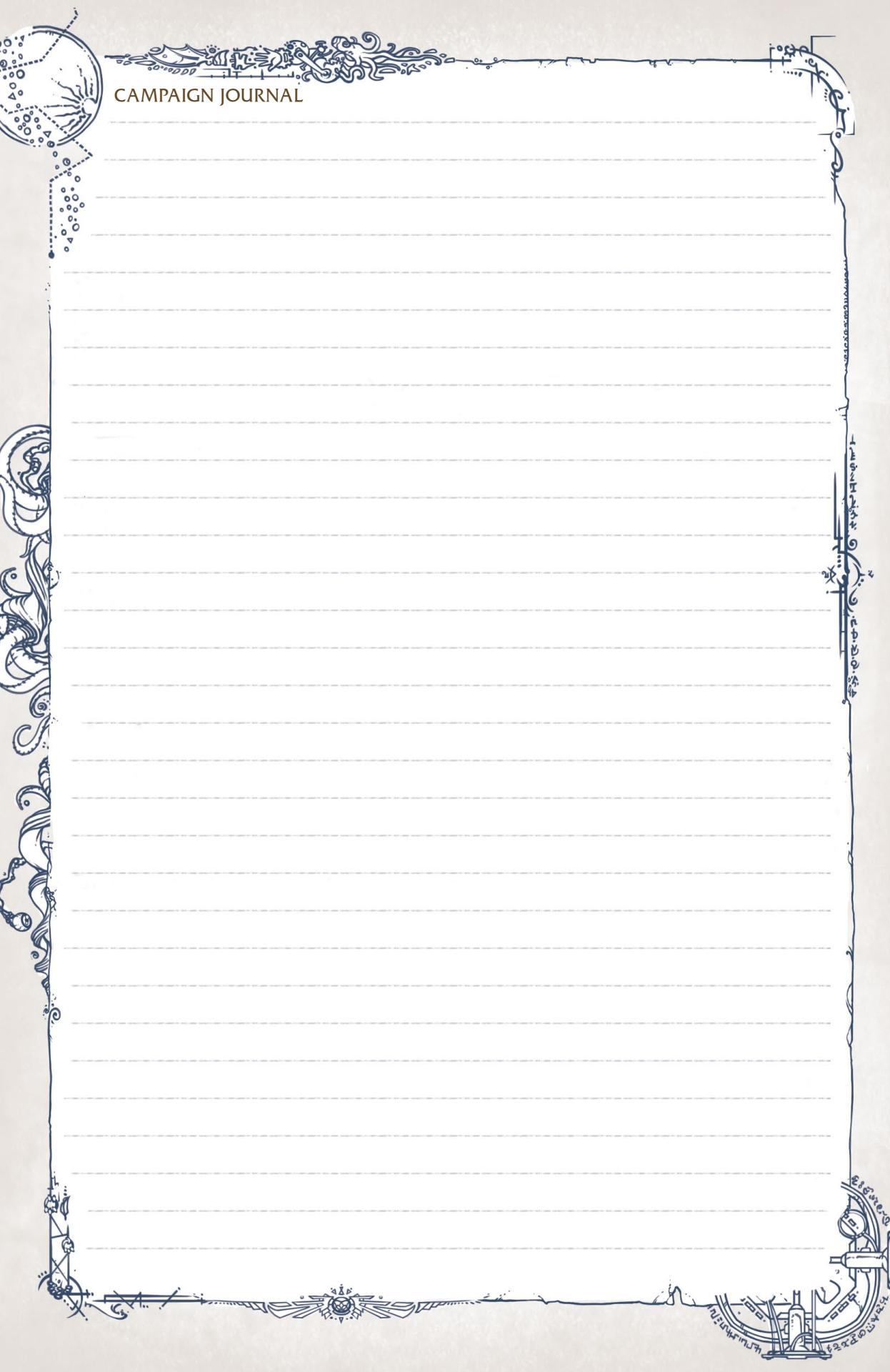
CAMPAIGN JOURNAL





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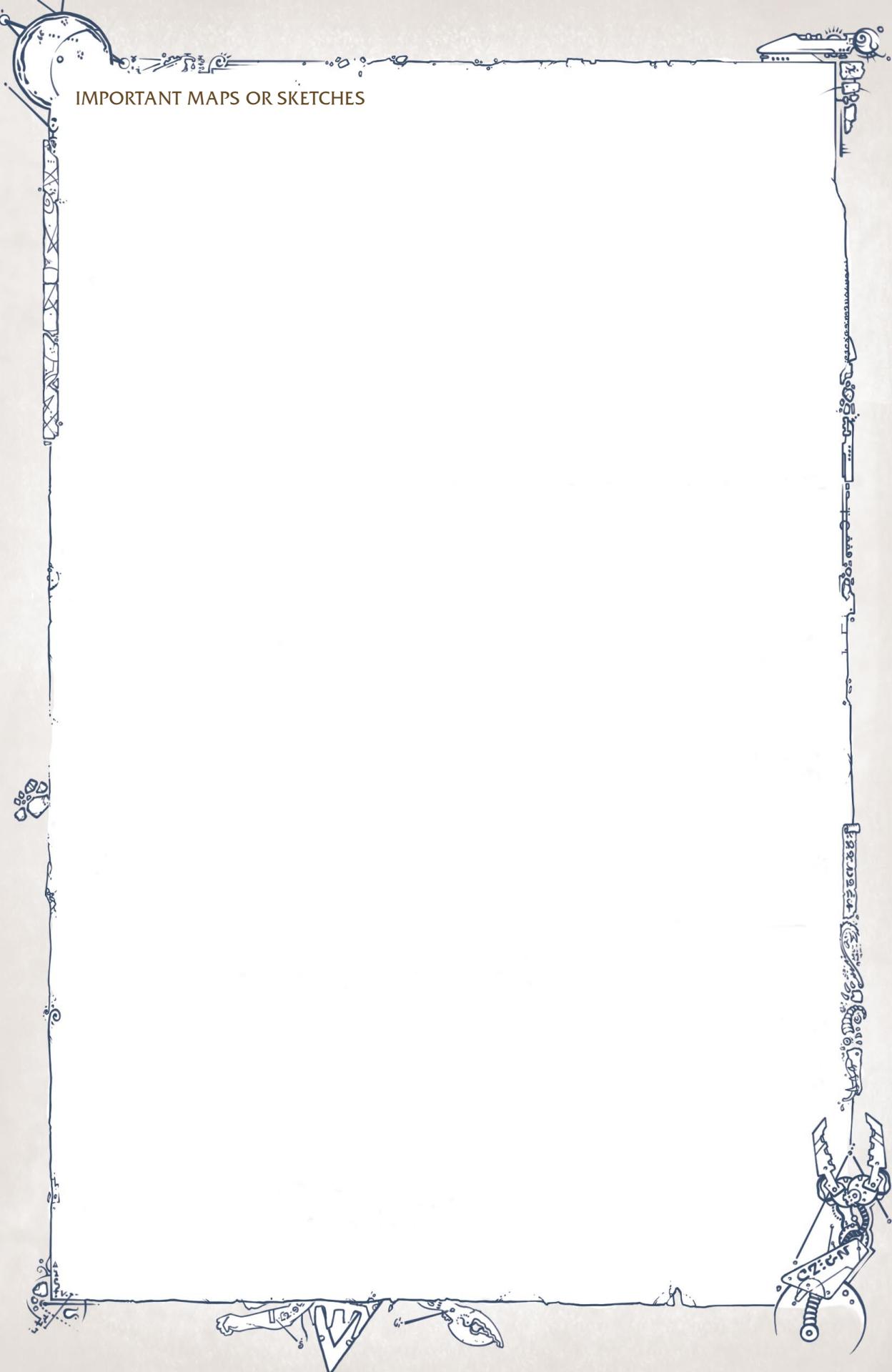


IMPORTANT MAPS OR SKETCHES



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## ACCOMPLISHMENTS