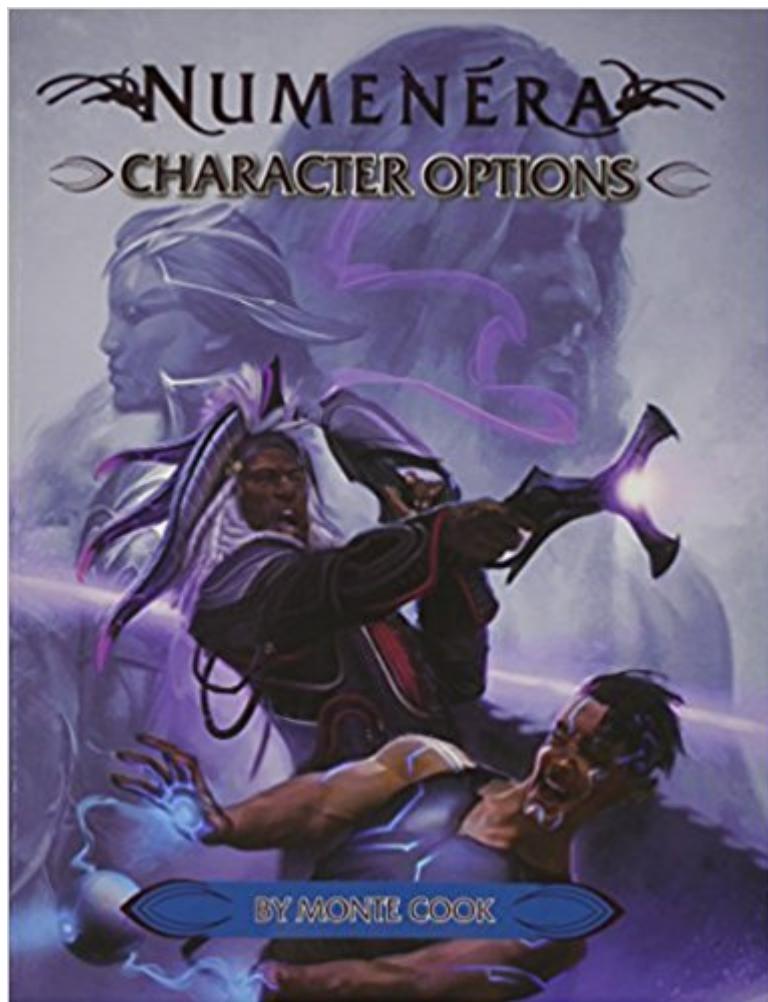


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# Numenera Character Options



## **Synopsis**

Numenera is a science fantasy roleplaying game set in the far distant future. Humanity lives amid the remnants of eight great civilizations that have risen and fallen on Earth. These are the people of the Ninth World. This new world is filled with remnants of all the former worlds: bits of nanotechnology, the dataweb threaded among still-orbiting satellites, bio-engineered creatures, and myriad strange and wondrous devices. These remnants have become known as the numenera. Player characters explore this world of mystery and danger to find these leftover artifacts of the past, not to dwell upon the old ways, but to help forge their new destinies, utilizing the so-called 'magic' of the past to create a promising future. Numenera: Character Options is a supplement for Numenera and provides new options for Numenera characters. In addition to new descriptors and foci, Numenera: Character Options offers new mutations, new non-human races, new esoterics, new fighting moves, and new tricks of the trade. It also introduces new kinds of descriptors, expanding the concept to include character origins and negative traits, along with new rules for customizing characters, switching descriptors and foci, and more!

## **Book Information**

Paperback: 96 pages

Publisher: Monte Cook Games (June 4, 2014)

Language: English

ISBN-10: 1939979145

ISBN-13: 978-1939979148

Product Dimensions: 8.2 x 0.2 x 10.8 inches

Shipping Weight: 12.8 ounces (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars 11 customer reviews

Best Sellers Rank: #113,293 in Books (See Top 100 in Books) #3 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games #11780 in Books > Teens

## **Customer Reviews**

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past, not to dwell upon the old ways, but to help forge their new destinies, utilizing the so-called 'magic' of the past to create a promising future. *Numenera: Character Options* is a supplement for *Numenera* and provides new options for *Numenera* characters. In addition to new descriptors and foci, *Numenera: Character Options* offers new mutations, new non-human races, new esoterics, new fighting moves, and new tricks of the trade. It also introduces new kinds of descriptors, expanding the concept to include character origins and negative traits, along with new rules for customizing characters, switching descriptors and foci, and more!

This book is more or less a requirement for those who want to play *Numenera*. It extends the options available for Jacks and Glaives dramatically -- so that a Jack isn't just a cut-rate Nano crossed with a poor Glaive, but instead a character with its own feel (in this case, a rogue-like adventurer), and a Glaive can be played as more than just a source of slowly increasing damage numbers. The new Foci include some very interesting options to help bind characters to the setting. All in all, if you want to seriously play *Numenera*, you need this book.

Love the options for players. It continues Monte Cook's awesome job with the core book. The only problem is, with so many options, what to choose!

Excellent expansion on the character generation rules in the core book. If you plan to run *Numenera*, this one may be a must-buy.

Greatly expands the way you can create characters, and also helps flesh out the world setting with descriptors tied to different regions/kingdoms in the ninth world.

A must have for any *Numenera* player or GM. Once again Monte Cook Games scores big.

Players use so much stuff out of here

Great book

adds more character creation from the core book

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