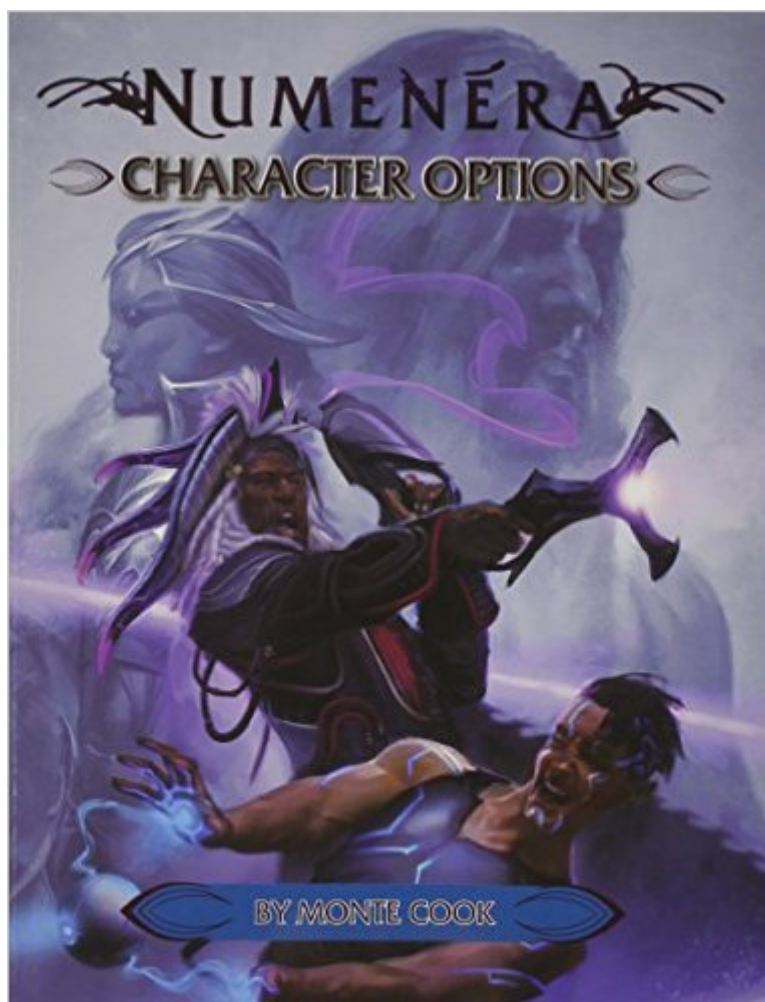


The book was found

# Numenera Character Options



## Synopsis

Every player wants to play exactly the character they envision. And Numenera Character Options is here to help make that possible! This book is brimming with new material and new choices to help make Numenera character creation even more fun, more interesting, and more weird. Numenera Character Options includes:

- More than 40 new abilities for each character type. New fighting moves for glaives, esoterics for nanos, and tricks of the trade for jacks.
- More than 40 new descriptors, including location-based descriptors to tie your character to the setting of the Ninth World, and even "negative" descriptors like Craven, Cruel, and Doomed.
- Dozens of new foci, such as Battles Automatons, Masters Insects, Moves Like a Cat, Never Says Die, and Travels Through Time.
- New mutations for mutant characters.
- Four new racial descriptors (including a new visitant type) for players who really want to play something weird.
- New options for advancement beyond the sixth tier.
- Much more!

## Book Information

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## Customer Reviews

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.

Monte Cook Games is a company that listens to their fans. This book is a direct response to what

people were asking for, and it is amazing. The book, while only 64 pages, adds immense breadth to the game. Everything that goes into character creation has been expanded, and expanded well. This book is a must have as the players imaginations can now soar with who and what their character can be. My players absolutely love this book, and almost exclusively picked from it in the new second campaign we started. So do not dawdle, you will be impressed with this book and all it has to offer with its 37 new descriptors, 4 new races, and 25 more foci. Finally I would like to address the negative review that had something about "The Moon". I am very happy to say that my experience with Monte Cook Games has only been positive. If the negative review concerns you, I invite you to contact Monte Cook Games on Facebook or [montecookgames.com](http://montecookgames.com) and allay your apprehension with them. I assure you that the response will be prompt, courteous, and informative. Thank you and enjoy playing Numenera!

This is a good supplement but it's not necessary because the Core Book gives you plenty of Foci and Descriptors to provide hours and hours of character possibilities. Where this book weighs in, though, is that it provides even more Foci & Descriptors, including ones that are tied in to specific homelands or specific visitant races, and some that are essentially negatives (Doomed, Craven, Clumsy...all for example). There are also some additional visitant races, though I wasn't just bowled over by any of them. Still, I'm sure a clever PC or GM can do something with them. Get this if you really are interested in expanding upon the ground covered in the Core Book. It's certainly not a waste of time, money or investment; it's just that might add even more Weird to your already weird game.

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.

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

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