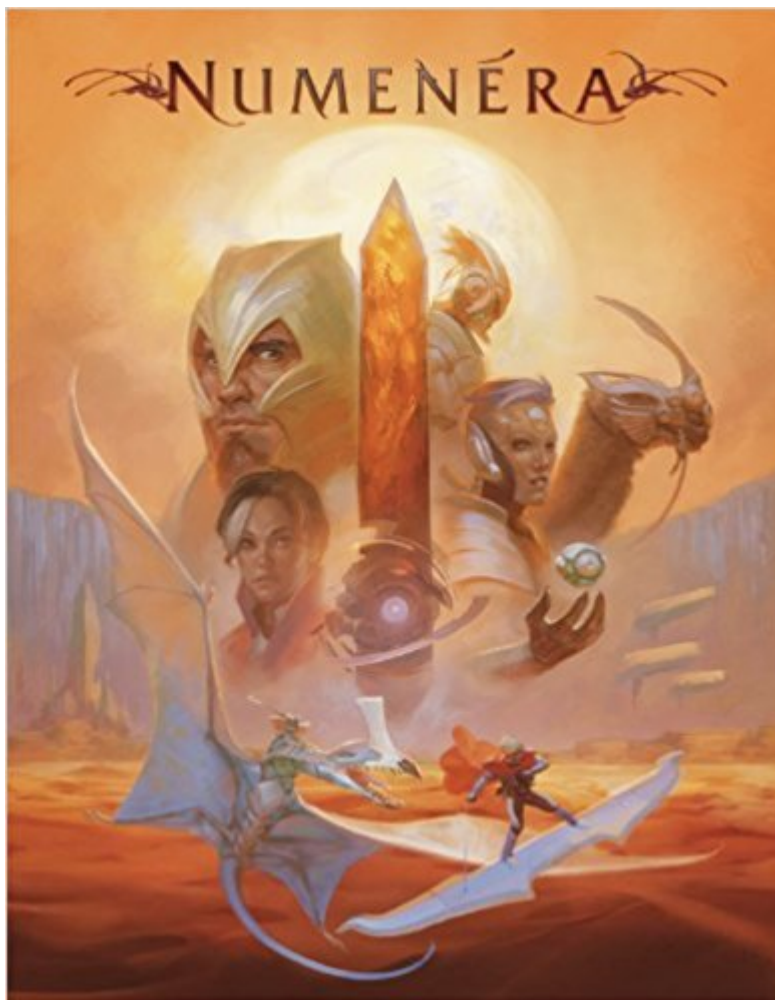The book was found

Numenera Corebook

Synopsis

MCG001 Numenera Core Book RPG Monte Cook Games 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.

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Customer Reviews

MCG001 Numenera Core Book RPG Monte Cook Games 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.

In my seemingly endless quest to procure new and interesting roleplaying games to throw at my weekly tabletop group, Numenera has proven to be something very different than anything else we

play. A unique science fantasy world set one billion years in our planet's future, the game centers on exploration and discovering artifacts from bygone eras and civilizations to implement in everyday life in this harsh and strange new earth. Mechanically speaking the game is straightforward, although there is a bit of a learning curve for character generation and advancement. Additionally the world of Numenera is a bit hard to get into without context, so game masters and players need to take a bit of time becoming familiar with certain elements of lore. Despite having some hiccups in my personal current game using this system, its overall been really fun. The Cypher system rules really are fantastic, and i can easily see why Monte Cook games uses it for their other game lines. Set a difficulty, assess whether you have assets and skills to make it easier, roll the dice, and see what happens. This game is less about combat and more about adventure and roleplaying. Highly recommend!

I purchased this game pretty much on a whim. I was wanting to purchase Shadowrun 5th Edition but, with its release delayed, I really wanted my new book fix to be satisfied. And Numenera seemed to be the game people were talking about, so with a couple of clicks this was winging its way towards me.And I am not disappointed. Numenera is a large book with color illustrations. Monte Cook has also used the spaces in the margins to include page references to game terms mentioned in the text.The character creation system is very flexible, using an adjective/noun/verb starting point with the only limitation being that the adjectives, nouns and verbs come from a given list (given that each has a list of abilities, powers and/or advantages this is not surprising). So you can create a sneaky fighter with lightning powers (in gamespeak "a Stealthy Glaive who Rides The Lightning").The book also includes massive amounts of information on the setting of the game - the Ninth World (the earth one billion years into the future), and along with my copy a fold-out map was also included (the same map can be found on the inside cover and parts of the map is also distributed throughout the book). The setting itself makes me think of the movie John Carter in that the world is alien yet contains the odd recognizable thing.And ultimately, despite the science fiction flavor of the setting, Numenera has a definite fantasy vibe with Monte Cook taking Arthur C. Clarke's quote "Any sufficiently advanced technology is indistinguishable from magic." to heart and building a game around it.In all if you're looking for something new yet familiar, Numenera is something you should take a look at.

Quality: Extremely good. The pages are strong and easy to seperate, the binding is of good quality, and the editing and art are both very well done.Contents: While an opinion of the game system itself

will be personal, I found the concepts interesting and the game mechanics good. There are some balance and clarity issues, few of which are addressed online. The only major fault I found was that while the rules set are based around non-combat goals, most of the abilities and adventures follow the traditional fantasy RPG combat-centric model. This is the reason I've docked a star.Overall, it's an interesting system, and is a very nice, clean take on minimal mechanics and increased roleplaying.

At first, I didn't like it. I thought it stuck too closely to D&D, and in many ways, it doesn't try to step too far outside that style of roleplay. So many of the character options are linked to killing things and taking their stuff, even if XP doesn't come from that mode of play. It's an odd contradiction when so many character creation & development choices boil down to killing NPCs more efficiently, and yet the rules don't reward player characters for killing.At the same time, the GM's function is a lot cleaner and less adversarial than in D&D. It's not the supreme cheerleader function that you'll get out of Vincent Baker's Apocalypse World, but you're not setting up evil stat boxes of doom like you are with D&D3x or Pathfinder.The GM Intrusion mechanic is one of the critical parts of the game, allowing for steady XP flow & for a clever GM to craft narrative. FATE or Apocalypse World GMs will latch onto the Intrusion rules as something that sets Numenera apart from its D&D-ish roots.And Monte points out the Cypher system (talking about one-use techno-gadgets in the game world, not the name of the game's underlying system) as another bit of critical difference in Numenera. I think a lot of folks seem to use it as crazy devices that break the game (usually big nasty hand grenades or some other stupid-kill devices), but I think that would sell the Cyphers short as potential narrative busters. Cyphers don't have to be combat monsters any more than characters do, and Cyphers give you (the GM) an opportunity to give characters some abilities that don't fit inside the combat sphere (especially since D&D players will often rig their stuff that way because that's how they've always had to do it). Cyphers are another tool in the GM's bag of tricks to get players thinking more broadly (provided that the GM is giving them reason to do so).In the end, it's an interesting bridge between the world of combat-centric D&D and a more narrative-styled game like FATE or Apocalypse World. I would recommend this for sure, even if I prefer stronger narrativist games, myself.

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