

THE STRANGE

SYSTEM CHEAT SHEET

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BASIC MECHANICS

Stats: Might, Speed, Intellect
Task: 1d20 vs. target number

DIFFICULTY/ NPC LEVEL	DESCRIPTION	TARGET #	GUIDANCE
0	Routine	0	Anyone can do this basically every time
1	Simple	3	Most people can do this most of the time
2	Standard	6	Typical task requiring focus, but most people can usually do this
3	Demanding	9	Requires full attention; most people have 50/50 chance to succeed
4	Difficult	12	Trained people have a 50/50 chance to succeed
5	Challenging	15	Even trained people often fail
6	Intimidating	18	Normal people almost never succeed
7	Formidable	21	Impossible without skills or great effort
8	Heroic	24	A task worthy of tales told for years afterward
9	Immortal	27	A task worthy of legends that last for lifetimes
10	Impossible	30	A task that normal humans couldn't consider (but doesn't break laws of physics)

MODIFYING TASKS

Asset: -1 difficulty step (2 asset maximum per task)

Inability: +1 difficulty step

Skill/Training: -1 difficulty step

Specialization: -2 difficulty step

Advantage: Adjust difficulty by 1 step in their favor

Disadvantage: Adjust difficulty by 1 step against them

Effort: -1 difficulty step or +3 damage

- Spend 3 points from stat pool = 1 Effort
- Each additional 2 points = +1 Effort

Edge: Reduce matching task's *total*/pool cost by Edge

SPECIAL ROLLS

1 suffer +2 damage or free GM intrusion

17 +1 damage

18 +2 damage

19 +3 damage or minor effect

20 +4 damage or major effect + no pool cost

INITIAL COST: Pool cost that must be paid just to attempt the action.

OPPORTUNITY: Major or minor effect that allows PC to attempt additional task to gain the effect.

RETRY: Must apply 1 level of effort

MINOR EFFECTS

(increase task difficulties by 1 step for 1 round)

Ignore armor

Strike specific body part

Knock back

Move past

Distract

MAJOR EFFECTS

(increase task difficulties by 1 step for encounter)

Knock down

Disarm

Stun

Impair

GM INTRUSION

2 XP to affected PC, who passes 1 XP to another PC

1 XP: Refuse the intrusion

Types: Bad luck, unknown/impending complications, opponent luck/skill, fumbles, partial success, increased difficulty

Examples: Force roll on automatic success, foe gains 5 health, NPC gains free attack, ally decides to flee/steal from them, equipment lost/damaged/dropped/malfunctions, lasting damage, ongoing damage

SPENDING XP

1 XP: Reroll any roll
(use better result)

2 XP: Short-Term Benefit
(Local/Limited Skill or Ability)

3 XP: Long-Term Benefit
(Familiarity +1, Contact, Home, Title/Job, Wealth, Artifact)

4 XP: Character Advancement
(gain one step towards next tier)

COMBAT

Initiative: Speed task. On success, act before NPCs. On failure, act after NPCs.

ATTACK

Melee Attack: Might or Speed task
Ranged Attack: Speed task
Special Abilities: Intellect task (usually)

On miss, ability or charge not expended.

DEFEND

Speed task (usually)

Save: Second defense task after successful hit
vs. Immediate Movement Creature: -1 difficulty
vs. Long Movement Creature: +1 difficulty

SURPRISE

Attacker: -2 difficulty
Partial Surprise: -1 difficulty
Defender: Cannot use effort / action abilities

AREA ATTACKS

PC Attacker: Roll against all targets in area.
PC Defenders: All roll against attack.
(see PC vs. PC in *Combat Options*)

DAMAGE TRACK

Hale	0 stat pools = 0	No penalties
Impaired	1 stat pool = 0	Effort costs 1 extra point per level. Rolls of 17+ only deal +1 damage. Ignore major/minor effects.
Debilitated	2 stat pools = 0	Cannot take any action other than to move/crawl immediate distance. (If Speed is 0, cannot move.)
Dead	3 stat pools = 0	Dead

DAMAGE

Damage: Damage rating - Armor
Unarmed/Light Weapon: 2 damage, -1 attack difficulty
Medium Weapon: 4 damage
Heavy Weapon: 6 damage, requires 2 hands

Damage to PC: Subtract from stat pool (default Might).
Damage to NPC: Subtract from Health.
NPC Health Default = Level x 3

Ambient Damage: Not affected by armor.

Lasting Damage: GM intrusion, heal at 1 point per day of full rest / 3 days of regular activity
Permanent Damage: Special situation, never heals normally

RECOVERY ROLLS

1d6 + tier points, divided among stat pools

Recovery Roll	Rest Time Needed
First recovery roll	1 action
Second recovery roll	10 minutes
Third recovery roll	1 hour
Fourth recovery roll	10 hours

HEALING

Intellect task, difficulty # of points healed

DISTANCE / MOVEMENT

Immediate (10 ft.) = Part of another action
Short (50 ft.) = 1 action
Long (100 ft.) = Speed task, difficulty 4

LONG-TERM MOVEMENT

Walking (Road): 3 miles per hour, 20 miles per day
Walking (Overland): 2 miles per hour, 12 miles per day

MOVEMENT MODIFIERS

(may require task check in special circumstances)

Rough Terrain: ½ long-term movement, +1 difficulty
Difficult Terrain: ½ round movement, 1/3 long-term movement, +1 difficulty

Climbing: Difficult Terrain + Might task
Jumping: Might task, difficulty # feet jumped - 4
Riding: Speed x 2 + Speed task for maneuver
Sneaking: Speed test vs. NPC, -1 difficulty for half speed
Swimming: ¼ movement, +1 difficulty

Gravity Rules from *Numenera*

Low Gravity: +1 difficulty
High Gravity: Difficult terrain
Zero Gravity: Might task, difficulty ¼ distance in feet
(continue moving ½ initial distance each round)

SPECIAL DAMAGE

Dazed: +1 difficulty on all tasks
Inability: +1 difficulty step in tasks of that type
Paralysis: Unable to move, cannot take physical actions
Stunned: Lose turn, defend at +1 difficulty
Weakness: Increase spend on matching task's pool by Weakness

COMBAT ACTIONS

COVERING FIRE: On successful covering fire attack roll, foe's next attack suffers disadvantage.

DISTRACT: Foe's attacks suffer disadvantage. (Multiple distractions do not stack.)

DRAW THE ATTACK: Intellect task (optional), on success NPC attacks you. (Prominent character suffers +1 difficulty on defense.)

GUARDING: Gain advantage on defense tasks. Can attempt reactive Speed task (-1 difficulty) to prevent characters from getting past or taking the action they're guarding against. (NPCs on guard force PCs to make Speed task (+1 difficulty) to attempt the action.)

TAKE THE ATTACK: Speed task (optional), on success attack automatically hits you for +1 damage.

WAIT: Select a trigger action and resolve your action when the trigger occurs.

CIRCUMSTANCES

HIGH AND LOW: If both melee and ranged attack succeed on single opponent in same round, opponents suffers +1 difficulty for next task.

THREE-ON-ONE: If three characters attack a single foe in melee, they all gain +1 bonus on attack.

TRADING DAMAGE FOR EFFECT

(add level of monster to damage reduction)

Damage	Effect	Notes
-1	Hinder/Distract	-1 difficulty for 1 round
-2	Strike specific body part	
-3	Knock back	
-3	Move past	Cancels guarding action
-3	Strike held object	Use rules for attacking object
-4	Knock down	
-7	Disarm	Drop one item held or carried
-8	Stun	Lose turn, defend at +1 difficulty

ATTACKING OBJECTS

Target Number = Health

Hard Objects (Stone): 1 Armor
Very Hard Objects (Metal): 2 Armor
Extremely Hard Objects (Diamond): 3 Armor

WEARING ARMOR

(being practiced in armor negates these costs)

Armor	Might cost per hour	Speed Pool reduction
Light	1	2
Medium	2	3
Heavy	3	5

NPC vs. NPC

Roll for one of the NPCs
(usually whichever NPC is allied with the PCs)

PC vs. PC

Both PCs roll, highest roll succeeds.
Advantages/Disadvantages: +/- 3 on die roll

MULTIPLE ENEMIES / SWARM

4 creatures = 1 creature of highest level + 1 level
(minimum +2 damage bonus)

BOSS PACKAGE

+10 health
+1 Armor
+3 points of damage
+1 level for attack/defense

MISCELLANEOUS ACTIONS

CHASE: Speed task

Long Chase: Must succeed on number of Speed tasks equal to NPC's level. If PC has more failures than successes, they fail the chase.

DRIVING: Difficulty 0. +1 difficulty for each round taking an action other than driving the vehicle.

HELPING: Take an action to help another character. If assisted character has less training, they gain the benefit of the helper's training/specialization. If assisted character has equal or more training, they gain +1 bonus.

Complementary Action: Two characters attempting different but complementary actions both gain +2 bonus.

JUMPING

Long Jump: Might task, difficulty # feet jumped - 4

- Running immediate distance = asset
- Running short distance = asset, difficulty ½ feet jumped - 4

Vertical Jump: Might task, difficulty # feet jumped

- Running immediate distance = asset

MOVING HEAVY OBJECTS

Might task, difficulty +1 per 50 pounds to move immediate distance. (If difficulty 0, they can move short distance as an action.)

POISON: Might defense, then special effect

Examples: Move on damage track, stat pool damage, repeated damage over time, special damage types, unconsciousness, disability, or strange effects (speaking in tongues, changes in skin color, etc.).

MISCELLANEOUS RULES

CRAFTING

Intellect task, difficulty = common item level
 Intellect task, difficulty = numenera level + 5

Materials: Item requires materials equal to its level and all levels below it. (Level 3 item requires level 3 material, level 2 material, and level 1 material.)

Training: Can be used to reduce the time or materials required instead of the difficulty (at GM's discretion).

Retry: Requires fresh supply of highest-level material.

Permanent Nonstandard / Strange Items: Difficulty 7+. Requires XP expenditure for artifacts.

Crafting Recursion Key:

- Must have visited/studied location for 1 day.
- Spend 1 week crafting the key's form.
- Spend 1 XP and attempt Intellect task (difficulty equal to level of recursion/area + 2).

Difficulty	Craft	General Time to Build
0	Something extremely simple, like tying a rope or finding an appropriately sized rock	A few minutes at most
1	Torch	5 minutes
2	Spear, simple shelter, furniture	1 hour
3	Bow, door, basic clothing	1 day
4	Sword, chainmail vest	1 to 2 days
5	Common tech item (electric light) or nice jewelry/art	1 week
6	Tech item (watch, transmitter) or really nice jewelry/art	1 month
7	Tech item (computer) or major work of art	1 year
8	Tech item (beyond Earth)	Many years
9	Tech item (beyond Earth)	Many years
10	Tech item (beyond Earth)	Many years

MISC. TASK DIFFICULTIES

CLIMB (MIGHT)

CLIMB (MIGHT)	SURFACE
2	Surface with lots of handholds
3	Stone wall or similar surface (few handholds)
4	Crumbling or slippery surface
5	Smooth stone wall or similar surface
6	Metal wall or similar surface
8	Smooth, horizontal surface / climber upside down
10	Glass wall or similar surface

RIDING (SPEED)

RIDING (SPEED)	MANEUVER
0	Riding
1	Staying on in battle / difficult situation
3	Staying on when you take damage
4	Mounting a moving steed
4	Making abrupt turn in fast-moving vehicle
4	Getting vehicle to move twice as fast for 1 round
5	Coaxing a mount to move / jump twice as fast / far
5	Making long jump in vehicle not designed to go airborne and remaining in control

REMEMBER/ IDENTIFY/ UNDERSTAND (INTELLECT)

REMEMBER/ IDENTIFY/ UNDERSTAND (INTELLECT)	KNOWLEDGE
0	Common knowledge
1	Simple knowledge
3	Something a scholar probably knows
5	Something even a scholar might not know
7	Knowledge very few people possess
10	Completely lost knowledge

OPTIONAL RULES

ACTING IN MELEE: Doing anything other than fighting provokes immediate extra attack unless character's only action is to move.

MODIFYING SPECIAL ABILITIES

- **Increase Range:** 1 step per point spent.
- **Increase Duration:** 1 step (1 minute to 10 minutes to 1 hour) per point spent; maximum one increase.
- **Impossible task** (modifying to accomplish an effect that has nothing to do with its description or intent)
- **Formidable task** (modifying to do something similar to the description or intent, but changing its nature)
- **Difficult task** (modifying an ability to do something within the spirit and general idea of the ability)

MODIFYING WEAPON RANGE

- **Short Range to Long Range:** +2 difficulty
- **Long Range to 200 feet:** +2 difficulty
- **Long Range to 500 feet:** +4 difficulty
- **Long Range to 1000 feet:** +6 difficulty

WEAPON DISTINCTIONS

- **Crushing:** Ignore 1 point of Armor, -1 damage vs. unarmored foes.
- **Reaching:** -1 difficulty to attacks vs. opponents without reach. +1 difficulty in close quarters.
- **Slashing:** +1 damage vs. unarmored foes, -1 damage to armored foes.
- **Stabbing:** Extra +1 damage on rolls of 17+. On rolls of 5 or less, -1 damage.

HOUSE RULES

GRAPPLING: Might task to start or end grapple. Physical actions are opportunity actions requiring Might task to attempt. +1 difficulty to defend in grapple.

NPC ALLIES

- Gain effort pool equal to level x 3 per day.
- +1 bonus to die roll per difference in level.

THE STRANGE

CYPHERS / ARTIFACTS

IDENTIFYING

- **Cypher:** Intellect task, difficulty 1 or 2,
 - 15 minutes to 1 hour
- **Artifact:** Intellect task, difficulty = artifact level
 - 15 minutes to 3 hours

USING UNIDENTIFIED

- **Cypher:** Intellect task, difficulty = cypher level
- **Artifact:** Intellect task, difficulty = artifact level + 2

USING ARTIFACT: Must make Intellect task, difficulty = to artifact level, first time using an identified artifact.

ARTIFACT DEPLETION: Make depletion check each time item is used. On roll of 1, the item stops working.

CYPHER DANGER: If character is carrying more cyphers than their cypher limit, random cyphers disappear instantly until they have cyphers equal to their maximum.

- **Occultic Cyphers** count as 2 cyphers against limit.

TRANSLATION

TRANSLATION TIME: 4 hours

- **Assistant Hastening:** 2 hours
- **Spinner Hastens:** 10 minutes

TRANSLATION ACCLIMATION: 1 hour

- Cannot access any focus during acclimation.
- **Assistant Easing:** 10 minutes
- **Vector Easing:** 1 round

TRANSLATION ROLL: Intellect task

- **Difficulty:** Set by destination recursion/location.
 - +1 difficulty per character in trance who has initiated, eased, hastened, or helped translation in last 24 hours (cumulative per translation).
 - +3 difficulty if relying on recursion likeness that helped shape recursion through fictional leakage instead of the *actual* recursion.
- **Minor Effect:**
 - Acclimation time is zero.
 - -1 difficulty to focus-related tasks for 1 hour.
- **Major Effect:**
 - Acclimation time is zero.
 - -1 difficulty to focus-related tasks for 1 day.
- **Paradox Initiator:** One automatic retry on failed roll.
- **Interruptions:** If trance interrupted for more than a couple minutes, roll automatically fails.

HELPING WITH TRANSLATION: Use helping rules.

DRAGGING FOCI:

- Decision made when performing the translation.
- Equipment changes, but focus does not.
- Cannot regain a draggable focus you've translated away from until you return to its origin recursion.

MISC. TRANSLATION RULES

ARRIVAL LOCATION: Same spot initiator last left that recursion. Otherwise, initial destination determined by GM. (See defaults, pg. 129.)

- **Recursion Key:** Provides access to specific location in recursion. Recursion keys *do not translate*.

NOTICING TRANSLATION ARRIVAL:

- Intellect task (difficulty 2)
- Only characters with spark or quickened can notice. Lengthy acclimation may result in

TRANSLATION FAILURE

01-20	Complete Failure: Characters do not translate.
21-40	Altered Destination: Location chosen by GM.
41-45	Taxing: Acclimation time is doubled.
46-50	Blurred Senses: +1 difficulty on perception-related tasks for 1 hour after acclimation.
51-55	Slowed Reactions: +1 difficulty for Speed-based tasks for 1 hour after acclimation.
56-60	Weak: +1 difficulty for Might-based tasks for 1 hour after acclimation.
61-65	Confused: +1 difficulty for Intellect-based tasks for 1 hour after acclimation.
66-70	Somewhat Out of Sync: +1 difficulty for <i>all</i> tasks for 1 hour after acclimation.
71-75	Entirely Out of Sync: +2 difficulty for <i>all</i> tasks for 1 hour after acclimation.
76-80	Memory Failure: Translating characters lose all memory of anything that happens 1 hour after arrival. They "wake up" after the hour and have no idea what happened.
81-85	Adaptation Failure: +1 difficult for all focus-related tasks for duration of stay in the new recursion.
86-90	Greatly Altered Destination: Location chosen by GM. It is always dangerous (enemies, hostile environment, etc.). Could be result of NPC intruding on translation and taking control of it.
91-98	Interrupted Translation: Translate to an entirely different recursion. Location chosen by GM.
99-00	Catastrophic Failure: Roll twice on this table.

HAZARDS & COMBAT MODIFIERS

ATTACK / DEFENSE MODIFIERS

ATTACK / DEFENSE MODIFIERS	ADVANTAGE	NOTES
Cover, partial	Target	
Cover, total	Target	Attack must be able to penetrate or avoid cover
Gravity, low	—	Increase weapon range by one category; -2 damage on heavy weapons
Gravity, high	Target	Reduce weapon range by one category
Gravity, zero	Target	Increase weapon range by one category
Hiding target	Target	Dense foliage, crawling through rubble
Higher ground	Character with higher ground	
Illumination, dim light	Target	Bright full moon; torch, glowglobe, desk lamp
Illumination, very dim light (immediate range)	Target	Starry night; candle or illuminated control panel
Illumination, very dim light (short range)	Target x 2	Starry night; candle or illuminated control panel
Illumination, total darkness	Target x 4	Requires supporting check or automatic miss without 1 XP or GM intrusion
Invisible target	Target x 4	Requires supporting check or automatic miss without 1 XP or GM intrusion
Mist	Target	
Mist, dense (immediate range)	Target	
Mist, dense (short range)	Target x 4	Requires supporting check or automatic miss without 1 XP or GM intrusion
Moving attacker (jostled or mounted)	Target	Attackers moving under their own power take no penalties
Moving target	Target	Target doing nothing except moving very fast
Prone target, melee attack	Attacker	
Prone target, ranged attack	Target	
Range, point blank	Attacker	Ranged attacks only
Range, extreme	Target	Ranged attacks only
Unaware target	Attacker	
Water, deep	Target	Up to your chest; aquatic creatures ignore this modifier
Water, underwater (slashing/bashing)	Target x 2	Aquatic creatures ignore this modifier
Water, underwater (stabbing)	Target	Aquatic creatures ignore this modifier
Water, underwater (ranged)	Target	Reduce weapon range by one category; no thrown or projectile weapons

HAZARD

Acid, splash	2 points per round (ambient damage)
Acid, bath	6 points per round (ambient damage)
Cold	1 point per round (ambient damage)
Cold, severe	3 points per round (ambient damage)
Collision	6 points
Crush	3 points
Crush, huge	6 points
Electric, shock	1 point per round (ambient damage)
Electric, electrocution	6 points per round (ambient damage)
Falling	1 point per 10 feet (ambient damage)
Fire, minor	3 points per round (ambient damage)
Fire, major	6 points per round (ambient damage)

DAMAGE

NOTES

Immersed in acid
Below freezing temperatures
Liquid nitrogen
Large, fast object strikes character
Object or creature falls on character
Roof collapse; cave-in
Often involves losing next action
Often involves losing next action
Torch
Engulfed in flames; lava