

General Rules

While most rules pertain to specific aspects of a game, some rules are less specific. The general rules are contained here.

Reputation and Disposition

Reputation

In general, Specialists will lean toward being heroic or villainous. Performing heroic or villainous acts will affect how the population at large tends to view them by default. A Specialist's reputation is a number between -100 and 100. This number typically starts at 0, and is increased by performing positive, helpful, heroic actions or decreased by performing negative, harmful, villainous actions. The Keeper will let you know when you need to adjust this number.

A Specialist's reputation influences NPCs' dispositions toward them. Specialists with positive reputations are generally looked on more favorably by NPCs who tend toward the positive end of the spectrum such as town guards, and less favorably by those who tend toward the negative end of the spectrum such as criminals. Conversely, Specialists with negative reputations are generally looked on more favorably by the criminals, and less favorably by the guards.

Another effect of having an exceptionally high or exceptionally low reputation is notoriety. Generally, the further you are from 0 toward the positive, the more people know of your heroic deeds, while the further you are from 0 toward the negative, the more people will know of your villainy. Larger positive or negative numbers increase the chance that people in smaller, and more wide-spread and smaller communities will be aware of your reputation, and will be disposed toward you accordingly.

Disposition

100 (Zealot)

A creature with a disposition of 100 toward a Specialist worships the ground the Specialist walks on. This creature will do anything and everything in their power, including self-sacrifice, to make the Specialist happy.

75 to 99 (Fanatic)

A creature with a disposition of 75 or greater trusts a Specialist implicitly. They'll do nearly anything within their power to make the Specialist happy, but draws the line at self-harm or self-sacrifice. They may attempt to defend the Specialist from attacks, but not against overwhelming odds of when doing so will obviously be suicidal.

50 to 74 (Good Friend)

A creature with 50 to 74 disposition toward a Specialist regards them as a good friend. In general, they trust the Specialist, but may question their motives if asked to do something that could result in the creature being harmed. The creature may fight alongside the Specialist, but won't go out of their way to defend the Specialist over themselves.

25 to 49 (Friend)

A creature with 25 to 49 disposition toward a Specialist regards them as a friend, but is not inherently inclined to trust them, and questions their motives more often than not. This creature won't attack the Specialist unless the Specialist attacks them first. A combatant whose disposition is raised above 25 will cease attacking a foe unless the foe does something to make themselves threatening, such as attacking.

-24 to 24 (Indifferent)

A creature with -24 to 24 disposition is essentially indifferent toward the Specialist. If the Specialist exhibits hostility toward the creature or any other creatures affiliated with the creature, they won't hesitate to attack. Short of open hostility, though, the creature won't go out of their way to interact with the Specialist.

-49 to -25 (Unfriendly)

A creature with -49 to -25 disposition is distrusting toward a Specialist, but will scrutinize any actions that could potentially be considered threatening. If the creature feels threatened, they won't hesitate to attack.

-74 to -50 (Hostile)

A creature with -74 to -50 disposition is hostile toward the Specialist and will actively look for reasons to attack them. They will observe laws, but will otherwise attack on sight.

-99 to -75 (Enemy)

A creature with -99 to -75 disposition is violently hostile, and will attack the Specialist on sight regardless of laws.

-100 (Nemesis)

A creature with -100 disposition toward a Specialist views them as the bane of their existence. This creature seeks to actively track and destroy everything the Specialist holds dear, and ultimately obliterate them and theirs.

Luck

At the beginning of each day, Specialists determine the base amount for their luck pool. This is done by rolling 1d10 for each luck pool rank, and adding the results together. The total represents the Specialist's total luck pool for the day. Unlike other pools, luck doesn't regenerate, and can never be refilled. Once it's used up, it's gone until the next day.

Luck points can be used to alter the outcomes of rolls, and influence events. This influence won't always be in the direction a Specialist would like, however. As true luck isn't always good or always bad, neither is the luck in Boundless. Using the luck pool can give a Specialist that little nudge needed to topple an overwhelming foe, or it can reinforce the magnitude of the failure against the same foe.

Luck and Attack Rolls

When used to determine a hit or a miss, attacker and defender can boost their rolls with luck. An attacker or defender using luck chooses an amount of luck to use, rolls to hit or to defend, flips the luck coin, then adds to or subtracts from the roll as appropriate. On an unlucky roll, the amount of luck can reduce the roll to 0, which counts as a critical fumble. Conversely, a lucky roll can turn a natural fumble into a successful roll. On a lucky roll, even if the luck chosen is higher than the roll, the total can't exceed twice the roll amount. For example, if a player uses 50 luck, but only rolls a 30, the total result would be 60 (30 roll, plus 30 of the 50 luck), but the Specialist still loses the whole 50 points from their luck pool.

Luck and Damage

When used to on a damage roll, the player chooses an amount of luck to use, flips the luck coin, and rolls for damage.

On a lucky flip, the Specialist adds all luck used to the damage rolled, if the damage rolled is more than the luck used. If the luck used is more than the damage rolled, it simply doubles the damage. Luck used beyond doubling the damage is simply lost. For example, a Specialist that uses 30 luck would add all 30 points if they rolled 35 damage. If the same Specialist only rolled a 23, they would simply double the total damage to 46. The remaining 7 luck are lost.

On an unlucky roll, the damage is reduced by an amount equal to the luck used, potentially to zero. On an unlucky critical fumble, the Specialist takes damage as though they were the target of the attack, and the roll was lucky. For example, if the Specialist used 15 luck points to boost the attack, and the roll is an unlucky critical fumble, the Specialist rolls damage as normal. If the damage rolled is over 15, the Specialist takes 30 points of damage. If the damage rolled is less than 15, such as a roll of 12, the Specialist takes double the damage roll. In this case, 24.

Luck and Skills

When used to on a skill roll, the player chooses an amount of luck, flips the luck coin, and rolls as normal. On a lucky flip, the luck, up to an amount equal to the natural roll, is added to the skill roll. On an unlucky flip, the skill roll is reduced by an amount equal to the luck used, potentially to zero. In the case of an unlucky critical failure, any skill with negative consequences for failure has double the negative consequences. For example, if a Specialist is working with gun powder, the gun powder would not only explode, but it would deal double damage to the Specialist and nearby equipment. Any tools being used in an unlucky critical failure have a chance of breaking equal to the amount of luck used.

Improvisation

Improvisation in Boundless is surmounting a challenge in an unexpected way. This could range from using improvised weapons in a fight, to using magic in place of a skill, to using a skill instead of combat.

Item Improvisation

Item improvisation is when a Specialist uses an item in place of another item to do the same job. For example, using a hairpin to pick a lock, instead of a lock pick, or standing on a stool to reach an item on a high shelf, instead of a ladder.

Magic, Martial and Skill Improvisation

Magic, martial and skill improvisation are slightly different than item improvisation. For example, a caster could use magic or brute force to pick a lock, or they may use an attack to harvest wheat. Creative players will improvise to overcome challenges when they don't have the proper tools available for the job.

Movement

Movement is the basis of adventuring. Without movement, Specialists wouldn't be Specialists... They'd be statues. As such, we've provided some guidelines on how to handle movement.

General Movement

In Boundless, there are two types of movement: combat movement, and travel movement. Combat movement is covered in the combat section. Travel movement covers any form of overland, or over water movement, whether it's walking, swimming, flying, riding, driving a vehicle, rowing a boat, or sailing a ship. While combat movement is more precise, and measured in movement units, travel movement is less precise, and measured in relative travel time. For example, if an average person takes 5 days to get from one village to another village, the distance would be "five days". Specialists generally travel from an hour after dawn until an hour before dusk. Nocturnal Specialists, on the other hand, generally travel from an hour after dusk until an hour before dawn.

Adventurers often travel longer hours than the average person, and sometimes even do "forced march". While this cuts down on the travel time, it also takes a toll on the adventurers, as they forego rest to arrive sooner.

Relative Movement

Movement is based on the standard form of movement for a particular area. For example, the standard movement on a road is the movement of a wagon. The standard movement through a forest or plain is walking. The standard movement on water is sailing. The standard movement through the air is flying. Use the following chart to determine approximate travel time changes. Riding in the air is a special circumstance, where a rider is on a flying mount.

Each form of movement that depends on the physical prowess of a creature, such as walking, flying or rowing, etc. are all capable of moving at double and quadruple speeds. Increased movement speeds use Fatigue points over time. Creature powered movement can also be slower than normal with no penalty or fatigue point cost.

Terrain	Standard	Walking	Flying	Riding	Driving	Rowing	Swimming	Sailing	Burrowing
Land	Walking	N/A	N/P	x2	x2	N/P	N/P	N/P	N/P
Air	Flying	N/P	N/A	x2	N/P	N/P	N/P	N/P	N/P
Land	Riding	x1/2	N/P	N/A	Same	N/P	N/P	N/P	N/P

Road	Driving	x1/2	N/P	Same	N/A	N/P	N/P	N/P	N/P
Water	Rowing	N/P	N/P	N/P	N/P	N/A	x1/2	x2	N/P
Water	Swimming	N/P	N/P	N/P	N/P	x2	N/A	x4	N/P
Water	Sailing	N/P	N/P	N/P	N/P	x1/2	x1/4	N/A	N/P
Underground	Burrowing	N/P	N/P	N/P	N/P	N/P	N/P	N/P	N/A
N/A indicates that a change is not applicable, as it is referring to its own movement type.									
N/P indicates that a particular form of movement is not possible for that terrain.									

As illustrated by the chart, some movement forms are not generally applicable, though there are some exceptions. For example, if a lake is frozen, swimming, rowing and sailing would no longer be possible, but walking, riding, driving, and even burrowing would become possible. Special conditions such as this should be handled by the keeper.

Alternative Methods of Movement

When using a movement type that you are not native to (swimming or flying for a human, for example) your fatigue drains twice as quickly when moving at full speed. When using alternative movement methods at half your normal movement speed, your fatigue drains at the normal rate.

Weight Limitations

Throughout their adventures, Specialists will find various treasures of all shapes, sizes and weights. Since Specialists generally are not superhuman, or godly, they have restrictions to the amount of weight they're able to carry. Moving objects, whether heavy or light, takes some amount of exertion.

If a Specialist exceeds their normal weight limit, with whatever method (dead lift, push/pull, carrying), they may do so for only a short amount of time. Following this section is a chart with some examples of each weight limit, movement speed and the length of time a Specialist may maintain such a level of overexertion.

All values given are subject to change based on circumstances. Values given assume smooth transport and minimal friction, such as pushing or pulling a cart, or a smooth marble object across a smooth marble surface. Pushing or pulling an object through difficult terrain, such as gravel or sand, or up a hill requires more effort. Keepers may increase fatigue damage or effective weight of objects to compensate for increased difficulty.

Carrying

Normal

A Specialist may carry any amount below or equal to their normal weight limit without any penalty. Normal weight limit for a Specialist is a number of kilograms (kg) equal to their Toughness score. For example, a Specialist with a Toughness score of 10 may carry up to 10kg without penalty. Specialists exceeding their normal speed take 5 points of fatigue damage, and an additional 5 cumulative points of fatigue damage per minute.

Heavy

The Specialist may carry up to twice their normal weight limit, as shown below, for a period of time equal to their Stamina score in minutes. Specialists carrying heavy loads may only move at ½ their normal movement speed. For example, a Specialist with a Toughness score of 10

and a Stamina score of 10 could carry more than 10kg, up to 20kg for up to 10 minutes. Specialists exceeding this time limit while carrying a heavy load take 1 Fatigue point of damage, and an additional 1 cumulative (2, 3, 4, etc.) points of fatigue damage per minute. Specialists exceeding $\frac{1}{2}$ their normal speed while carrying a heavy load take 1d10 points of fatigue damage, and an additional 1d10 cumulative (2d10, 3d10, 4d10, etc.) points of fatigue damage per minute. These penalties stack.

Overloaded

Specialists may carry up to a maximum of 3 times their normal weight limit and remain mobile. While doing so, the Specialist may only move at $\frac{1}{4}$ of their normal speed for a period of time equal to their Stamina score in minutes. For example, a Specialist with a Toughness score of 10 and a Stamina score of 10 could carry more than 20kg, up to 30kg for up to 10 minutes. Specialists exceeding this time limit while overloaded take 5 points of fatigue damage, and an additional 5 cumulative (10, 15, 20, etc.) points of fatigue damage per minute. Specialists exceeding $\frac{1}{4}$ their normal speed while overloaded take 2d10 points of fatigue damage, and an additional 2d10 cumulative (4d10, 6d10, 8d10, etc.) points of fatigue damage per minute. These penalties stack.

Dead Lift

For a dead lift, the Specialist may only lift a number of kilograms not to exceed 10 times their Toughness score off the ground, and they may not move while doing so. The Specialist may lift this weight for a number of seconds equal to their Stamina score. Example: if a Specialist with a Toughness score of 10 is carrying 10kg in gear and items, they may only dead lift an additional 90kg for a total of 10 seconds. Specialists may not move while deadlifting, nor can they lift weights in excess of their dead lift limit. Specialists attempting to move while dead lifting, or exceed their dead lift limit immediately lose all remaining Fatigue points, rendering them unconscious. A Specialist who exceeds their time limit takes 10 points of fatigue damage, and an additional 10 cumulative (20, 30, 40, etc.) points of fatigue damage per second.

Push or Pull

Normal

A Specialist may push or pull up to 10 times their Toughness score at $\frac{1}{2}$ their normal speed for an amount of time equal to their Stamina score. For example, a Specialist with a Toughness score of 10 and a Stamina score of 10 could push or pull up to 100kg at $\frac{1}{2}$ their normal speed for up to 10 minutes. Specialists exceeding their time limit take 1 Fatigue point of damage, and an additional cumulative (2, 3, 4, etc.) point of fatigue damage per minute. Specialists exceeding $\frac{1}{2}$ their normal movement speed take 1d10 points of fatigue damage, and an additional 1d10 cumulative (2d10, 3d10, 4d10, etc.) points of fatigue damage per minute. These penalties stack.

Heavy

A Specialist may push or pull a heavy load, 20 times their Toughness score, and move at $\frac{1}{4}$ of their normal speed for a period of time equal to their Stamina score in minutes. For example, a Specialist with a Toughness score of 10 and a Stamina score of 10 could push or pull

more than 100kg, up to 200kg for up to 10 minutes. Specialists exceeding their time limit while pushing or pulling a heavy load take 5 points of fatigue damage, and an additional 5 cumulative (10, 15, 20, etc.) points of fatigue damage per minute. Specialists exceeding $\frac{1}{4}$ of their normal speed take 2d10 points of fatigue damage, and an additional 2d10 cumulative (4d10, 6d10, 8d10, etc.) points of fatigue damage per minute. These penalties stack.

Overloaded

A Specialist may push or pull a weight no more than 30 times their Toughness score, moving at $\frac{1}{8}$ speed for a period of time equal to their Stamina score in seconds. For example, a Specialist with a Toughness score of 10 and a Stamina score of 10 may push or pull more than 200kg, up to 300kg at $\frac{1}{8}$ their normal speed for up to 10 seconds. An overloaded Specialist exceeding their time limit while pushing or pulling takes 10 points of fatigue damage, and an additional 10 cumulative (20, 30, 40, etc.) points of fatigue damage per second. An overloaded Specialist exceeding $\frac{1}{8}$ of their normal movement speed while pushing or pulling takes 40 points of fatigue damage, and an additional 40 cumulative (80, 120, 160, etc.) points of fatigue damage per second. These penalties stack.

Overloaded

Specialists may not exceed overloaded weight limits without immediately losing all remaining fatigue points. At any point in time the Specialist exceeds any time or speed limits described above, they automatically start taking Fatigue point damage as shown in the chart below. Note: all values are based on a Specialist with a Toughness score of 10, and a Stamina score of 10.

Weight Limit	Weight	Movement	Time allowed
Carry - Normal	Up to 10kg	Normal	Any
Dead lift - Normal	Up to 100kg	None	Stamina score in seconds
Push/pull - Normal	Up to 100kg	$\frac{1}{2}$ speed	Stamina in minutes
Carry - Heavy	11-20kg	$\frac{1}{2}$ speed	Stamina in minutes
Push/pull - Heavy	101 – 200kg	$\frac{1}{4}$ speed	Stamina score in minutes
Carry - Overloaded	21-30kg	$\frac{1}{4}$ speed	Stamina score in minutes
Push/pull - Overloaded	201 – 300kg	$\frac{1}{8}$ speed	Stamina score in seconds

Quality and Durability

Quality

When an item is created, its Quality is equal to the highest success its creator rolls during the creation process. This number represents the maximum amount of damage the item can take before breaking. In essence, it is roughly equivalent to a living creature's Endurance score. Damaged items may only be repaired up to a maximum durability equal to the item's quality.

Durability

An item's Durability score serves two purposes. First, it represents the inherent damage mitigation an item has. When the item is attacked, the damage is mitigated by its durability if

unattended. Other modifiers to mitigation may apply if the item is held or worn. Second, it represents the remaining amount of damage the item can take before being broken. An item with 0 remaining durability is broken and must be repaired before it can be used properly again. When an unattended item takes damage, it should be noted by the Keeper. When an item owned by a Specialist takes damage, it should be noted on the Specialist Record. For example, if an item with a quality of 45 takes 5 points of damage, the item's Durability score would be shown as 40/45, representing remaining Durability/Quality. In this example, if the item were to be attacked again, it would have 40 points of mitigation instead of the original 45.

Fatigue and Sleep

The vast majority of living creatures tend to get tired, and eventually need to sleep. Specialists are no different. Adventuring eventually takes a toll, and most Specialists will find themselves in need of sleep to recuperate their various pools.

Fatigue

Any damage to a Specialist's Fortitude points or Fortitude pool is considered fatigue. Some examples of causes of fatigue are carrying heavy loads, lack of sleep, and spells that directly attack Fortitude points. Fatigue points can only be restored by resting.

Sleep

A Specialist's pools are restored while they sleep. On the other hand, a Specialist that goes without it not only doesn't benefit from pool regeneration, but eventually begins to suffer penalties, even to the point of exhaustion.

The effects of sleep

Sleep is the best way for a Specialist to restore their various pools. In general, the amount of sleep a Specialist gets in relation to the amount of sleep they need should determine how much their pools are regenerated. For example, if a Specialist needs 8 hours of sleep, but only gets 4 hours of sleep, their pools should regenerate by an amount roughly half of any spent or lost points. For example, if a Specialist has a maximum Vitality pool of 100 and has lost 50 Vitality points, they would gain 25 points back after 4 hours.

The amount of sleep needed should refer to a 24-hour period. Thus, if a Specialist is awoken after 4 hours by battle, and manages to get back to sleep within a reasonable time, they would still only need 4 more hours of sleep to be fully restored, even if additional points were lost during the short interruption to their sleep.

The effects of not sleeping

Each day without a full night of sleep temporarily reduces your max fortitude pool by an additional amount of $10 \times$ the number of days without sleep. For example: 3 days without sleep results in 60 points $((1 \times 10) + (2 \times 10) + (3 \times 10) = 60)$ of reduction to the max amount of the Fortitude pool.

Each day without sleep increases the amount of sleep needed to get the next full night of sleep, restoring your Fortitude pool, by an additional cumulative number of hours equal to the

number of days without sleep. For example: 3 days without sleep results in a Specialist needing 14 hours ($8+1+2+3 = 14$) of sleep.

If the decrease in the maximum Fortitude pool drops the Specialist's maximum Fortitude pool below 1, the Specialist is exhausted and automatically passes out. The Specialist must then sleep for the entire duration needed to restore the Fortitude pool to its natural maximum. For example, if a Specialist with a natural maximum Fortitude pool of 60 goes 3 days without sleep (thus reducing their maximum Fortitude pool by 60), the Specialist would immediately pass out, and would need 14 hours of sleep before regaining consciousness. Even the threat of severe and immediate danger, including being attacked, fails to wake the Specialist.

Illness, Disease and Poison

Throughout their adventures, Specialists may be exposed to various maladies through one means or another. Maladies fall under the categories of illness, disease or poison. Illnesses are generally contracted from the environment, and are short lived. Diseases are generally contracted via magic, environment, or genetics, and are typically chronic or persistent. Poison is typically contracted from the environment, bites, contact with poisonous plants, magic, or ingesting poisoned foods (usually in the case of nobles). The effects of each can range from mild to severe, or even fatal.

The following table shows symptoms which could be attributed to illness, disease or poison interchangeably.

Low severity	Sneezing, Coughing, Fever, Sweating, Vomiting, Rash/Inflammation, Insomnia, Dizziness, Confusion, Unconsciousness, Silenced, Sleep, Pain, Allergic reaction (mild), Diarrhea
Medium-low severity	Fatigued, Diarrhea, Nausea, Pulmonary edema, Dementia, Skin lesions, Cysts/boils, Blurred vision, Disabled (cannot attack, still move), Immobilized (cannot move, still attack), Slowed, Deafened, Weakness, Stiffness, Allergic reaction (moderate)
Medium-high severity	Hypersensitivity, Ataxia, Kidney failure, Hemorrhaging, Dysentery, Pneumonia, Seizures, Hemophilia, Blindness, Paralysis, Seizure, Ataxia, Suffocation, Hemorrhaging, Allergic reaction (severe)
High severity	Liver failure, Heart failure, Blindness, Hypotonia, Encephalitis, Necrosis, Insanity, Systemic Infection, Coma, Berserk (fatal exposure/withdrawal), Petrify, Death, Anaphylaxis

Addictions

Some substances are addictive. In general, we recommend avoiding substance abuse. That said, berserkers and meginerserkers suffer addictions. Other addictive substances may also be used to make Specialists seem more “alive”, such as alcoholism or tobacco smoking. Some poisons may also be employed to reduce the effects of withdrawals of the same type of poison.

That said, we wish to make it clear that we don't condone or promote substance abuse outside of the game. Alcoholism, drug abuse, and tobacco addiction are serious issues which can cause severe health problems and can be very difficult to overcome.

Religion

Boundless doesn't promote in-game religion. There are a couple reasons for this. Primarily, we don't want to offend anybody by creating any sort of false idols. In our experience, there are people who talk about in-game religions, and give the game a bad name to those who overhear conversations without understanding that the player is talking about the game.

That said, we do understand that some Keepers will want to have religion in their games. If that's the case, more power to you. We suggest finding a religion that exists, whether in your real life, or in another game, and tailoring it to Boundless. When doing so, however, we strongly urge Keepers and players to be mindful of the beliefs of others, and not to be offensive to those who may follow a particular religion. For Keepers that do choose to have religion in their games, we also suggest treating it more as an organizational tool, similar to a guild, rather than a focus of worship. The hierarchy of the clergy may be important to followers of a religion, but specific religious practices, in many cases, are probably best left out of Boundless. Ultimately, though, it's up to the Keeper and the players.

In particular, religions with a lot of "mythology" behind them and supporting them make good game religions. Think of it as a good excuse to research and learn about a religion that interests you to keep it as accurate as possible.

We also strongly urge Keepers not to fall back on religion as "Deus Ex Machina", or "Hand of God". This means that you should give your players the chance to shine, rather than putting them in completely helpless situations for the sole purpose of saving them with some godly figure. If your players find themselves in a completely hopeless situation, you may want to reexamine your story, and cut back on the difficulty a bit.

Advanced Creatures

In many fantasy settings, there are people who have strong ties, or sometimes even magical bonds to various creatures, that allow the creatures to help their owners in various ways. Boundless is no different. Below are some of the types of creatures a Specialist may train, befriend, and form magical bonds with.

Pets

Pets are mundane, domesticated animals that follow training, and remain loyal so long as they're cared for, and treated fairly well. Pets must be fed on a regular basis, or allowed to hunt their own food if the animal is capable of hunting. A pet may be trained through the use of the Falconry skill in the case of flying pets, the Handle animal skill in the case of non-flying, non-beast of burden pets, or the Ride skill in the case of beasts of burden. Pets generally remain loyal, but gain no special bonuses or benefits, and don't advance through the use of experience. Neglected or abused pets are likely to run away from their owners at the first opportunity they get.

Even mundane pets may become familiars, kindred beasts or special mounts, as appropriate, if their owner is, or becomes, the bearer of a spirit guide.

Spirit Guides

A spirit guide is an incorporeal creature that takes the form of a specific animal. The animal is essentially a portion of its bearer's psyche. The bearer of a spirit guide may train his or her spirit guide through the use of the appropriate skill, such as falconry for a flying spirit guide, handle animal for a non-flying, non-beast of burden spirit guide, and ride for a beast of burden spirit guide.

When the bearer of a spirit guide reaches intermediate tier training with his or her spirit guide, the bearer may choose for the guide to remain in spirit form, or send the guide to find a suitable physical host of the same animal type. In the latter case, the spirit guide then symbiotically merges with the mind of the animal, and the animal becomes a familiar, kindred beast, or special mount as appropriate.

While a spirit guide remains an incorporeal animal, it helps its bearer to access their own subconscious, and grants a static, cumulative bonus to its bearer for each tier of training ; 1 for simple, 3 for basic, 6 for intermediate, 10 for advanced, and 15 for master. These bonuses only apply to the Listen, Spot, Empathy, Falconry, Handle animal, Lip reading, Ride, Search, and Tracking skills, and only if the bearer knows the skill. In addition, the bearer may choose a single other skill they're trained in, to which they may apply the bonus.

Familiars

If the bearer of a spirit guide chooses for their guide to become a familiar, they lose the skill bonuses provided by the guide, and instead gain a physical version of the guide with its own abilities and traits. The bearer of the familiar may continue to train their familiar using the appropriate animal training skill.

The bearer of the familiar may train their familiar in certain skills the bearer knows, subject to Keeper approval. In such cases, the animal training skill used to train the familiar acts exactly like the Education skill, allowing the bearer to train the familiar in skills up to one tier lower than their rank in the animal training skill, or the skill the familiar is to learn (whichever is lower).

While familiars are frail, and not prone to physical combat, they have the potential to cast spells on a limited basis. The owner of a familiar may train its familiar in any spells up to the tier below their highest tier of spells, and only from structures and energies the owner already knows. At first rank of magic, the familiar may cast an instantaneous touch spell of one energy type known to the owner. Each additional rank, the owner may teach its familiar one additional energy or structure the owner knows already. Familiars needn't meet the minimum primary casting stat score to cast a spell, but they must have enough points in their Magic pool to cast the spell.

Kindred Beasts

If the bearer of a spirit guide chooses for their guide to become a kindred beast, they lose the skill bonuses provided by the guide, and instead gain a physical version of the guide with its own abilities and traits. The bearer of the kindred beast may continue to train their kindred beast using the appropriate animal training skill.

The bearer of the kindred beast may train their kindred beast in certain skills the bearer knows, subject to Keeper approval. In such cases, the animal training skill used to train the kindred beast acts exactly like the Teaching skill, allowing the bearer to train the kindred beast in

skills up to one tier lower than their rank in the animal training skill, or the skill the kindred beast is to learn (whichever is lower).

Kindred beasts are wild, ferocious, and able to charge head first into combat. The owner of a kindred beast may train their beast in any martial attacks up to the tier below their highest tier of martial components, and only from components the owner already knows. The beast must be physically capable of using an attack to learn it. For example, a beast with opposable thumbs could be trained to use ranged attacks, such as a sling or bow, while more animalistic beasts may only learn melee attacks that apply to their bite and/or claw attacks. At each rank martial rank, a kindred beast may learn one martial component its owner knows. Kindred beasts needn't meet the minimum primary martial stat score to learn a martial component, but they must have enough points in their Martial pool to use the attack.

Special mounts

If the bearer of a spirit guide chooses for their guide to become a special mount, they lose the skill bonuses provided by the guide, and instead gain a physical version of the guide with its own abilities and traits. The rider of the special mount may continue to train their special mount using the Ride skill.

The rider of the special mount may train their special mount in certain skills the rider knows, subject to Keeper approval. In such cases, the Ride skill acts exactly like the Teaching skill, allowing the rider to train the special mount in skills up to one tier lower than their rank in the Ride skill, or the skill the special mount is to learn (whichever is lower).

Special mounts are beasts of burden with a strong connection to their rider. In most ways, a special mount works like a kindred beast, with a few exceptions, as listed below:

- Special mounts may never learn ranged attacks.
- Special mounts may act on their rider's action when the rider is mounted.
- Special mounts have access to special maneuvers to assist their rider in and out of combat.

Critical Success and Failure

When rolling the dice, doubles count as a critical hit while rolling 01 counts as a fumble. For example, 00, 11, 22, 33, 44, 55, 66, 77, 88 and 99 are all critical success. This gives the Specialist a 10% chance for critical hits and a 1% chance to fumble.

Rolling 00

Rolling 00 on the dice is bittersweet. Since it's a double, it counts as a critical success, which means the Specialist gets another roll. However, since the value on the dice gets added to the current roll, it doesn't increase the amount already rolled at all. Essentially, rolling 00 is just reroll.

Critical success

Critical success on any roll grants a Specialist an additional roll for that action. Furthermore, critical successes increase the cap by the amount rolled, and thus, don't count against the roll's cap. For example, if a Specialist makes an attack with a cap of 100 and rolls a 55, the Specialist may roll again with the damage cap increased to 155.

Critical failure

The effects of any critical failure are twofold. First, anything already rolled for is immediately halved (though other bonuses, such as training or primary stat remain unaltered). For example, if a player has rolled 350 damage already and critically fails, the damage from rolls is reduced to 175. The second effect of a critical failure is that any remaining rolls are forfeit. Regardless of the total from previous rolls, the roll of 1 from a critical failure is not added to the total.

Ammunition Recovery

For Specialists that use projectile weapons, ammunition has the potential to be fairly expensive. There is also a possibility that ammunition that hasn't been used may be recovered. Certain circumstances may make a particular arrow, bolt, rock, etc. unable to be recovered, such as a troll fleeing with an arrow sticking out of his shoulder. In general, though, about 10% of used ammunition should be able to be recovered by the owner (or left to be recovered by scavengers, if the owner doesn't take the time to recover it).