

# *Specialist Basics*

## *Aspects of a Specialist*

A Specialist is any creature in the world that could potentially be a player character; specifically, in this case, your character. A Specialist is represented by certain numerical statistics. These statistics govern how well a Specialist can do any given task as well as how resilient they can be. Experience points (exp) determine the growth of a Specialist.

### *Specialist Record (Spec Rec)*

A Specialist Record (Spec Rec) is divided into 4 basic areas. Specialist Magic, Martial and Skills. We'll examine each below.

#### **Specialist**

At the top of the Specialist sheet is the basic information about your Specialist. The player (you), the Keeper and the campaign name are provided to help prevent players' characters from getting mixed up.

Next up is the Specialist's name, race, class, experience points and advancements. Name is self-explanatory. Race can be a race chosen from the creatures section, or can be made up with your Keeper's approval. Class is a bit subjective. Unlike other game systems, your class doesn't define your character. Instead, your character defines your class. For example, if you intend to play a stealthy, hard-hitting melee assassin, you could call yourself a ninja. Or if you plan to be a magical powerhouse, lobbing spells all about, you could call yourself a wizard or sorcerer. Having a name for your class is completely optional, but may help others to understand your role within your adventuring party better.

Experience points, or exp, are a way to track the amount of encounters or challenges your Specialist has overcome. Advancements are a way to track the number of times your Specialist has advanced. Each advancement gives a Specialist 10 Advancement Points to distribute into training or SPECIALIST scores. An easy way to track your progress toward your next advancement is to "reset" your exp each time you advance. That is, when you gain enough exp to advance, erase your current exp and simply write any remaining exp after your advancement in the exp spot. Using this method, any time your current exp reaches or exceeds your advancements, you gain another advancement. For example, if you have 3 advancements and 280 exp, and you gain 31 exp, you would gain an advancement, since your current exp total would now be 311. Now, you would change your advancements to 4 and write the 11 remaining exp ( $311 - 300 = 11$ ) in your exp slot.

The next section of the Specialist sheet is your SPECIALIST scores; Speed, Proficiency, Endurance, Charisma, Intelligence, Agility, Looks, Insight, Stamina and Toughness. The far-left column indicates your primary stats for Magic and Martial abilities. The second column simply lists the SPECIALIST stat names. The third column is for tracking each stat's score. The fourth column is for various derivative scores, such as action points, vitality score, carry weight, and so on. Formulae for determining each derivative stat are provided. This is also a good place to make note of temporary stat changes.

Following the SPECIALIST stat block is the favorite attacks area. This area is a good place to keep track of spells or attacks you use frequently. The far-left column is the name of the attack. This can be whatever you want to call the attack, but it's generally a good idea to name it something meaningful. While you could name a spell "Ultra Death", doing so would be silly if it was an instantaneous, touch Charm 1 (sleep) spell. The middle column is a place to list the components used in the attack. In the previous case, these are duration: instantaneous, shape: touch, energy: Charm 1 (sleep), optional: none. The far-right column is provided to indicate the minimum AP cost of the attack. In the previous example, the cost would be 1 AP, since all 3 components used in the spell are simple.

The next section is Luck. This is where a Specialist keeps track of the luck points they roll at the beginning of each day. Luck was intentionally placed between attack and defense to remind players that their Specialist may use their luck points on attack, damage, defense and mitigation. Luck points may also be used on skills, though skills have their own page within the Spec Rec.

Defense and damage mitigation make up the next section of the Specialist sheet. For armor and shield, an area is given to track the defense bonus provided by each, as well as the damage mitigation provided by each. Sections are also provided for defense bonus for evasion and warding.

Following the defense and mitigation section is the possessions section, which is broken up into two areas. Bank is provided for keeping track of a Specialist's available money, while the possessions section is provided for keeping track of worldly goods, such as clothes, weapons, armor, vehicles, etc.

Each line of the possessions section provides a name and notes column to keep track of info about an item, such as hemp rope – 30-feet. The Location column is provided to track where the Specialist keeps the item, such as in a backpack, slung across their shoulder, or on a cart. This can be important, for example, if a Specialist must leave their cart behind to enter a cave, or if their backpack is stolen. The next column is quantity, to help track how many of a given type of item a Specialist has, such as 1 sword, 5 marbles, 2 belt pouches, etc. The second-to-last column is for weight. In general, it's best to track weight by multiplying the individual weight of an item by the quantity of the items owned and placing the result in this box. For example, if you own 5 bricks each weighing 2kg, you would list weight as 10kg. For items which are likely to be used or lost, it may be a good idea to add the individual weight in the notes section for the item, so it can be quickly adjusted. The final column is price. Prices of items in Boundless are variable, but this is a good place to keep track of how much you paid for something, or how much you intend to sell it for. It's worth noting that a Keeper may roleplay transactions, so be prepared to haggle.

## Magic

The magic section of the Spec Rec is relatively straight-forward. Across the top are the various tiers, simple, basic, intermediate, advanced and master. Below those are listed the energy, structure and optional components that belong to that tier. Next to each component is a checkbox to indicate whether a Specialist has learned that component or not. On advancement, magic components may be purchased at a cost of 1 advancement point each for simple, 2 each for basic, 3 for intermediate, 4 for advanced, and 5 for master. Specialists must meet the prerequisite primary casting stat for each tier in order to learn a component. Additionally, tiered energies

require the previous tier to be purchased before they themselves can be purchased. Tiered energies are denoted with an asterisk.

## Martial

Much like the magic section, the martial section is topped with the simple, basic, intermediate, advanced and master tiers for the components listed below them. Beneath those are the ranged, melee and defensive categories which fall into each tier. Individual components are listed, each with their own checkboxes to indicate whether a component has been learned. It is worth noting that shot and throw components are detailed together, but the throw versions of the components are learned separately from the shot versions.

Below the components is the advanced martial training area. This is where you would list any advanced training your Specialist has. At the right of each line are the S, B, I, A and M, so you can circle the tier of training your Specialist has achieved.

## Skills

The skills section differs from the magic and martial sections. As each skill has training tiers, they're divided into their respective SPECIALIST stats, then listed alphabetically. Instead of a checkbox, each skill has S, B, I, A and M so you can circle the degree of training your Specialist has achieved in each skill.

Below the skills section is a notes section. This is provided for you to keep track of any extra notes you feel are important, such as campaign plot information, Specialist history or personality traits and so on.

## Character Creation

There is no right or wrong way to go about building your Specialist. Some people prefer to envision a character concept and attempt to build their character to match their idea of the concept, such as choosing stealthy abilities to make a ninja, or casting abilities to make a wizard. Others prefer to come up with a personality for their Specialist, and decide what sorts of abilities would support that personality, such as a greedy Specialist may enjoy pickpocketing, and be like a rogue. Others still prefer to write a back story for their Specialist, and in the process, explain the sorts of training the Specialist may have had access to, and how they've become what they are today. All of these are viable methods of building a Specialist. In general, we recommend that each Specialist have a concept, a back story, and at least a few personal goals.

### Starting Stats

Each Specialist starts with 100 stat points to spend. On character creation, a Specialist may have up to 20 points in any given stat. Racial traits may increase or decrease the maximum possible starting stat points. No stat may have less than 1 point.

Starting stats are considered to be 0 advancements. Since  $0 * 100 = 0$ , starting Specialists automatically gain one advancement immediately after they've distributed their stats.

### Starting Advancement Points

A Specialist starts with a no advancement, unless otherwise specified by the Keeper, but immediately gains an advancement once they've distributed their SPECIALIST stat points. This

gives a starting Specialist 10 advancement points to use for buying racial traits, additional stat points, magic and/or martial components and skills. It should be noted that some racial traits may only be purchased at character creation.

### **Specialist Scores**

There are ten Specialist scores that are used to determine the various capabilities of a Specialist: Speed, Proficiency, Endurance, Charisma, Intelligence, Agility, Looks, Insight, Stamina and Toughness.

#### **Speed**

Speed is both a measure of how fast your character can react during combat and movement speed. Use the following chart to figure out what your Speed Rating is, based on your Speed. The formula is Speed score divided by 10, and rounded up. The Specialist's Speed Rating determines the number of movement units a Specialist may move for each move action they take as well as the number of Action Points, or AP they gain each round in combat.

Speed score	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100
Speed Rating	1	2	3	4	5	6	7	8	9	10

#### **Proficiency**

Proficiency is a measure of your Specialist's hand-eye coordination. Ranged martial components require a minimum Proficiency score of 15 for simple, 30 for basic, 45 for intermediate, 60 for advanced, and 75 for master. Specialists who intend to focus on thrown or projectile weapons favor their Proficiency stat.

#### **Endurance**

Endurance is a measure of your resilience and is the governing stat for your Vitality. A Specialist's maximum vitality is equal to their Endurance score. Endurance does not govern any skills.

#### **Charisma**

Charisma is your force of personality. Charisma is used to persuade an audience or lead an army. Some magic energy components require a minimum Charisma score of 15 for simple, 30 for basic, 45 for intermediate, 60 for advanced, and 75 for master. Casters who wish to bend the will of others favor their Charisma stat.

#### **Intelligence**

Intelligence is a measure of your logic, reasoning and the ability to process information. Some magic energy components require a minimum Intelligence score of 15 for simple, 30 for basic, 45 for intermediate, 60 for advanced, and 75 for master. Casters who wish to deal a lot of damage in combat or overcome logic based situations with spells favor their Intelligence stat.

#### **Agility**

Agility determines how nimble and flexible you are. Some defensive martial components and advanced martial trainings require a minimum Agility score of 15 for simple, 30 for basic,

45 for intermediate, 60 for advanced, and 75 for master. Specialists who wish to dodge nimbly or excel at fighting with no armor favor their Agility stat.

## Looks

Looks are your overall appearance and can help a Specialist either stand out or blend in to a crowd.

## Insight

Insight is a measure of your overall understanding and empathy. Some magic energy components require a minimum Insight score of 15 for simple, 30 for basic, 45 for intermediate, 60 for advanced, and 75 for master. Casters who wish to deal in the body, life and death, or flashy effects favor their Insight stat.

## Stamina

Stamina is a measure of your pain tolerance and is used to determine a Specialist's maximum Fatigue. Specialists who wish to wear armor require a minimum Stamina score of 15 for simple, 30 for basic, 45 for intermediate, 60 for advanced, and 75 for master.

## Toughness

Toughness is a measure of your physical strength, which determines your carrying limits. Melee weapon and shield martial components require a minimum Toughness score of 15 for simple, 30 for basic, 45 for intermediate, 60 for advanced, and 75 for master. Melee damage or tank focused martial Specialists favor their Toughness stat.

## Attacks

The attacks section is intended to give players a place to keep their favorite attacks written down, with all calculations already recorded to help speed combat along. The idea is to build a few attacks from your components to have them ready to go at a moment's notice.

An attack is any action intended to cause harm, although not necessarily injury, to another, whether it be via martial attacks, casting a spell, or the use of skills. In game terms, this means that any action intended to damage or hinder an opponent is considered an attack.

## Basic Attacks

A basic attack is an attack that is strictly martial, strictly magic, or strictly skill. Attacks of this sort explained in the section of the respective type of attack.

## Hybrid Attacks

Hybrid attacks are those that combine martial, magic and/or skill into a single attack. For example, a sword charged with a spell counts as a hybrid attack. In such cases, the primary delivery method is used to determine whether the attack hits or misses. Damage is determined separately for each part of the attack. Special defenses may apply to magic portions of attacks, such as an opponent who attempts to ward the spell's effect. The Keeper determines which part of a hybrid attack is the primary delivery vehicle.

## Racial Features

For gaming purposes, human is considered the standard race. For Specialists who are not human, the notes area in the Skills section of the Specialist Record is a good place to keep track of what makes them different.

### Standard Racial Features

Standard racial features are features that every creature has, simply by existing. These are race, size category, movement types (primary and alternative).

### Selective Racial Features

Some races have various features which set them apart from other races in different ways. Some may have wings, while others may have gills and fins. As such, many races have various racial features available to choose from during character creation. Some racial features cost advancement points, and provide a positive effect, while others essentially give an advancement point bonus and impose a negative effect. In general, the bonus advancement points from selecting negative features shouldn't outweigh the advancement point cost of positive effects, though the Keeper may allow it on a case-by-case basis.

Selective racial features may only be purchased during character creation, though they may be improved later through regular advancement point expenditures. For example; a Specialist with Harpy blood may start the game with very basic, essentially useless wings, which could later be improved to provide gliding and even flight. If the same Specialist doesn't take the wings at character creation, however, they shouldn't be able to spontaneously grow wings later in life.

Selective racial features give players the ability to customize their Specialist's race to fit their play style. In general, it should be assumed that any Specialist that only has a few of the available racial traits is a cross-breed. Only Specialists who have all the racial traits of a race are considered pure-blooded.

### Choosing a creature type

An important aspect of your Specialist is your creature type. In the process of creating your Specialist, you'll want to decide what creature type your Specialist will be, and purchase racial features with your starting advancement points. Once you've chosen your creature type, you can't purchase racial features that don't belong to that creature type. If you can't afford a racial feature with your starting advancement points, you may purchase them once you've earned more advancements, unless otherwise specified in the racial feature. For example, if your creature type is pixie, you may have vestigial wings on Specialist creation (namely because you couldn't afford to purchase the Flight racial feature). Once you've earned more advancement points, you could purchase the Flight racial feature to make use of your wings. You can't, however, start as a human, and suddenly decide you're a centaur, and spontaneously have your legs turn to horse legs, and grow two more of them.

### Constructing your own creature type

We strongly caution you to obtain Keeper approval before you go about creating your own creature type. Once you have approval, we advise you to work closely with your Keeper to

create your new creature type. This could be as simple as combining two creature types, and having the available racial features of both, or it could be as complex as grabbing numerous racial features and creating an entirely new creature type. If you're just combining two creature types in equal proportions, your result will be known as a "half-breed". If you're combining racial features of two or more types, your result will be a "mixed-breed". With a mixed-breed, find the highest concentration of racial features. The overall category those features belong to determine your primary creature type. For example, if you combine traits from monstrous, undead, and demonic creature types, but most of the traits you've chosen are from the undead types, your Specialist is considered undead.

## *Experience Points and Advancements*

Although Boundless doesn't have predefined classes or levels, Specialists still have the ability to grow and advance. To that end, Specialists earn and use Experience Points (Exp.) to advance.

### *Earning Experience Points*

Specialists earn Exp. by adventuring and surviving encounters. Encounters can be combat, puzzle, trap, or even role play. Generally, an encounter is any situation in which a Specialist must use attacks, magic or skills.

### *Advancements*

Each time a Specialist gains an amount of Exp. equal to their current advancement, they gain another advancement. For example, a Specialist with 5 advancements gains another advancement when they've gained 500 additional Exp. Any Exp. beyond the amount needed for the next advancement roll over. Thus, with the previous example, if the Specialist gains enough Exp. to give them 531 Exp., they would become advancement 6, and have 31 Exp. ( $531 - 500 = 31$ ) toward their next advancement.

When a Specialist earns an advancement, they gain 10 advancement points to spent on racial traits, stats, magic components, martial components, and skills. Racial trait costs are listed for each trait. Stats are purchased on a point for point basis, meaning each advancement point is good to increase a stat by 1 point. Magic and martial components cost are based on their tiers; 1 point for simple, 2 for basic, 3 for intermediate, 4 for advanced, and 5 for master. Skill ranks may be purchased at the same tier-based cost as magic and martial components, but only one tier of a given skill may be purchased in the same advancement, and the previous tier must already be purchased to learn the next. For example, a Specialist that has already learned simple Riding could purchase basic riding, but could not skip basic to purchase intermediate, nor could the Specialist purchase basic and intermediate Riding in the same advancement. A Specialist may advance different skills in the same advancement, such as Riding and Blacksmithing, regardless of the current tier of the skills, so long as the Specialist has enough remaining advancement points to purchase the prospective skill tiers.

## **Death and Experience**

As with most games, death carries a penalty. Although a corpse may be revitalized, the process of dying and being brought back to life takes a toll on the spirit. To reflect this, in Boundless, any unspent Exp. are lost whenever a Specialist dies.

## **Bank and Possessions**

The bank and possessions section of the Specialist Record is provided for Specialists to keep track of their wealth and possessions. This can be equipped, carried, or simply owned items, or even property.

### **Equipment**

Equipment consists of items a Specialist is able to carry around with them, and have ready to use at a moment's notice. Generally, it refers to armor being worn, and weapons and/or shields held or readily available.

### **Items**

Items consist of objects a Specialist carries, but generally not those used in combat. These range from clothing, to jewelry, to food, to skill and trade kits.

### **Property**

Property is anything a Specialist owns, but isn't currently carrying with them. This can be land, vehicles, animals, furniture, buildings, etc. Often, owned property requires staff to upkeep.

### **Wealth**

Wealth generally refers to the amount of Qwartz a Specialist carries, but can also encompass any other form of currency used to purchase or exchange for goods or services.

## **Notes**

The notes space on the Specialist Record is provided for players to make note of anything they feel is important. Many players like to quickly jot notes about ideas they have, adventures they've had, non-player Specialists (NPS), or even expand when other areas have run out of room. It's also a good place to write down the final judgments of the Keeper any time a rules question crops up. The bottom line is, if it's not written down, it's not true. For example, if you intended to sew a lock pick into your tunic, but you didn't write it down, you never did it.