

Steps to building a character for the boss rush.

Pick a stat you havent yet for the focus of your build. This stat must be at least a 10.

Add 8 bp to your character

Why? Because your only using a max of 4 weapons this rush so weapon proficiencies do not matter, were acting as if their traded in for bp.

Pick a class and subclass for the build, make sure your surgebinding or spellcast (If using a conduit this is definitely an option) is the focused stat. You may change ether of these to any stat from a boon or gain them as an option from a subclass.

Note we are level 1 so you gain the first level from the base class and subclass level.

Options for Base classes are

Vanguard

Rogue

Note, due to the nature of the boss rush, spy from rogue is off limits.

Vanguards brawler is fine expept picking the level 1 ability that impact improvised weapons

Pick a race (Some are off limits so review the doc in resources named Additional stuff for that)

Large and small change body and deftness.

Large raises body by 2 and the cap but lowers deftness and its cap by 2.

Small does the opposite.

Heres the fun part, keep what you have or refund it for lp and or take more quirks to get more lp.

Lp may be spent on new racial features.

Note depending on the race youll have to add race hp when everything is completed.

Have a basic idea of what weapons you might use for the next step, just because of wv so you can be strong enough to use them.

Allocate stats

Every stat starts at -2, well unless your small or large then body and deftness change but you have 26 points and each point raises a stat by 1 to a cap of +10 or well if your a different size then medium the size is modded.

I recommended using the thing iris made to help punch numbers easier.

Pick skill proficiencies

You get 4 skill proficiencies from any stat  
But can trade a skill proficiency for 6 bp.

#### Choosing 1-4 weapons

If you plan on just using 1 weapon that's cool too but you get up to 4.  
Make sure to read up on how wv, great and light works while inputting this.

#### Choosing spells and surges

So spells, unless you took the quirk that removes them you gain 1 hex and 2 spells, normally you'd pick off of a list from your class but rogue doesn't have a list yet, vanguard however does. So I'm providing a document for this of allowed hexes, make sure to consider your hex power to see if it will work with the spell. Some spells need enough sanity to function. The two regular spells though totally free rain expect from the category of death in the expansion.

Surges amount depend whether you're a vanguard or rogue.

#### Vanguard gets more at

2 generators  
7 spenders

#### Rogue gets

1 generator  
3 spenders

1 note is you gain 1 momentum at the start of your turn.

Using combat art slots, attunements and boon points.

#### Combat arts

So combat arts are weapon dependent. On the weapon category, if you know them on a longsword you always have them.

Tech weapons require double the combat arts to place it on a weapon but not lowering the surgebinding requirement.

If a weapon is a conduit you use spellcasting instead of surgebinding for these and its abilities.  
Each combat art placed requires 1 combat art slot

But each combat art placed increases the surgebinding requirement. Starting at 4, then adding 2 for each other one. There are certain combat arts that have increased requirements, these you merely add the number to the requirement.

You may use combat arts to lower the requirement by 1.

Dual wielding two of the same weapon increases the requirement by 1.5 of itself.

### Attunements

Every attuneable thing expect tech weapons take away from your usable attunements.

Tech weapons merely use the total number of the max unused attunements for mods and thats the max capacity you can use for them.

You may use attunements on the following.

Cybernetics

Enchantments

Transcription (A ritual)

Tech weapon mods.

### Boons

Boons are under the boon page in not in the doc but are purchaseable for your character if you have the bp available.

### Finally

Calculate hp and sanity.

If you used the spreadsheet iris made hp and sanity from stats unless you took the boon that increases luck, is fine meaning youll just need to add race hp and subclass hp.

Tips and the sorts

Additional info.

## HP

HP = 15 + Subclass HP + Racial Bonus (target of 15 or so) + (BOD + AGI) x 3 + (CHA + LUK) x 1.5 rounded down

## Sanity

Base =100

(Tech +Int) x6

(CHA + LUK) X3

Boss rush character guide.

-You need 6 characters

-Each character focuses on 1 stat of the 6, each focusing on a different stat.

-Each character build requires a maxed out stat in said focused stat for the build, the rest of the points can go anywhere. Preferably a 10 or higher.

The runs

-You pick 1 character you havent used before and use it for the boss rush for each fight. They regenerate all their health, if they died they are brought back to life at the start of the new fight.

Notes

-You are required to give notes and feedback at the end of this experience, any unanswered things and or additional feedback may be placed in a discord message or google doc and sent to me.

Tips and tricks for character creating.

Maxed stats and subclass recommendations.

Race picking

Offlimits for now

Magin, Dreadkin, Angel, Mockre

Any other race that has natural weapons such as  
Mim, Felari, Voidtouched (Believe that's it)  
Needs to have the lp refunded for it and used on something else.

Off limit subclasses  
Literally just Brawler

-Body

Any vanguard subclass works well I believe but primarily Spartan, Knight, while also options  
these are a bit lower. Gunslinger, spellblade and warlord.

Thug from rogue

My tiers would probably look like this unordered.  
All are viable just, weird?

S:Spartan, Knight, Thug  
B:Warlord, Gunslinger, Warlord  
C:Kenshi

Race recs

Gorilla, Leviathan, Archsetti

-Deftness

You could do a weird spellblade build that may work? Since its main stats in a way vanguard  
kinda works?  
Rogue for sure works for most classes. Since it by default gets deftness as its surgebinding.

S:Assassin, Scoundrel, Trickster  
A:Thug?  
B:Warlord, Gunslinger, Warlord, Spartan, Knight  
C:Kenshi

Race recs

Evelet, Linli

-Tech

.....You basically have like one option and thats basically it, its Operator from Vanguard. Youll primarily probably rock pistols and maybe some enchanted weapons and cybernetics. Any other subclass is viable in a sense but to get the most you probably want operator

The tier list probably will look just like this.

S:Operator

Race recs

Zei

-Intution

Probably just kenshi from vanguard as well spellblade vanguard? Their the only classes that get stuff related to intuition.

S:Kenshi, Spellblade.

Race recs

Zei

-Charisma

Warlord from Vanguard for sure, maybe any rogue class? But mostly thug and trickster.

S:Warlord

S-:Trickster thug

A:Assassin, Scoundrel

Race recs

Fae

-Luck

Because we are level 1 you dont get anything heavy with luck stuff from gunslinger, meaning most classes do work but getting that surgebinding is nice. Every subclass is basically in its same tier under gunslinger.

S:Gunslinger

Race recs

Human, Fae

Any class race recs.

That can slot into any class

Felari, Starshunned, Mim, Human kinda?, Tidori, Avain, Candlefolk, Harlurquari, Leviathan.

I will note any race works for classes but hey.

Avain, Harlurquari and Tidori will need some revamping though just to note.

Other tactical things you can do for building.

Engrave/Transcription

You may use your attunements to raise stats, Body, Deftness, Charisma and intuition