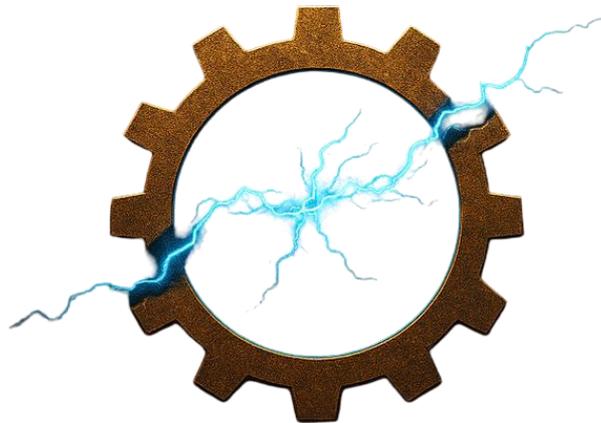


GUARDIANS

— THE SYSTEM —



Core Rule Book

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Prologue - Rise of the Guardians

It was the pinnacle of Human civilization on Terra.
Shining grey-silver cities dotted the land as if it were a huge mushroom.
We cared for no one but ourselves, and nothing besides us interested us.
For us, the Earth and all its treasures were just resources to be harvested for our pleasure.
In our own eyes, we were invincible... In our own eyes, we were gods...

And then they came...
They came from beyond our sun... an alien race, or so we thought.
An alien race bent on conquering and pillaging... bent on our destruction and demise.
We fought them! We fought them with all our might.
And we lost...

Our weapons did not penetrate their shields and armor.
Our armor and shields seemed no more than air for their weapons.
They hurled bolts of pure energy.
They controlled beasts that spat acid and bile.
They were protected by invisible barriers, protected by magic.

But we fought onward, relentless.
We fought when our dead were raised and fought us.
We fought with weapons forged from steel against armor forged from darkness.
We fought with fists against acid and venom.
We fought with the fury and might of heroes.
We fought not for our survival, but for that of all of Terra combined.
We fought, and we lost...

Bit by bit, they took more and more of our land.
Bit by bit, they took more and more of us.
After 10 long years, they controlled most of the old Earth.
And we, who once were the proud rulers of Earth... of Terra...
We cowered in fear, hiding from them... the Eversor.

It was the time of the spring equinox, the tenth year of their arrival. The remains of our scattered forces stood in what they thought would be their last stand.
The legions of the Eversor arrived as was expected, disfigured and horrid.
With a mixture of alien beasts and weapons at their disposal, they marched relentlessly but with deliberate slowness; their sight alone struck fear in the hearts of the defenders, yet they stood firm.
They marched toward what remained of our armies, toward our last defenders.
The thundering sound of gunfire was heard as volley after volley was released at the invaders, only to be scattered harmlessly around them.
The defenders readied makeshift close-combat weapons and prepared for their inevitable deaths.

But for some reason, their feeling was not of impending doom; something else was in the air. It was as if something had changed. The land itself felt awake, and for some reason, hope seemed to envelop them in a thick blanket. For some reason, they felt invigorated.

And so came forth the Nine...

From the shadows of the surrounding forest came forward nine humans. They wore no visible armor, only robes. They had no weapons, only uncut wooden walking staffs. Their faces seemed both old and young—a contradiction, an impossibility—but there they were. They seemed to walk slowly, yet in the blink of an eye, they stood between the defenders and the advancing hordes of the Eversor.

The aliens hurled bolts of energy at the intruders, but they didn't flinch. As the bolts approached, they exploded in midair, hitting an invisible barrier—a magic barrier, magic that humans didn't have before.

The leader of the Nine turned his head toward the human defenders. He smiled at them, and his smile filled them with both warmth and hope, making them feel like children whose mother had just come back to protect them.

He then turned his attention back toward the approaching Eversor invaders. His smile turned into scorn, and his hands were raised in the air... For a moment, his hands seemed to be teeming with energy... and the air itself was stirring with power.

When the leader of the Nine lowered his hands back, his form seemed to be bent. It seemed that he was exhausted... spent. He then lowered himself to one knee while using his staff as leverage, but he was smiling—a big, grinning, large smile—and the Eversor seemed to flinch.

At that moment, the other members pointed their staffs toward the Eversor army, hurtling bolts of power, lightning, and magic toward the unsuspecting invaders.

The bolts ignored armor, shattering invisible shields as they exploded time and time again amid the midst of the Eversor army.

Confused and hurt, the Eversor charged forward.

The leader of the Nine rose to his feet. He was still smiling, and the air around him burst with activity.

From the forest, from the earth, from the air... the beasts of Terra came out to attack the invaders' army.

These were not animals that charged; it was the Gaian beasts—different in size, stronger, faster, and armed with claws that were charged with lightning, and teeth that shone like steel.

The Eversor forces were decimated in minutes.

Those that survived fled to the four winds, back into the safety of their occupied lands.

The leader of the Nine turned toward the Defenders of Terra and spoke.

His voice was soft and soothing, yet laced with power. His words were heard; his message, undeniable.

"Hear me out, all, and help spread this message onward for others to know," he took a deep breath and continued.

"Gaia has awoken," his voice boomed.

"The ancient power of the Guardian has been released back to the world.

Once again, as was before, magic has been restored.

But more importantly, you are no longer alone..." His words became soft as a whisper.

"I have a message for you from our mother... from Gaia."

He bowed down in respect, as in front of him appeared a glowing visage of a beautiful woman. She seemed in her mid-twenties; her features were always shifting, always changing, and her appearance was soothing, nourishing... motherly...

When she spoke, it was as if the wind spoke. When her hair moved in the breeze, it was as if it was made of thousands of rainbows—the lights that break over a waterfall.

"Children..." she whispered.

"I have studied the invaders, these... Eversors," she spat the last word as if it was filth.

"I have given you the power to beat them!

I have awakened your Guardians," she smiled.

"I have restored magic.

But it is not enough," she said with a hint of warning.

"In order for you to win, in order for you to find your purpose," she smiled deeply and spread her arms,

"In order for you to reach toward the stars and free them back...

You must learn how to meld Magic with Science." She raised one arm high, holding in her palm a ball of fluctuating energy. She raised her other palm, and within it, she held a glowing abstract atom.

"Only then will you get the edge over our enemies; only then will the stars be in your reach."

She clasped her hands together, and for a split second, the light from her hands shone so brightly that everyone had to avert their gaze.

When they looked back, she was gone, and only the Nine were left.

The leader of the Nine spoke again.

"Know this: the Eversor have almost no knowledge of science. What you see as technology, they perceive as magic.

In ancient times, humans had possessed the power to wield magic," he said.

"But we didn't understand the world around us...

We could create explosions, but we didn't understand the mechanics behind them.

You must understand that the 'why' is more important than the 'how'...

If we can understand how things work, then magic can be so much more powerful," he paused.

"That is why Gaia took the magic away..." His voice seemed to hide something, a secret...

"So we could learn, so we could understand... so you could be prepared.

Now magic has returned, and we understand better," he smiled.

"Go forth, my brethren, and win Terra back..."

And the world moved on... And as it did, everything changed...

The World

257 years have passed since the Eversor invaded Terra.
They still control a fifth of the planet.
247 years have passed since Gaia restored magic to Terra.

The long years of the Eversor onslaught left deep scars. Cities crumbled beneath their advance, leaving only wreckage in their wake.
Borders were erased. Nations and religions were lost — forgotten remnants of a broken world.

From the ruins of the old world, three new super-nations rose, fighting both the Eversor — and sometimes each other.

Only 5% of humanity survived.
And of those, only 1 in every 1,000 developed magical aptitude.
These gifted few are known as the Guardians.

After the Guardians came the Orders — organizations founded to reclaim Terra and destroy the Eversor.
There are many Orders scattered across the world.
They offer both sanctuary and knowledge to those who seek them.

And still... the world moves forward.

The Badlands

In the wake of the war, nuclear weapons were used several times.
What they left behind was scorched earth — and an angry Gaia.

These places are known as the Badlands.
Twisted beasts roam freely, and if that's not enough... the land is soaked in radiation.
The closer you get to the heart of a Badland, the worse it becomes.

There are rumors of monstrous creatures and mutated humans who thrive in the Badlands.
Some say entire twisted societies now call them home.
Others speak of pockets of warped reality where physics and magic behave... unpredictably.
Places where the rules of the world no longer apply.

The Orders

With the rise of the Guardians came the rise of the Orders.

Their purpose is simple — and absolute:
Liberate Terra. Destroy the Eversor.

Many Orders now span the world, each with their own goals, philosophies, and methods.
Some are secretive. Others are militant.
But all offer sanctuary, purpose, and power to those chosen by Gaia.

Attributes

Every Guardian is defined by eight core Attributes. These represent your character's physical ability, mental strength, and social presence. Attributes range from **1 (Below Average)** to **12 (Godlike)**, with higher scores granting extraordinary potential.

Use the Attribute Table as a quick reference, then see the descriptions below for details and derived mechanics.

Attribute Table

Attribute	1–2 (Below Average)	3–4 (Normal)	5–6 (Exceptional)	7–8 (Superhuman)	9–10 (Legendary)	11–12 (Godlike)
Strength	Weak, frail	Average adult	Truckers, soldiers	Olympic lifters	Conan the Barbarian	Hercules
Dexterity	Clumsy, slow	Average adult	Circus acrobat	Bruce Lee	Spiderman	Monkey King
Stamina	Fragile, sickly	Average adult	Endurance athlete	Olympian swimmer	Marathon legend	Beowulf
Intelligence	Slow learner	Average adult	Academic scholar	Marie Curie	Albert Einstein	Doctor Who
Wisdom	Foolish, rash	Average adult	Experienced teacher	Descartes	Plato	King Solomon
Perception	Oblivious	Average adult	Detective-level	Nancy Drew	Sherlock Holmes	God's Eye
Charisma	Awkward, ignored	Average adult	Salesperson	James Bond	Joan of Arc	Orpheus
Appearance	Unattractive	Average adult	Attractive	Supermodel	Arwen	Helen of Troy

Attribute Descriptions & Derived Mechanics

Strength (Str)

Raw physical power.

- Governs: melee damage, carrying capacity, climbing, shattering obstacles.
- Rolls: added to melee Attack & Damage rolls.
- Skills: Bodybuilder, Jump, Climb, Shattering Strike.
- Save: contributes to **Body saves** (Sta + Str).

Dexterity (Dex)

Agility, reflexes, and precision.

- Governs: accuracy with weapons, dodging, stealth, acrobatics, lockpicking.
- Rolls: added to Attack, Dodge, Parry, Initiative (Speed Bonus).

- Skills: Acrobatics, Stealth, Sleight of Hand, Drive, Pilot.
 - Save: contributes to **Reflex saves**.
-

Stamina (Sta)

Endurance, toughness, and resilience.

- Governs: Life Points, resistance to poison, exhaustion, harsh environments.
 - Formula: **Life Points** = 15 + **Sta** + **Toughness** + (**Athletics** ÷ 2) + **abilities**.
 - Skills: Athletics, Swimmer, Toughness, Resistances.
 - Save: contributes to **Body saves**.
-

Intelligence (Int)

Knowledge, learning, and problem-solving.

- Governs: spellcraft, device mastery, science, hacking.
 - Pools: part of **Mana Pool** (Magic Paths), **Psychic Pool**, and **Techno Pool**.
 - Skills: Science (all fields), Computer Use, Logic, Spellcraft.
 - Save: contributes to **Mind saves** (vs illusions, psychic strain).
-

Wisdom (Wis)

Insight, judgment, and willpower.

- Governs: perception of truth, resisting manipulation, animal empathy.
 - Pools: part of **Mana Pool** and **Psychic Pool**.
 - Skills: Survival, Theology, Philosophy, Handle Animal, Mind Shield.
 - Save: contributes to **Mind saves**.
-

Perception (Per)

Keen senses and awareness.

- Governs: spotting ambushes, detecting lies, ranged accuracy.
 - Rolls: adds to ranged Attack rolls, Initiative (Speed Bonus).
 - Skills: Spot, Listen, Search, Hacking (alt).
 - Save: contributes situationally to Reflex or Mind saves.
-

Charisma (Chr)

Force of personality and social influence.

- Governs: persuasion, leadership, manipulation, command presence.
- Rolls: used in negotiations, crowd control, some psychic powers.
- Skills: Crowd Control, Seduction, Motive Manipulation, Diplomacy.
- Save: contributes to **Mind saves** (vs charm/compulsion).

Appearance (App)

Beauty, allure, and aesthetic presence.

- Governs: first impressions, attraction, Seduction.
- Rolls: Appearance vs. target's Will/Mind for attraction/resonance.
- Skills: Seduction, Performance (Dance, Sing, Music), Presence.
- Special: some Illusion or Glamour spells use Appearance instead of Charisma.

Derived Mechanics Summary

- **Life Points** = 15 + Sta + Toughness skill + (Athletics ÷ 2) + abilities.
- **AP per Round** = 10 + chosen Speed Attribute (Dex / Int / Per) + Action Skill.
- **Initiative (per action)** = d20 + Action AP (final) – Speed Bonus.
 - Speed Bonus = [(Dex + Per)/2] + Action Skill.
- **Saves:**
 - **Body** = Str + Sta + modifiers
 - **Reflex** = Dex + modifiers
 - **Mind** = Int/Wis/Chr (depends on context)
- **Mana Pool (Magic)** = floor((Int + Wis + Chr)/2) + highest attribute + MR.
- **Psychic Pool** = (Int + Wis) + Focus attributes (Int/Wis count double if Focused).
- **Techno Score** = Computer Use + Science (Robotics) + Science (Computer) + Int.

Rolls

Roll: d20 + modifiers

Attack Rolls

- **Attack:** Dexterity + Martial/Weapon skill + specialty
- **Attack Range:** Dexterity + Weapon skill + specialty – distance penalties – relative movement

Range Penalties:

- 10 meters (30 feet): -1
- 25 meters (75 feet): -5
- 50 meters (150 feet): -10
- 100 meters (300 feet): -15
- 200 meters (600 feet): -20

Movement Penalties:

- Walking or fast walking up to 5 km/h: -1
 - Running 5 km/h to 20 km/h: -5
 - 20 km/h to 50 km/h: -10
 - 50 km/h to 100 km/h: -15
 - 100 km/h to 200 km/h: -20
-

Defensive and Damage Rolls

- **Dodge:** (Dexterity + Martial skill) / 2 – armor bonus + Martial Dodge skill
- **Parry:** (Dexterity + Weapon skill + weapon bonus) / 2 – armor bonus + Weapon Parry skill
- **Damage (Melee):** Weapon + Strength – armor
- **Damage (Martial):** Weapon + Strength – armor
- **Damage (Ranged):** Weapon – armor
- **Armor:** Armor stat

Damage Roll: d20

- 1–4: half damage
 - 5–X: normal damage
 - X–20: another damage roll with the same rules
-

Difficulty Rolls

- **Difficulty Rolls:** Attribute + skill + modifiers vs. target difficulty
- **Target Number:** Set by GG (Game Guardian) according to the task's complexity
- **Roll:** d20 + Attribute + Skill vs. Difficulty

Difficulty Guidelines:

- Simple task: 5
- Average task: 10
- Challenging task: 15
- Hard task: 20
- Nearly impossible: 25+

Example: Picking a simple lock → Dexterity + Lockpicking vs. difficulty 10.

Example: Disarming a complex magical trap → Dexterity + Lockpicking vs. difficulty 20.

Accomplish Roll

- **When used:** Certain situations require an Accomplish roll at the GG's discretion.
- **Accomplish Ability (AA):** An attribute, or an attribute + ability combo relevant to the task.
- **Roll:** d20 + AA vs. preset difficulty (10 is the lowest difficulty).
- **Success:** If roll + AA is higher than the difficulty.
- **Failure:** If roll + AA is equal to or lower than the difficulty.

Examples:

- Disarming a Tech trap — **AA:** Dexterity + Tech Device (see Devices section).
 - Disarming a low-tech trap — **AA:** Dexterity + Mechanics (see Devices section).
 - Climbing a steep wall — **AA:** Strength + Climb.
-

Save Rolls

- **When used:** To avoid a harmful mishap (traps, conditions, certain spell effects).
- **Save Defense (SD):** An attribute, a combination of two attributes, or attribute + ability.
- **Roll:** d20 + SD vs. preset difficulty (10 is the lowest difficulty).
- **Success:** If roll + SD is higher than the difficulty.
- **Failure:** If roll + SD is equal to or lower than the difficulty.

Examples:

- Avoiding a sprung trap — **SD:** Dexterity only.
 - Certain spells and spell effects — **SD:** Various (see Spells section).
-

Magic Rolls (Spell Power)

- **When a spell is cast**, roll to determine final power applied.
- **Roll:** d20 → apply the result below to the invested Mana.
- **Results:**
 - **1:** Power decreases by 50%.
 - **1–4:** Power decreases by 25%.
 - **5–15:** Power is as invested.
 - **16–19:** Power increases by 25%.
 - **20:** Power increases by 50%.

Adjusting the Range (special skill):

- The upper success band can be decreased from **16** down to **11** (at most).
- The lower band can be decreased from **4** to **2**.
- **Note:** A roll of **1** is always a failure.

Spell Failure (Botch):

- If the adjusted power drops below the spell's minimum requirement, the spell is **botched**.
- Botched spells can have effects ranging from harmless or funny to damaging (see Magic → Botched Spells).

Magic Resistance Rolls

- **When used:** Whenever a spell targets a subject with Magic Resistance.
- **Roll:** d20; any result **equal to or below** the subject's Magic Resistance score = success.
- **Effect:** On success, the spell's effect on the subject is resisted (as defined by the spell).
- **No Throw:** If Magic Resistance is lowered below **0** for any reason, the subject is **not entitled** to a roll.

Combat — v1.2

Fast, readable, tactical. A round is 5 seconds. Initiative is dynamic and re-evaluated per action. AP fuels everything.

Core Loop of a Round

- **Round Length:** 5 seconds.
 - **AP per round:** 10 + Chosen Speed Attribute + Action Skill.
 - **Chosen Speed Attribute:** one of **Dex / Int / Per**, fixed at character creation (by Path or GM). It does not change mid-campaign unless a Path says so.
 - **Banking AP:** You may bank unused AP. Subtract banked AP from the **first action** you take next round.
 - **Reactions:** Some abilities allow reactions between turns. Reactions spend AP immediately and use your current round's AP Roll (if any).
-

Initiative (per action; lowest acts first)

Each time you are ready to take an action this round, determine initiative for **that action**:

Action Initiative = d20 + Action AP (final) – Speed Bonus

Speed Bonus = floor((Dex + Per)/2) + Action Skill

- **Lowest acts first.** Ties: lower Speed Bonus, then higher Per, then roll-off.
 - **Action AP (final)** includes all cost modifiers: AP Roll, banked AP, cast time, weapon speed, etc.
 - Heavier actions land later; faster characters cut in earlier—naturally.
-

AP Roll (optional)

At the **start of your turn**, you may choose to roll **d20** to modify **action costs** for this round:

- **1: +3 AP**
- **2–4: +1 AP**
- **5–16: as listed**
- **17–19: –1 AP**
- **20: –3 AP**

Rules: Declare the AP Roll **before** your first action; you can roll at most **once per round**. The **GM** may call a **Tempo Shift** that makes **everyone** roll AP for one round. *Movement by meter and per-AP investments (e.g., Defense stance) are never modified by AP Roll.* Reactions use your current round's AP Roll (if any).

Optional Variant — Reverse Gambit: If you want a table where “low roll = lucky tempo,” use: **1: -4 AP, 2-6: -2 AP, 7-15: as listed, 16-19: +2 AP, 20: +4 AP.** Label this clearly at your table to avoid confusion with other d20 rolls.

Actions & AP Cost (typical)

Action	AP Cost	Notes
Unarmed attack	5 + 1	—
Armed attack	5 + weapon speed	Weapon speed by weapon list
Ranged attack	5 + weapon speed	See Range rules
Spell	5 + cast time	Cast times: Snap 0 / Quick 1 / Standard 2 / Lengthy 3 / Ritual 4-5
Drink vial	10	—
Move	1 m per AP (optimal)	May vary by powers, terrain; never affected by AP Roll
Use device	device speed	Tech varies
Defense stance	2 AP → +1 Defense	Ends if you take any other action . If you end the round with a Defense bonus and took no other actions, it persists to the next round. Bonus from stance cannot exceed Dex .

Attacks, Damage & Ranges

Damage Outcomes

- **Natural 1-4:** half damage
- **5-19:** normal damage
- **Natural 20:** roll your damage dice one additional time and add (do not double modifiers). Applies to weapon and spell damage unless an effect states otherwise.

Range Rules (core)

Use **range bands** for quick table play:

- **Point-Blank:** 0
 - **Short:** -2
 - **Medium:** -4
 - **Long:** -6
 - **Extreme:** -8
- The GGsets bands by weapon/effect profile.

Moving Targets: -2 if the target moved this round; -4 if sprinting/evading; ignore if the attacker has a steadied aim or an ability that negates it.

Optional: Granular Range Ladder

If your table prefers meters, use weapon/effect distance brackets and apply penalties **-1 / -5 / -10 / -15 / -20** as written in that ladder.

Long Casting (Spells)

- Begin the spell at the **start of the round**.
 - Any **excess AP** you invest continues into the **next round** until the spell completes.
 - When the spell completes, gain **+5 AP** before any other action.
-

Defense & Saves

- **Defense:** a single value used in attack resolution. Players can raise it in play only via **Defense stance** or abilities.
 - **Saves:** Use your standard **Body / Mind / Reflex** saves where effects call for them.
-

Quick Reference

- **Round:** 5 seconds. **Per-action initiative:** d20 + Action AP – Speed Bonus (lowest acts first).
 - **AP per round:** 10 + Chosen Speed Attribute + Action Skill (Speed Attribute is fixed at creation).
 - **AP Roll (optional):** at turn start you may roll d20; **1:+3, 2-4:+1, 5-16:as, 17-19:-1, 20:-3**. GGcan call a **Tempo Shift**. *Never changes per-meter movement or Defense stance.*
 - **Bank AP:** subtract banked AP from your **first action** next round.
 - **Common AP costs:** Unarmed **6**; Armed **5+WS**; Ranged **5+WS**; Spell **5+CT**; Drink **10**; Move **1 m / AP**; Device **DS**; Defense **2 AP → +1**.
 - **Long Casting:** start at round start → carry excess AP → on completion, gain **+5 AP** before other actions.
 - **Damage:** nat **20** explodes (extra damage dice; no double mods).
 - **Ranges:** Bands: 0 / -2 / -4 / -6 / -8. Moving target -2/-4.
-

Worked Micro-Example (per-action initiative)

Assumptions. Chosen Speed Attribute is **Dex** for both characters (fixed at creation). No AP Roll this round; no banked AP yet.

Stats.

- **Jane:** Dex **5**, Per **9**, Action Skill **5** → **Speed Bonus** = $\text{floor}((5+9)/2) + 5 = 7 + 5 = 12$.
- **Mylo:** Dex **8**, Per **6**, Action Skill **5** → **Speed Bonus** = $\text{floor}((8+6)/2) + 5 = 7 + 5 = 12$.

AP per round.

- **Jane:** 10 + Dex 5 + Action Skill 5 = 20 AP.
- **Mylo:** 10 + Dex 8 + Action Skill 5 = 23 AP.

Action 1 — Jane casts (AP 7 final)

- Jane's **Action Initiative** = $d20 + 7 - 12 = d20 - 5$.

Action 1 — Mylo makes an Armed attack (AP 8 final)

- Mylo's **Action Initiative** = $d20 + 8 - 12 = d20 - 4$.

Resolution. Lowest total acts first → on average **Jane** goes first (-5 is lower than -4), but the d20 can flip it.

With AP Roll example. If Jane elects to AP-Roll and gets **17** (-1 AP), her cast becomes **AP 6** → $d20 + 6 - 12 = d20 - 6$ (even earlier). If Mylo AP-Rolls a **4** (+1 AP), his attack becomes **AP 9** → $d20 + 9 - 12 = d20 - 3$ (later). The AP Roll thus nudges initiative order naturally by changing **Action AP (final)**.

Note on alternate Speed Attribute. If Jane's Chosen Speed Attribute had been **Per 9** instead of Dex, her AP per round would be $10 + 9 + 5 = 24$ AP (more actions), but her **Speed Bonus** remains **12** (unchanged), since Speed Bonus uses **Dex + Per + Action Skill** regardless of the Chosen Speed Attribute.

One-Page Combat Reference (Player Handout) — v1.2

Round = 5 seconds. AP fuels actions. Initiative is **per action** and dynamic.

Initiative (per action)

Action Initiative = d20 + Action AP (final) – Speed Bonus, lowest acts first

Speed Bonus = floor((Dex + Per)/2) + Action Skill

Action AP (final) includes all modifiers: AP Roll, banked AP, weapon speed, cast time, etc. Ties: lower Speed Bonus, then higher Per, then roll-off.

AP per round

10 + Chosen Speed Attribute + Action Skill

*Chosen Speed Attribute = one of **Dex/Int/Per**, fixed at character creation (by Path/GM).*

AP Roll (optional)

At the **start of your turn**, you may roll **d20** to modify **action costs** for this round:

1: +3 AP • 2–4: +1 AP • 5–16: as listed • 17–19: –1 AP • 20: –3 AP

Declare before your first action; **once per round**. GGmay call a **Tempo Shift** to make everyone roll for one round.

Never modifies movement-by-meter or per-AP investments (e.g., Defense stance).

Bank AP: You may bank unused AP; subtract from your **first action** next round. (*Min 1 AP after reductions.*)

Common AP Costs

Unarmed **6** | Armed **5 + weapon speed** | Ranged **5 + weapon speed** | Cast **5 + cast time**

Drink Vial **10** | Move **1 m / AP** (never changed by AP Roll) | Use device = **device speed**

Defense stance 2 AP → +1 Defense (ends if you take **any other action**; if you end the round doing nothing else, it **persists** to next round; bonus capped by **Dex**)

Aim **2 AP → +1** (max +3) | Reload (mag) **6** | Reload (single) **3/round** | Draw/Sheathe **3**

Attacks & Defense

Attack: d20 + Dex + Martial/Weapon Skill + specialties + mods **vs Defense**

Defense: single value (from your build). Raise in play with **Defense stance** or abilities.

Ranges (core)

Use **range bands** for quick play: **0 / -2 / -4 / -6 / -8**

Moving target: -2 (moved) • -4 (sprinting/evading)

GGsets distances per weapon/effect. (Optional granular ladder by meters is available.)

Damage & Crits

Damage roll: 1-4 = **half** • 5-19 = **normal** • **Natural 20:** roll your damage dice one additional time and add (don't double modifiers).

Weapon damage: melee **+Str - armor**; ranged **- armor** (min 0) unless noted.

Casting & Concentration

Long Casting: begin at round start → carry excess AP across rounds → on completion gain **+5 AP** before other actions.

Concentration on damage: d20 + Concentration + (Wis or Int) vs 10 + damage taken.

Saves

Body (Sta) • Reflex (Dex) • Mind (Wis/Int/Chr) → d20 + Save vs **DC**.

Cover, Concealment, Conditions (quick)

Cover: Light **+2 Defense** • Heavy **+5 Defense** • Total = no LoE

Concealment: Smoke/Fog **-2 / -5** to attacks through it

Common Conditions:

Prone (stand **4 AP**; melee easier, ranged harder) • Shaken **-1 AP** • Staggered **-2 AP** • Stunned **lose all AP**

Grappled (move 0; escape **2 AP** check) • Blinded (melee **-4 /** ranged **-8**) • Slowed (double move)

• Immobile (move 0)

Optional modules (table choice)

- **Reverse Gambit AP Roll:** 1: **-4 AP** • 2-6: **-2** • 7-15: **as** • 16-19: **+2** • 20: **+4** (flip the luck; label clearly).
 - **Opportunity attacks:** If used, leaving adjacency without a **Disengage 4 AP** lets foes spend **2 AP** to make one basic attack. Reach threatens 2 m.
-

Example Combat: Three Rounds (Jane vs Mylo)

Characters (for this example only)

- **Jane:** Dex **5**, Per **9**, Action Skill **5** → **Speed Bonus 12**; AP/round = 10 + Dex 5 + AS 5 = 20. Gear: **Rapier** (weapon speed **2**), **Aether Shield** (cast time **1**, grants **+3 Defense** for 1 round). Armor **AR 2**.
- **Mylo:** Dex **8**, Per **6**, Action Skill **5** → **Speed Bonus 12**; AP/round = 10 + Dex 8 + AS 5 = 23. Gear: **Greatsword** (weapon speed **3**). Armor **AR 1**.
- **Defense (example values):** Jane **15**, Mylo **13** (before stance/spells).
- **No Opportunity Attacks** module in this example. **No AP Roll** unless stated.

Round 1

AP: Jane 20 • Mylo 23. **No AP Roll** this round.

1. **Jane casts Aether Shield (AP 5 + 1 = 6).**
Initiative for this action: Jane rolls **11** → 11 + 6 - 12 = 5; Mylo plans an Armed attack (AP **8**), rolls **14** → 14 + 8 - 12 = 10.
Lowest acts first → Jane goes first.
Jane spends **6 AP** (left **14**). Gains **+3 Defense** for 1 round.
2. **Mylo attacks (greatsword) (AP 8).**
Attack roll: **d20 13 + Dex 8 + Weapon Skill 4 = 25** vs **Jane's Defense 18** (15 base +3 shield) → **Hit**.
Damage example: **1d8+3 = 8**, minus **AR 2** → **6 damage** to Jane. Mylo AP left **15**.
3. **Jane takes Defense stance** (invests **10 AP** → **+5 Defense**, capped by Dex 5).
She does **nothing else** this round, so the bonus will **persist** into Round 2. AP left **4** → **bank 4**.
4. **Mylo attacks again (AP 8).**
Attack roll: **d20 6 + 8 + 4 = 18** vs **Jane's Defense 23** (15 base +3 shield +5 stance) → **Miss**.
Mylo AP left **7** → **bank 7**.

End of Round 1: Jane's **+5 Defense** persists to next round **until she takes an action**. Banked AP: Jane **4**, Mylo **7**.

Round 2

AP: Jane 20 (bank **4**) • Mylo 23 (bank **7**).

AP Roll: Jane **chooses** to roll and gets **18** (**-1 AP** to actions this round). Mylo declines.

1. **Jane attacks (rapier)** (base AP **7** → AP Roll **-1** → **6**, then **-4** bank = **2 AP**; *min 1 already satisfied*).
Initiative: Jane rolls **9** → 9 + 2 - 12 = -1; Mylo declares an Armed attack (AP **8**), rolls **10** → 10 + 8 - 12 = 6.
Lowest acts first → Jane goes first.
Attack roll: **d20 12 + Dex 5 + Weapon Skill 4 = 21** vs **Mylo Defense 13** → **Hit**.

Damage example: $1d6+2 = 6$, minus **AR 1** → **5 damage** to Mylo.
Jane AP left **18** ($20 - 2$).

Note: The instant Jane took this action, her **Defense stance** bonus ended.

- 2. Mylo attacks (greatsword) (AP 8).**
Attack roll: $d20\ 18 + 8 + 4 = 30$ vs **Jane Defense 15** → **Hit**.
Damage example: $1d8+3 = 9$, minus **AR 2** → **7 damage** to Jane.
Mylo AP left **15** ($23 - 8$).
- 3. Jane Aims (AP 2 → +1 to her next attack; can stack to +3).**
Then Moves 4 m (AP 4). Jane AP left **12**. She **banks 4** (keeping 8 for potential reactions/choices is unnecessary here; banking shows the mechanic).
(If she attacked again here, the Aim bonus would apply; we'll demonstrate Aim next round.)
- 4. Mylo closes and Attacks again (Move 3 m = 3 AP; Armed attack 8 AP).**
Attack roll: $d20\ 4 + 8 + 4 = 16$ vs **Jane Defense 15** → **Hit** (barely).
Damage example: $1d8+3 = 5$, - **AR 2** → **3 damage** to Jane.
Mylo AP left **4** → **banks 4**.

End of Round 2: Banked AP: Jane **4**, Mylo **4**.

Round 3

AP: Jane 20 (bank 4) • Mylo 23 (bank 4). **No AP Roll** this round.

- 1. Mylo tries a ranged throw at Medium range (-4) to stop Jane's approach, then plans to rush.**
Ranged attack (AP 7; assume weapon speed 2 for the thrown weapon).
Initiative: Mylo rolls **8** → $8 + 7 - 12 = 3$; Jane declares **Armed attack** (AP 7 - bank 4 = 3), rolls **15** → $15 + 3 - 12 = 6$.
Lowest acts first → Mylo goes first.
Attack roll: $d20\ 13 + \text{Dex } 8 + \text{Ranged Skill } 4 - 4 (\text{Medium}) = 21$ vs **Jane Defense 15** → **Hit**.
Damage example: $1d6 = 4$, - **AR 2** → **2 damage** to Jane. Mylo AP left **16**. He **Moves 6 m (6 AP)** to keep pressure. AP left **10**.
- 2. Jane attacks (rapier) (AP 7 - 4 bank = 3; she also kept +1 Aim from last round? No—Aim applies to your next attack in the same round. So she Aims now: 2 AP → +1, then attacks).**
Initiative for attack: Jane rolls **7** → $7 + 3 - 12 = -2$. (Mylo's next planned action is an Armed attack **8 AP**; he rolls **5** → $5 + 8 - 12 = 1$.)
Lowest acts first → Jane goes first.
Attack roll: $**d20\ 19 + \text{Dex } 5 + \text{Weapon Skill } 4 + 1 \text{ Aim} = 29$ vs **Mylo Defense 13** → **Hit**.
Natural 19 → normal damage. Damage example: $1d6+2 = 8$, - **AR 1** → **7 damage** to Mylo.
Jane AP spent this turn: **Aim 2 + Attack 3 = 5**. From 20 AP start, minus earlier? (None.) AP left **15**.
- 3. Mylo makes a heavy swing (Armed attack 8 AP).**
Attack roll: $d20\ 20 (\text{natural } 20!) + 8 + 4 = 32$ vs **Jane Defense 15** → **Hit, crit**.
Crit effect (v1.2): roll damage dice one additional time and add.

Damage example: base $1d8+3 = 9$, extra $1d8 = 6 \rightarrow$ total **15**, - **AR 2** \rightarrow **13 damage** to Jane. Mylo AP left **2** \rightarrow **banks 2**.

4. **Jane steps back and Drinks a vial** (Move **2 m = 2 AP**, Drink **10 AP**).

AP spent this round so far: **Aim 2 + Attack 3 + Move 2 + Drink 10 = 17**. She **banks 3**. (If the vial is a heal, apply as per item.)

End of Round 3: The fight could continue with similar cadence—note how **Action AP (final)** and **Speed Bonus** constantly jostle the order, banked AP provides a burst next round, and **AP Roll** (when used) nudges tempo without overwhelming the smaller AP budget.

What this example showed

- **Per-action initiative** with explicit math and die rolls.
- The **smaller AP pool** and how **banked AP** front-loads your next action.
- **AP Roll (optional)** affecting tempo (Round 2).
- **Defense stance** persistence across rounds if you do nothing else after investing AP.
- **Range bands** (Medium -4) and **Aim** (+1 per 2 AP, cap +3).
- **Natural 20 crit = extra damage dice, added** (no double modifiers).

Magic & Psychic (Core Rules v1.2)

Where will reaches law, thought reaches further. Magic bends the world; the mind bends the self.

1) Shared Casting Framework

- **Casting Roll (spells & psychic powers):** d20 + Focus Stat + Path/Skill + specialties + situational mods vs a **DC** (objects/terrain) or a creature's **Resistance**.
 - **Magic Focus Stat:** typically **Int** (some Paths may use **Wis**).
 - **Psychic Focus Stat:** typically **Wis** (social/telepathy powers may use **Chr**).
 - **Resistances** (creature defenses):
 - **Magic Resistance (MR value)** = 10 + Mind Save + MR Skill + Natural MR.
 - **Psychic Resistance (PR value)** = 10 + Mind Save + Psychic Resistance Skill.
 - **AP to cast: 5 AP + Cast Time** (Snap 0, Quick 1, Standard 2, Lengthy 3, Ritual 4–5).
 - **AP Roll (optional):** At the **start of your turn**, you may roll **d20** to modify your action costs this round: **1 → +4 AP; 2–4 → +2; 5–15 → as listed; 16–19 → -2; 20 → -4**. The **GG** may call a **Tempo Shift** to make everyone roll for a round. You must declare the AP Roll **before** taking any action; you can roll at most **once per round**. *Movement by meter and per-AP investments (e.g., Defense stance) are never modified by AP Roll.**
 - **Long Casting & Concentration:** as in Combat v1.1 (Concentration on damage: d20 + Concentration + (Wis/Int) vs 10 + damage).
 - **Degrees of success:**
 - **Fail by 5+ → Backlash** (Magic or Psychic, table below).
 - **Success** → effect as written.
 - **Beat by 5+ → Heighten:** +25% magnitude/duration/area (or power-specific rider).
-

2) Magic — Mana & Casting

2.1 Access, Known Effects & Total Mana

- **Initiate a Magic Path:** take **Path Initiation**. The **sum of that Path's two key attributes must be ≥ 6**.
- **Known Effects (per Path):** you can know **2 × the lower of the Path's two key attributes** (basic effects don't count; **Enhancements don't count**).
- **Total Mana (single pool):** $\text{floor}((\text{Int} + \text{Wis} + \text{Chr})/2) + \text{Highest Attribute} + \Sigma(\text{Mastery Ranks in your Magic Paths})$.
 - You can spend this Mana on **any** magic effect you know. **Psychic** uses the **Psychic Pool** (separate).

2.2 Mana Use & Regeneration

- **Spell entries** list a **Minimum Mana** and **Invest Scaling** (e.g., +1 Mana → +1 die / +1 target / +1 meter / +1 round, as specified).

- **Mana costs** are paid from your **Total Mana**.
- **Regeneration:**
 - **5 Mana/hour** (normal activity)
 - **10 Mana/hour** (during rest)
 - **Full on 6h uninterrupted sleep**
 - Abilities and items may improve regen.

2.3 Enhancements & Overchanneling

- **Spell Enhancements:** non-linear upgrade trees that unlock new riders, areas, shapes, or scaling options.
- **Overchannel (optional risk):** if short on Mana, you may complete a spell by paying **2 HP** → **1 Mana** (or taking **Strain 1** at GG option). After resolution, roll **Magic Backlash** (Table M-B) on a failure of d20 + Magic Skill + Int vs **15**.

2.4 Magic Resistance (Natural MR & toggling)

- **Starting Natural MR:** Guardians **1**; Psychics **0**. Natural MR can be raised by skills, perks, or effects; some effects can lower a target's Natural MR.
- **Toggle:** if **Natural MR ≤ 14**, you can toggle it **on/off** at will. If **≥ 15**, it is **always on** and may **block beneficial spells**.
- **Self-cast bypass:** your spells always affect **you**, even if Natural MR ≥ 20.

2.5 Magic Backlash (Table M-B, d12)

- 1 **Wild Surge** — Spell targets a random valid target in range.
- 2 **Mana Leak** — Lose **1d4** additional Mana.
- 3 **Shorted Focus** — **+2 AP** to all casts until end of your next turn.
- 4 **Feedback** — Take **1d6** force (Body save 12 for half).
- 5 **Dim Veil** — **-2** to attack rolls until your next turn.
- 6 **Static Field** — The next ally to cast/use a device within 5 m suffers **+2 AP** on that action.
- 7 **Spell Throttle** — Current spell's magnitude **-25%** (GG chooses axis).
- 8 **Echo** — Spell repeats at **half magnitude** at start of your next turn (may harm or waste).
- 9 **Arc Stir** — Nearest unattended flammables ignite; smoke creates **Concealment -2** in 3×3 m.
- 10 **Mana Burn** — Gain **Strain 1** and **-1 AP** this round.
- 11 **Order's Snag** — Targets gain **+1 MR** vs **your next spell**.
- 12 **Gaia's Favor** — No backlash; **regain 1 Mana**.

2.6 Sample Magic Effects (short)

Ember Dart (Rank 1, Snap) — AP 5, Min 1 Mana, Range 20 m, Reflex 10 half. Hit: **1d6 + Int** fire; objects may ignite. Invest: +1 Mana → +1d6 or 1 m splash (half).

Kinetic Bind (Rank 2, Standard) — AP 7, 2 Mana, Range 15 m, vs MR, Concentration up to 3 rounds. Target Grappled; Beat by 5+ → Immobilized; Fail by 5+ → Backlash.

Aether Shield (Rank 2, Quick) — AP 6, 2 Mana, Self/ally 5 m, 1 round. Gain **+3 Defense** and **Resist 3** vs elemental. Heighten: +5 or 2 allies.

3) Psychic — Focus, Pool & Tethered Law — Focus, Pool & Tethered Law

Psychics do **not** use Magic Paths. They wield **life-tethered** power.

3.1 Focus Attributes & Psychic Pool

- **Psychic Pool** = (Int + Wis) + Σ (Focus Attributes).
- If **Int** or **Wis** are chosen as Focus, count them **twice**.
- **Gaining Focus attributes:**
 - **1st Focus:** free at creation for any attribute ≥ 4 .
 - **2nd Focus:** requires attribute ≥ 6 and buying a new ability.
 - **3rd Focus:** requires ≥ 8 and a new ability.
 - **4th Focus:** requires ≥ 10 and a new ability (max 4 Focus attributes).
- Each Focus unlocks **Psychic-based powers** tied to that attribute (e.g., Dex \rightarrow speed/precision powers; Str \rightarrow reinforcement/kinetic).

3.2 Categories of Psychic Powers

- **Sustained** — Reserve **N** points from Psychic Pool while active (often **2 AP/turn** to maintain if active); drop to free the reserve.
- **Singular** — One-off effects that spend Psychic Pool **or** inflict **Strain** (power says which).
- **Mundane** — Free, tiny, non-harmful, flavorful uses (no rolls; GG may limit frequency).

3.3 Tethered Law (what Psychics can & cannot do)

Psychic effects are **tethered to the user** via living tendrils.

- **Can:** shape self (skin/armor/blades), extend reach, propel/deflect, reinforce, perceive, influence **linked** minds.
- **Cannot:** create **detached** explosions, **permanent** creations, **weather control**, **autonomous** constructs (e.g., dancing blades acting independently), summoning new beings. (They may control existing beasts if they have that power.)

3.4 Links, Range & Strain

- **Projected push:** using a power on a creature **without a Link** costs **+2 AP**.
- **Make Link:** **6 AP**, roll d20 + Psychic Skill + (Wis/Chr) vs target **PR**. On success you are **Linked**.
 - **Maintain:** **2 AP/turn** (unless the Sustained power already requires maintain AP; then no extra cost). You may maintain up to **Wis** Links (min 1).
 - **Break:** lose LoS, drop voluntarily (free), or target **Severs Link** (d20 + PR vs your 10 + Psychic Skill + Wis/Chr).
- **Strain (1–5):** accumulated from risky powers/backlashes/overreach.
 - **1** uneasy \rightarrow **2** headache \rightarrow **3** **-1 AP** \rightarrow **4 Staggered** \rightarrow **5** collapse (**Stunned**, drop all Links).
 - **Short rest** lowers Strain by **1**; **long rest** clears it.

3.5 Psychic Battle (Mind-to-Mind Drain)

A duel between **Linked** psychics; your original vision (“drain life and energy”) with a quick loop.

- Start **Momentum 0**. On your turn vs their **PR**:
 - **Success**: Momentum **+1** (**+2** on Beat by 5+).
 - **Fail**: Momentum **-1** (floor **-3** / cap **+3**).
- At **Momentum +3**, apply **Drain**: target loses **2d6 Life and 2d6** from a resource pool (Psychic Pool by default; Mana if they have it). Target may attempt a **Mind save** to halve. Reset Momentum to 0.
- When Life ≤ 0 or all resources are drained and the target then fails a **Body save 12**, they **collapse** (unconscious).

3.6 Psychic Backlash (Table P-B, d12)

- 1 **Head Splitter** — Take **1d6** damage (Body save 12 half).
- 2 **Static Whine** — **-2** to Casting Rolls until next turn.
- 3 **Echo Loop** — Your next Linked power auto-targets **you** if it misses.
- 4 **Flicker** — **-2 AP** next round.
- 5 **Sensory Bloom** — **Blinded** or **Deafened** (choose) until your next turn.
- 6 **Frayed Link** — Lose **one** active Link at random.
- 7 **Feedback Lash** — Gain **Strain 1**.
- 8 **Panic Spike** — Become **Shaken (-1 AP)** now.
- 9 **Mirror Glimpse** — Target learns **one** surface thought.
- 10 **Short Circuit** — Your **reactions** cost **+2 AP** until next turn.
- 11 **Null Zone** — Next power has **-2** to its Casting Roll.
- 12 **Clarity** — No backlash; **regain 1 AP** immediately.

3.7 Signature Psychic Powers (examples)

Mind Spike (Singular, Assault) — AP **6**, vs **PR**; **1d8 + Wis** neurotic; **Mind save 12** half.
Heighten: +1d8.

Veil (Sustained, Perception) — AP **6** (start), Reserve **2** Pool; you/ally gain **Concealment -2** and **+2** to Dodge reactions. Drop to end; **Heighten**: affect 2 allies.

Psionic Shield (Sustained, Ward) — AP **6** (start), Reserve **2**; gain **+3 Defense** and **Resist 2** vs psychic/mind. **Heighten**: Resist 4.

Telekinesis (Singular, Control) — AP **7**, **Body save 12** or **Shove 2 m**; hurl **10 kg** objects as **1d6** bludgeon (10 m). **Not Linked**: **+2 AP**.

Suggest (Singular, Influence) — AP **7**, vs **PR**; **1 round** simple, non-suicidal imperative; target attempts a **Mind save** at end to end early. **Linked**: **-2 AP**.

Precognition (Reaction) — AP **2 (reaction)**; when targeted by an attack, roll **d20 + Psychic + Wis** vs **10**. On success, gain **+2 Defense** vs that attack (**+4** on Beat by 5+). Costs **Strain 1**.

4) One-Page Reference (Magic & Psychic)

Casting Roll: d20 + Focus (Int/Wis/Chr) + Path/Skill + specs + mods vs **DC** or **MR/PR**.

Magic

- **Total Mana** = floor((Int + Wis + Chr)/2) + Highest Attribute + Σ (MR in your Magic Paths).
- **Initiate Path:** Path Initiation; key attributes sum ≥ 6 .
- **Known Effects** per Path: 2 × lower key attribute. Basics/Enhancements don't count.
- **Regen:** 5 Mana/hr; 10 Mana/hr at rest; full on 6h sleep.
- **Overchannel:** 2 HP → 1 Mana (then M-B check 15). **Natural MR:** G:1 / P:0; toggle ≤ 14 ; ≥ 15 always on; self-cast bypass.
- **AP Roll (optional):** Player may roll at turn start; GG can force a **Tempo Shift**.

Psychic

- **Psychic Pool** = (Int + Wis) + Σ (Focus) (Int/Wis as Focus count twice).
- **Focus:** 1st at ≥ 4 ; 2nd ≥ 6 (ability); 3rd ≥ 8 (ability); 4th ≥ 10 (ability).
- **Categories:** Sustained (reserve Pool), Singular (spend/Strain), Mundane (free).
- **Links:** Make (AP 6 vs PR), maintain 2 AP/turn; **+2 AP** when using powers without a Link.
- **Strain:** 1–5 track (3=-1 AP, 4=Staggered, 5=collapse). Short rest -1; long rest clear.
- **Psychic Battle:** Momentum to +3 → **Drain 2d6 Life & 2d6 Pool** (Mind save half). Collapse on 0 Life or exhausted pools + failed Body 12.

Backlash: Magic (M-B d12), Psychic (P-B d12). **Heighten:** Beat by 5+.

5) Design Notes (GG)

- **Paths** unify “School” language; **Orders** remain lore/factions.
- **Mana:** Single **Total Mana** pool fuels magic. Psychic uses a separate **Psychic Pool**.
- **Balance knobs:** Minimum Mana, Invest Scaling, Enhancement unlocks, Natural MR growth, Strain costs.
- **Psychic** rewards setup/positioning through Links; Tethered Law preserves fiction and prevents magic-equivalent exploits.

Skills

In the Guardians system, we want your character to be able to develop both **combat** and **role-playing** skills. So we created **Personality Skills** — skills used mostly for role-play. They are encouraged and rewarded separately from combat skills because they have limited or no direct influence on the game's mechanics.

Skill Map by Attribute

Attribute	Personality Skills	Active Skills
Strength	Runner (Long-Distance); Bodybuilder	Climb (Wild); Climb (Urban); Sprinter; Jump; Shattering Strike
Dexterity	Disable Device; Disguise; Open Lock; Sleight of Hand; Use Rope; Acrobatics	Dodge; Weapon Skill (per weapon class); Parry (per weapon class); Drive (Land); Pilot (Airborne); Escape Artist; Stealth
Stamina	Swimmer; Athletics; Concentration	Toughness (adds Life Points); Hold Breath; Resistance (Cold, Heat, Electrical, Gas)
Intelligence	Computer Use; Logic; Science (Biology, Physics, Mechanics, Medicine, Computer Science, Astronomy, Geography, Robotics...); Diplomacy; Device Knowledge (High-Tech); Device Knowledge (Low-Tech); Magic Lore (School)	Action Skill (adds Action Points); Spellcraft; Decipher Writing; Repair Devices
Wisdom	Survival (Wild); Survival (Urban); Philosophy; Theology; Poetry; Handle/Train Animal	First Aid; Ride Animals; Mind Shield (bonus vs. mind spells)
Perception	Spot; Listen; Data Mining	Read Motive; Hacking (<i>Int primary; Per at GG discretion</i>); Search
Charisma	Gather Information; Perform – Sing; Perform – Dance; Perform – Music	Motive Manipulation; Seduction (<i>bonus or penalty for appearance difference</i>); Crowd Control
Appearance	Presence (choose one): Wild, Chaos, Order, or Neutral	—

General Skills

- **Upper Melee Attack Threshold** — shifts success bands upward for melee attacks.
- **Upper Weapon (Class) Attack Threshold** — shifts success bands upward for a specific weapon class.
- **Upper Ranged (Class) Attack Threshold** — shifts success bands upward for a specific ranged class.
- **Lower Melee Attack Threshold** — shifts success bands downward for melee attacks.

- **Lower Weapon (Class) Attack Threshold** — shifts success bands downward for a specific weapon class.
- **Lower Ranged (Class) Attack Threshold** — shifts success bands downward for a specific ranged class.

Skills — Alphabetical Reference (One-Line Descriptions)

Acrobatics — Balance, flips, tight spaces; avoid falls.

Action Skill — Increases available Action Points.

Bodybuilder — Build muscle mass; supports feats of raw strength.

Climb (Urban) — Ascend walls, ledges, rooftops in cities.

Climb (Wild) — Climb trees, cliffs, natural terrain.

Computer Use — Operate systems; everyday and specialized tasks.

Concentration — Maintain focus under stress, casting, or pain.

Crowd Control — Direct, calm, or agitate large groups.

Data Mining — Extract patterns from large data sets.

Decipher Writing — Read codes, ancient scripts, or ciphers.

Device Knowledge (High-Tech) — Identify/understand advanced devices.

Device Knowledge (Low-Tech) — Identify/understand mechanical/primitive devices.

Disable Device — Disarm traps and mechanisms safely.

Disguise — Alter appearance, mannerisms, or voice.

Dodge — Improve chance to avoid incoming attacks.

Drive (Land) — Operate ground vehicles under pressure.

Escape Artist — Slip bonds, restraints, or grapples.

First Aid — Stabilize wounds; treat minor conditions.

Gather Information — Work contacts and rumors for facts.

Hacking — Penetrate systems; Int primary, Perception sometimes applies.

Handle/Train Animal — Calm, direct, or teach animals tasks.

Hold Breath — Extend breath time against gas/drowning.

Jump — Long/vertical leaps; parkour bursts.

Listen — Hear faint sounds; detect approaching threats.

Logic — Formal reasoning; spot contradictions.

Magic Lore (School) — Theory/history of a chosen magic school.

Mind Shield — Resist mind-affecting spells/effects.

Motive Manipulation — Influence goals through subtle nudges.

Open Lock — Pick locks without the key.

Parry (per weapon class) — Deflect blows using a specific weapon type.

Perform – Dance — Entertain or distract with dance.

Perform – Music — Entertain or inspire with instruments/voice.

Perform – Sing — Vocal performance to sway emotions.

Pilot (Airborne) — Fly aircraft or similar vehicles.

Presence (Wild/Chaos/Order/Neutral) — Project a fundamental aura; choose one.

Repair Devices — Fix broken equipment and mechanisms.

Resistance (Cold, Heat, Electrical, Gas) — Withstand extreme conditions.

Ride Animals — Control mounts in travel or combat.

Runner (Long-Distance) — Endurance running over time.

Science — Broad academic knowledge (Biology, Physics, Mechanics, Medicine, Computer Science, Astronomy, Geography, Robotics...).

Search — Systematic inspection; find hidden items.

Seduction — Leverage charm/appearance to persuade.
Shattering Strike — Overwhelm hardness; break objects.
Sleight of Hand — Palm items; subtle theft or tricks.
Spellcraft — Analyze, identify, or safely use spells.
Spot — Notice hidden or distant details.
Sprinter — Short-burst speed for chases or melee gaps.
Stealth — Move silently and remain unseen.
Survival (Urban) — Track, forage, and endure in cities.
Survival (Wild) — Track, forage, and endure in the wild.
Swimmer — Speed, stamina, and technique in water.
Toughness — Increase maximum Life Points.
Use Rope — Tying knots, climbing aids, and rigging.
Weapon Skill (per weapon class) — Proficiency and accuracy with a weapon class.

General (Alphabetical):

Lower Melee Attack Threshold — Expand lower success band for melee.
Lower Ranged (Class) Attack Threshold — Expand lower success band for a ranged class.
Lower Weapon (Class) Attack Threshold — Expand lower success band for a weapon class.
Upper Melee Attack Threshold — Expand upper success band for melee.
Upper Ranged (Class) Attack Threshold — Expand upper success band for a ranged class.
Upper Weapon (Class) Attack Threshold — Expand upper success band for a weapon class.

Character Creation and XP (Experience Points) Costs

XP Awards

- Any XP given to a character cannot be divided between Personality skills and the rest; instead, it is **doubled**.
- That means that if a player receives **5 XP**, he gets **5 XP** for **Personality skills** and **5 XP** for **everything else**.
- XP from everything else can be **transferred toward Personality skills**, but **not** the other way around.

XP Cost

Raising a Single Score (Skills, Personality skills):

- Between **1 to 3** — cost of **1 x current level XP per point**
- Between **4 to 6** — cost of **2 x current level XP per point**
- Between **6 to 9** — cost of **3 x current level XP per point**
- Between **10 to 12** — cost of **4 x current level XP per point**

Raising an Attribute:

- Between **1 to 2** — cost of **2 x current level XP per point**
- Between **3 to 4** — cost of **4 x current level XP per point**
- Between **5 to 6** — cost of **6 x current level XP per point**
- Between **7 to 8** — cost of **8 x current level XP per point**
- Between **9 to 10** — cost of **10 x current level XP per point**
- Between **11 to 12** — cost of **12 x current level XP per point**

New Spell Cost

- **Basic spell** — cost **1 XP**
- **Spells** — cost is **Spell tier + 1**

Abilities

- **Listed in each ability**

Character Creation

- Beginning characters receive **15 points** — **15 for Personality** and **15 for everything else** — that they can divide as they see fit, with the following limitations:
 - These points **cannot** be used to elevate a single score **above 5**.
 - They **cannot invest in spells**.
- They also receive **10 points** to distribute between their **ability scores**, with the following limitation:
 - These points **cannot** be used to elevate a single score **above 5**.
- They also receive **15 XP** that they can use as they see fit.

In character creation, XP can be used to increase a score above 5.

- Besides that, they get **2 points** to distribute in their **alignment bars**: they can choose either **negative or positive alignment**, or **none at all**.

Alignment — Two-Axis (Good–Evil, Order–Chaos)

Alignment tracks tendencies, not a cage. You can act outside it; your actions will shift it. Mechanics are small, steady nudges that flavor play without overriding choices.

Baseline

Alignment is made of two separate bars:

- **Good vs. Evil** (morality & intent)
- **Order vs. Chaos** (behavior & method) — **independent** of Good/Evil. *Chaos is behavioral: spontaneity, passion, improvisation, freedom. Love typically resonates on the Chaos side; Order reflects discipline, vows, planning, structure.*

Each bar ranges **-10 to +10** (0 = neutral). The GG assigns Alignment Points after notable acts.

Certain spells & abilities are available only at certain alignment scores (see **Alignment Gates**). Some beings react more favorably to aligned characters. Summoning is tied to alignment distance (see **Summoning & Attunement**).

Axes & Ranges

Track each bar from **-10 to +10**.

Band	Good/Evil	Order/Chaos	Notes
+7 to +10	Good (Paragon)	Order (Paragon)	Strong resonance; social shifts; 1/scene surge.
+3 to +6	Good-leaning	Order-leaning	Minor boons.
-2 to +2	Neutral	Neutral	No boons/bans.
-3 to -6	Evil-leaning	Chaos-leaning	Minor boons (for that side).
-7 to -10	Evil (Monstrous)	Chaos (Unbound)	Strong resonance; social shifts; 1/scene surge.

Awarding points: Typical scenes move a bar **1–2**; reserve **3–4** point swings for major turns.

How Scores Change

Assign points to the bar(s) the act most clearly touches; some acts hit both.

Example act	Good/Evil	Order/Chaos
Risk yourself to protect innocents	+1 to +2	0
Spare a helpless foe at cost to your side	+1	-1
Keep a sworn promise despite loss	0	+1 to +2
Meticulous plan followed under pressure	0	+1
Creative, risky improvisation that turns the tide	0	-1 to -2
Lie for personal gain that harms others	-1	0
Deliberate cruelty / needless suffering	-2 to -3	0
Betray a sworn oath for convenience	-1	-2

Procedure (GG): hear intent, judge outcome, assign one primary and optionally one secondary bar change. Log a one-line reason.

Resonance Boons & Bans

Apply to actions/effects with an obvious tag: **[Good] [Evil] [Order] [Chaos]**. *If arguable, leave neutral.*

Minor Resonance (at ±3 on a bar)

Once/round, when using a matching action/spell, choose **one: -1 AP, -1 Mana (min 1), or Band +1**. Using an opposed tag suffers **Band -1**.

Major Resonance (at ±7 on a bar)

Keep the Minor boon and add: **+1 Social** with aligned beings (and **-1** with opposed). **1/scene surge:** apply **two** Minor boons to **two different** actions that scene.

Cap: Only **one** alignment boon can affect a single action and it **doesn't stack** with **Band Tuning**—use the better one.

Summoning & Attunement

Squared Difference Rule: For each axis compute absolute differences: Δ_G (Good/Evil) and Δ_O (Order/Chaos).

- **Difficulty Points** = $\Delta_G^2 + \Delta_O^2$ (1→1, 2→4, 3→9, ...).
- **Extra Mana required** = $\text{ceil}(\text{Difficulty} / 4)$.

Combat Channeling (battle-useful): If you spend **the entire round** performing **Channel Summon** (no other actions), you **reduce the remaining Extra Mana** by **1** for the **following rounds**. This reduction is **cumulative** and **persists** until the summoning completes. (*Extra Mana cannot drop below 0.*)

Sympathetic Token (optional): A sincere offering aligned with the target's axis reduces Δ on **one** axis by **1** (before squaring).

Break/Bind thresholds:

- Difficulty ≥ 36 \rightarrow the entity gains **+1** on any break-free save/check during summoning.
- Difficulty ≤ 8 \rightarrow sympathetic resonance: **-1 Mana** to maintain/control (min 1).

Example: Caster **Good +5 / Order +2** vs entity **Good 0 / Chaos -6** $\rightarrow \Delta_G=5, \Delta_O=8 \rightarrow$ Difficulty $25+64=89 \rightarrow$ **Extra Mana 23**. If the caster channels for **3 full rounds**, remaining **Extra Mana 20** before paying costs.

Alignment Gates (Spell/Power Requirements)

Some effects require a **minimum alignment rating** to cast. Format on the stat block:

- **Requires:** Good $\geq +5$
- **Requires:** Chaos $\geq +7$
- **Requires:** Order $\geq +6$ *and* Evil ≤ -3
If you don't meet the gate, you **cannot cast** the effect (maintained instances continue, but you cannot re-cast or upcast until you again meet the requirement).

Social, Sites & Tags

- **Reactions:** If your bars are within ± 2 of an NPC on **both** axes, gain **+1** to initial attitude/negotiation; if you differ by ≥ 6 on either axis, **-1**.
- **Places of Power:** Sites carry tags (e.g., **Sanctum of Dawn** [Good][Order]; **Eversor Scar** [Evil][Chaos]). Matching site: **+1 Maintain** for matching effects; **zones/walls +2 m**. Opposed site: **-1 Maintain**.
- **Tagging:** Mark obvious [Good]/[Evil]/[Order]/[Chaos]; leave arguable cases untagged.

Examples in Play

- **Jane:** Good **+7**, Chaos **+8** (Major/Major). She casts a [Good][Chaos] defense in a neutral street: takes **-1 AP** (Good Minor), and later uses her **1/scene surge** to apply **-1 Mana** on a different [Chaos] action.
- **Elianora:** Evil **-8**, Order **+6** (Major Evil, Minor Order). Her [Evil][Order] bindings gain **+1 Social** with Eversor clergy and can take **-1 AP** once/round. In a [Good][Order] sanctum, her [Evil] effects suffer **Band -1**.

- **Alysa:** Good **+4**, Chaos **+3** (Minor/Minor). During a duel (formal Order tag), she gains **no alignment boon** unless she leans into [Good] or [Chaos] actions that round.
-

Quick Reference

- Two bars: **Good** ↔ **Evil**, **Order** ↔ **Chaos**, each **-10...+10** (0 = neutral).
 - Award **1–2** points for typical acts; **3–4** for turning points.
 - **Minor boon** at **±3**: once/round choose **-1 AP**, **-1 Mana**, or **Band +1** on a matching action.
 - **Major boon** at **±7**: above + **+1/-1 Social**, plus **1/scene surge** (apply two Minor boons to different actions).
 - **Gates:** Some spells list **Requires: Good/Order/Chaos/Evil** thresholds; you cannot cast without meeting them.
 - **Summoning: Squared difference** → Difficulty $\Delta_G^2 + \Delta_O^2$; **Extra Mana** = $\text{ceil}(\text{Difficulty}/4)$; **Combat Channeling:** each full round of channeling **reduces remaining Extra Mana by 1** (cumulative); **Token:** reduce one Δ by **1** before squaring.
-

Summoning — Core Rules (v1.3)

Slots neatly into **AP**, **Mana/Psychic**, **Alignment (two-axis, squared-difference)**, and **Combat Channeling**. Supports both **ad-hoc templates** (players conjure what they imagine if it fits) and **seed statblocks** for unique creatures.

The Summoning Path (Control & Scale)

Domain: Magic or Psychic (choose when you take the Path; you use that pool).

Terminology

- **SPT = Summoning Path Tier** (your mastery, 1–5). Drives control & scale.
- **CR = Creature Rank** (an individual summon's power band, 1–5). You **cannot** summon **CR > SPT**.

SPT Benefits

- **Control Value (CV):** $CV = 2 \times SPT$. Used for **Bind** and to resist **Break**.
- **Life Scaling:** Each summoned entity's **Life = Summoner Life \times SPT** (not CR). This is a per-entity **hard cap**.
- **Maintain Capacity:** You can maintain entities whose **total Maintain \leq SPT + 1**.
- **Gates (Planar):** **Gate** spells unlock at **SPT 4** and improve at **SPT 5** (see **Gate (Planar)**).

You can still **Conjure** at low SPT; the entity is smaller because Life caps and Maintain limits squeeze it.

SPT Tier Table & Unlocks

Advancement & Costs: Advancing SPT uses the **Base Mastery Table** (same as Paths): **SPT1 1 XP, SPT2 2 XP, SPT3 3 XP, SPT4 5 XP, SPT5 5 XP**.

CR Cap: You cannot summon a creature of **CR > SPT**.

Life Cap per Entity: **Life = Summoner Life \times SPT**.

Techno Note: Characters with **Techno** gain **SPT 1 (Deploy)** for free when they take the Techno Path (GGmay tie this to Techno MR1).

Passive Discounts (Earlier-Tier Ease): For each SPT above a type's unlock tier, reduce that summon's **Extra Mana** (from Alignment difficulty) by **1** — cumulative, **min 0**. (*Stacks with Harmony and Combat Channeling.*)

Optional Cap: If you need a gentler curve, cap total Passive Discount at **-4** per cast (before Harmony/Channeling).

SPT	Max CR	Life Cap	Unlocks at this SPT	Passive Discounts now active
1	1	Life × 1	Deploy (Techno), Conjure	—
2	2	Life × 2	Animate, Call	Tier-1 types (Deploy/Conjure): Extra Mana -1
3	3	Life × 3	Bind	Tier-1 -2; Tier-2 -1
4	4	Life × 4	Gate (Planar, Lesser)	Tier-1 -3; Tier-2 -2; Tier-3 -1
5	5	Life × 5	Gate (Planar, Greater)	Tier-1 -4; Tier-2 -3; Tier-3 -2; Tier-4 -1

Tier-1/2/3/4 refer to the **unlock tiers** above (1=Deploy/Conjure, 2=Animate/Call, 3=Bind, 4=Gate Lesser).

If a creature only clearly tags **one** alignment axis, treat the other axis as $\Delta = 0$ for Difficulty.

Types of Summons

- **Conjure** (elementals/constructs): created essence; vanishes when dismissed or dropped.
- **Call** (ally across distance/plane): a willing being you know of; arrives if it answers.
- **Bind** (hostile/indifferent): compel a present/nearby entity; risk **Backlash** on failure.
- **Animate** (corpse/terrain/plant): empowers matter; tag **[Order]** or **[Chaos]** by method.
- **Deploy** (Techno): devices/bots; uses **Sustain/Device** in place of Mana.

Core Procedure

1. **Pick an entity** — either a **Template** (below) or a **Seed Statblock** (unique). Note its **CR** (1–5), **Tags** ([Good]/[Evil]/[Order]/[Chaos]/[Nature]/etc.), **Maintain** per round, and kit.
2. **Alignment distance** — compute **Difficulty Points** using the **squared-difference** rule (see Alignment):
 $\Delta_G = |\text{Good}_{\text{you}} - \text{Good}_{\text{entity}}|$, $\Delta_O = |\text{Order}_{\text{you}} - \text{Order}_{\text{entity}}|$
Difficulty = $\Delta_G^2 + \Delta_O^2$
Extra Mana = $\text{ceil}(\text{Difficulty} / 4)$ (Psychics pay **Psychic Pool**).
Harmony Bonus: If **both axes** are within ± 1 , **Extra Mana -2** (min 0) and you gain **+2 to Control** vs that entity.
3. **Casting:** AP cost = 5 + cast time. **Arrival Timing:** The summoned entity **arrives at the end of your action** and takes its first turn **on the next round**. You may **Combat Channel:** spend a **full round** doing nothing but channeling to reduce the **remaining Extra Mana by 1** for subsequent rounds (**cumulative**; cannot drop below 0).
4. **Control check** (for **Bind** or **willful** called beings, incl. **Planar**): roll your **Spell (Mage)** or **Psychic Power (Psychic)** vs **DC = 10 + CR + entity Will (0–3)**. Add your **CV**, then apply site/alignment boons/bans.
 - **Success:** Tethered under your command.
 - **Partial:** Arrives **Restless** (-1 to your **Command** checks) until placated (1 round of harmless action or pay **-1 Maintain** once).

- **Fail:** No arrival; suffer **Backlash** (tagged to the summon — e.g., [Chaos] misfire, [Order] feedback, [Shadow] chill).
5. **Maintain:** pay each round or Conjures **fade**. Called/Bound entities **test Break** when Maintain hits 0.

Commanding, Multi-Summon, and Break

- **Command (2 AP):** give a new directive. If you don't, it repeats its last directive or **Defends** you.
- **Command Range:** default command range is $(\text{Int} + \text{Wis}) \times 5 \text{ m}$. If you lose **line of sight** to a summon for **2 rounds**, it follows its **Instinct** until LoS returns (Maintain still applies).
- **AP Sync:** A summon uses **your AP Roll** each round (to keep pacing light).
- **Focus Tax:** With **2+ active** summons, your non-movement actions cost **+1 AP**; with **4+**, **+2 AP**.
- **Coordination (2 AP):** allow **one additional** summon to use a **non-basic** ability this round (beyond the first). This is a **hard cap** without further Coordinate spends.
- **Break tests:** When relevant (Bind, Maintain drops, you're **Stunned/Unconscious**), the entity rolls **Will vs 10 + CV (+2 if Harmony)**. On success it **Breaks**: Conjures vanish; Called/Bound creatures either **flee** or follow their **Tag Behavior** (see seeds).
- **Shock Break:** If you suffer a **single hit $\geq (\text{your Life} \times \text{SPT})$** , all active summons immediately attempt a **Break** test.
- **Planar Instability:** **Planar** creatures attempt a **Break** test **at the end of each of their turns** unless your alignment is within **± 1 on both axes** (Harmony). Harmony **suppresses** these periodic Breaks.
- **Planar Leash:** Planar beings cannot move farther than $(\text{Int} + \text{Wis}) \times 20 \text{ m}$ from the **Gate circle anchor** unless Harmony is active.

Dismiss & Unsummon

- **Safe Dismiss (2 AP):** The entity fades with no lingering effects.
- **Violent Unsummon (2 AP):** The entity collapses in a **tagged 1 m burst** for **CR Life** damage (**save halves**). The tag depends on type (e.g., [Order] for constructs, [Chaos] for elementals, [Shadow] for shades).

Player Tools & Crafting

- **Attunement Rite (1/day):** Spend **1 minute** to attune to one **Tag** ([Good]/[Evil]/[Order]/[Chaos]/an element/**Nature**). For your **next summon only**, treat the chosen axis's **Δ as 1** when computing **Extra Mana**.
- **Bound Focus (item):** A crafted focus (silver/wood/gear) gives **-1 Maintain** to one active summon of a matching **Tag** (min 1). Only **one** focus can benefit you at a time.
- **Anchor Circles (terrain):** Pre-drawn circles give **+2 Control** vs **Bind** and **Planar** checks **made inside** the circle; chalk lasts **1 scene**, engraved are **permanent**.

Templates (Ad-Hoc Summons)

Any concept is valid if it fits the template. Pick a **Chassis**, one **Talent**, and one **Instinct**.

Choose a CR: 1–5 (but **CR** ≤ **SPT**).

Core stats

- **Life:** Summoner Life × SPT
- **Defense:** 10 + CR
- **AP:** 10 + CR (uses your AP Roll)
- **Maintain:** CR (Mana/Psychic per round)
- **Attack (basic):** 6 AP, 1 + CR Life damage, d20 vs Defense
- **Save Focus:** pick one save at 10 + CR; others 10

Chassis (pick 1):

- **Elemental** [Order or Chaos + element]: immune to mundane of its element; **Resist** (Band +1) vs same-tag magic.
- **Beast** [Nature]: **Pounce:** on a hit after Move ≥ 3 m, add +1 Life damage.
- **Construct** [Order]: **Stalwart:** ignores the first **Knockdown/Push** each round.
- **Shade** [Shadow]: **Incorporeal step (1/round):** pass through 1 m of obstacle (2 AP).

Optional Chassis:

- **Mount** [Nature/Order]: can **Carry** one rider; gains **Sure-Footed** (ignore difficult terrain penalties); basic attack becomes **Trample** (on hit may **Push 1 m**).
- **Swarm** [Nature/Chaos/Shadow]: takes **half damage** from weapon attacks; basic attack **Swarm Bite** targets all units in 1 m (one roll per target); **Mind save 10 + CR** or **Shaken** (–1 AP) next round.

Talents (pick 1):

- **Flight** (Move gains altitude; ignores OA while airborne).
- **Aura** (1 m): allies +1 vs missiles or enemies –1 vs fear.
- **Reach** (melee 2 m) or **Volley** (ranged 8 m).
- **Guard** (reaction 2 AP): **Intercept** a hit to your summoner, taking it instead.
- **Burrow** (move through earth at half Move; emerge adjacent).
- **Amphibious** (breathe water; ignore swim penalties).
- **Phasing Step** (*Shade only*) (3 AP, 1/round): move through 3 m of obstacle.

Instincts (pick 1):

- **Bodyguard** (stay adjacent; Defend if idle).
- **Hunter** (prioritize the last foe that harmed your summoner).
- **Zoner** (hold chokepoint; prefer Push/Control).
- **Harrier** (hit-and-move; avoid ending adjacent).
- **Protector of Circle** (never leave the anchor circle; intercept threats to it).
- **Avenger** (target foes who harmed summoner last round; +1 vs that target this round).

Add **Tags**: [Good]/[Evil]/[Order]/[Chaos]/[Nature]/[Shadow]/[Element]. Tags drive Alignment math and site boons/bans.

Seed Statblocks (Unique Creatures)

Expand these into a Bestiary later; for now they showcase CR + Tags + behavior.

Gaian Beast — White Tiger (Companion)

Alignment: [Good +5][Order +1][Nature]

CR: 3 • Life: Summoner Life × SPT • **Defense: 13 • AP: 13 • Maintain: 3**

- **Steel Claws** — 6 AP, 1 + CR Life; on 20, target **Prone**.
- **Roar of the Grove (1/scene)** — allies in 5 m gain +1 **Defense** and +1 vs **fear** for 1 round.
- **Living Bond** — if the summoner casts a [Nature] effect this round, tiger gains +2 m Move.

Shade Wraith (Skirmisher)

Alignment: [Evil -5][Chaos +3][Shadow]

CR: 2 • Life: Summoner Life × SPT • **Defense: 12 • AP: 12 • Maintain: 2**

- **Soul Spike** — 6 AP, 1 + CR Life; **Mind save 10 + CR** or **Disoriented (-1 AP)** next turn.
- **Slip Through (1/round)** — move through 1 m obstacle (2 AP).
- **Tag Behavior (on Break):** seeks dim places; targets the weakest mind.

Emberling (Elemental)

Alignment: [Evil -1][Chaos +2][Fire]

CR: 1 • Life: Summoner Life × SPT • **Defense: 11 • AP: 11 • Maintain: 1**

- **Sear** — 6 AP, 1 + CR Life; if target took fire this round, **Band +1**.
- **Cinder Step** — ignores burning terrain; leaves 1 m **Sizzle** (hazard 1 Life on entry).

Clockwork Sentinel (Construct)

Alignment: [Order +4][Good +1]

CR: 2 • Life: Summoner Life × SPT • **Defense: 12 • AP: 12 • Maintain: 2**

- **Halberd Sweep** — 6 AP, 1 + CR Life; on hit may **Push 1 m**.
 - **Stalwart** — ignores the first **Knockdown/Push** each round.
 - **Tag Behavior (on Break):** holds position and blocks passage.
-

Gate (Planar) — SPT 4–5

Unlock (SPT 4): Call **celestials**, **demons**, and other **planar** beings. They are always **willful** and tagged **[Planar]** plus their moral/behavioral tags.

Empower (SPT 5): Your Gate circle stabilizes: **Extra Mana -2** (after all reductions) for [Planar], and Backlash severity -1 step.

Planar Instability: At the **end of each of their turns**, Planar beings attempt a **Break** test vs 10 + CV (+2 if Harmony) **every round**, **unless** your alignment is within **±1 on both axes** of theirs (Harmony). Harmony suppresses these periodic Break tests.

Backlash (Planar, examples):

- **[Order] Rune feedback:** you suffer **Band -1** on the next spell.
- **[Chaos] Wild surge:** random 1 m shove; a loose item drops.
- **[Good] Mercy bind:** you cannot take finishing strikes this round.
- **[Evil] Soul scorch:** 1 Life and **-1 vs fear** this round.

SPT Quick Reference

- **SPT (you):** 1–5; **CR ≤ SPT**; **Life per summon = your Life × SPT**.
- **Unlocks by SPT:** 1=Deploy/Conjure (Techno gets SPT1 free), 2=Animate/Call, 3=Bind, 4=Gate Lesser, 5=Gate Greater.
- **Passive Discounts:** For each SPT above a type's unlock tier, **Extra Mana -1** for that type (min 0). Optional cap **-4** (before Harmony/Channeling).
- **Maintain Capacity:** total Maintain ≤ **SPT + 1**.
- **Extra Mana (Alignment):** $\Delta_G^2 + \Delta_O^2$, then **÷4 (round up)**. **Harmony (±1 both axes): -2 Extra Mana & +2 Control**.
- **Combat Channeling:** full round → **reduce remaining Extra Mana by 1** (cumulative).
- **Arrival:** arrives end of your action; acts next round.
- **Commanding:** **Command 2 AP**, range **(Int + Wis) × 5 m**; LoS lost for 2 rounds → follows Instinct until LoS returns.
- **Economy:** **Focus tax** (+1 AP with 2+, +2 AP with 4+); **Coordinate 2 AP** to enable **one extra** non-basic ability this round.
- **Planar:** **Break each turn** unless Harmony; **Leash (Int + Wis) × 20 m** from Gate (unless Harmony).
- **Dismiss:** **Safe (2 AP)** or **Violent (2 AP, 1 m burst, CR dmg, save halves)**.

Edge-Case Rulings

- **Anti-magic/anti-psychic zones:** Conjures **fizzle** upon entering zones that block their Domain; Called/Bound immediately **test Break**.
- **Alignment drift mid-scene:** Existing summons persist, but **new casts must meet** the new alignment gates.
- **XP & loot:** Summons don't split XP; reward by **encounter**. Planar allies don't drop loot unless narrative says they manifested items.

SPT Path Perks (Optional)

- **SPT1 — Quick Bind:** Once/scene reduce **cast AP** by **2** for a **Conjure/Deploy**.
- **SPT2 — Attuned Command:** Your **first Command** each round costs **1 AP**.
- **SPT3 — Steady Tether:** Ignore the **first Break** success against one active summon each scene.
- **SPT4 — Circle Mastery: Gate (Lesser)** inside a prepared circle gains **Extra Mana -2**.
- **SPT5 — Grand Conductor:** Maintain **one** summon at **0 Maintain** (must be **CR ≤ 3**, **non-Planar**).

Worked Example (Sanity Check)

Caster **SPT 3**, wants to **Bind** a **CR 3 Shade Wraith** [Evil -5, Chaos +3]. Caster is [Good +4, Chaos +3].

- $\Delta_G = 9, \Delta_O = 0 \rightarrow$ Difficulty 81 \rightarrow **Extra Mana = $\text{ceil}(81/4) = 21$** .
- **Earlier-tier ease?** Bind unlocks at **SPT3**, so **no discount**.
- **Harmony?** No (both axes not within ± 1).
- The caster **Combat Channels** 3 full rounds \rightarrow remaining **Extra Mana = 18**. This is intentionally harsh: **far-aligned binds** are meant to be major undertakings.

Costs & Sites

- **Maintain (per round):** equals **CR** unless the seed states otherwise. If Maintain stops, Conjures **fade**; others **test Break**.
- **Sites:** Matching sites add their usual benefits (e.g., **[Good][Order] Sanctum: +1 Maintain**; **[Evil][Chaos] Scar: opposing tags suffer -1 Maintain**).
- **Resonance cap:** Only **one** alignment boon may affect a single action (doesn't stack with **Band Tuning**).

Chapter: Paths V1.1

Designer's note: Paths are the "class" system of Guardians. They define your style, unlock unique abilities, and shape how your magic, psychic force, or technology manifests.

At the words of Jane, Champion of Gaia — from *When Time Breaks*

"..Let do this quick shell we?" she said smiling, "You already guessed that I was born with the gift, some with the gift are physically stronger, able to break a wooden lock, and some are faster, able to dodge bullets..."

"Not magical air bullets," said the leader with a threatening voice, "Is there a point to this speech?"

She smiled, "Of course, there is, so please let me finish," she added a bit irritated, and when no reply came she smiled again and continued, "As I was saying... All born with the gift of magic are affiliated with a unique form of it, some can manipulate Nature itself, as they are intuned with the creatures and the forest, like the Druids, for example, others manipulate the elements, they are the Elementalist among us ..."

"Like that gun pointed at you..."

She gave him an annoyed stare for interrupting her, "... some choose to master a specific aspect, perfecting their control, while some master multiple arts, naturally the degree and power of control vary, but you get what you get," she looked at them with a strange smile, "And sometimes, some of us get unique powers, sort of special gifts, do you want to know what's my power?" she asked.

"What?" asked the leader impatiently.

"It's Love..."

What is a Path?

A **Path** defines how a character trains, the resources they draw upon, and the effects they can learn. Characters may **initiate multiple Paths**.

Path Categories

- **Magic Paths** use Mana (Domain Pools + Personal Mana).
- **Psychic Paths** use the **Psychic Pool** (with Links/Strain).
- **Martial Paths** use AP only; techniques don't cost Mana or Psychic Pool.
- **Tech Paths** use AP and may use Mana if the Path is Magical (e.g., Technomage). Non-magical Tech Paths use AP/charges as defined on their page.

Mixing rule: A character cannot initiate both **Magic** and **Psychic** Paths. **Tech** Paths may be combined with either.

Tech family note: **Technomage** is a **Magic Path** (has a Domain Pool). **Techno** is a non-magical **Tech Path** (no Domain Pool; AP/charges only).

- **Initiating a Path:** take **Path Initiation** for that Path. The **sum of the Path's two key attributes must be ≥ 6** .
- **Known Effects (Magic & Psychic Paths):** you may know **2 × the lower** of the Path's two key attributes. **Basics** and **Enhancements** do not count. (*Martial/Tech Paths unlock techniques via Ranks/Perks; no known-effects cap unless a Path says otherwise.*)
- **General Abilities:** basic talents any Guardian may access outside of Paths.

- **Mastery Ranks (MR) & Perks:** progression gates and rewards within a Path; each MR may unlock features and grant one **Mastery Perk** (see **Mastery Ranks & Perks** below).
- **MR Costs:** Mastery Ranks are purchased with XP using the **Universal MR Cost Table** (see appendix).

Combat timing, AP costs, Saves, and Concentration follow **Combat v1.1** and **Magic & Psychic v1.1**.

Domains & Mana Pools (Magic Paths)

Some Paths are **Magic Paths**; each grants a **Domain Pool**. You also have **Personal Mana**, which may fuel any effect.

Total Mana = Personal Mana + Σ (Domain Pools for your initiated Magic Paths).

Domain Pools (attribute pairs)

Abbreviations: **Str, Sta, Dex, Int, Wis, Chr, Per, App, Apt.**

- **Elementalist** (*single Path with selectable Aspects: Air, Fire, Water, Earth, Lightning, Ice*) → **(Int + Wis)**. Choose **one Aspect** at initiation; additional Aspects may be unlocked by Perks/Disciplines on the Elementalist page.
- **Nature** → **(Wis + Chr)**
- **Sorcery** → **(Int + Chr)**
- **Chaos** → **(Dex + Int)**
- **Order** → **(Str + Wis)**
- **Manipulation** → **(Chr + Wis)**
- **Illusion** → **(Chr + App)**
- **Necromancy** → **(Wis + Int)**
- **Summoning** → **(Int + Chr)**
- **Healing** → **(Wis + Wis)**
- **Defense** → **(Int + Dex)**
- **Shadow** → **(Dex + Int)**
- **Technomage** → **(Int + Per)**
- **Sonic** → **(Str + Sta)**
- **Time** → **(Wis + Per)**
- **Space** → **(Int + Dex)**
- **Wild** → **(Apt + Int)**

Using Multiple Paths

- An effect normally **spends Mana from its Path's Domain Pool**, or from **Personal Mana** instead.
- **Cross-casting surcharge:** spending from a **different Domain Pool** than the effect's Path costs **+1 Mana** (after reductions). Personal Mana **never** incurs this surcharge.
- **Attunements:** after a long rest, choose up to **2 Paths** you have initiated as **Active Attunements**. Once per round per Attuned Path, reduce the Mana cost of **one** effect from that Path by **1** (min 1). (**Magic Paths only.**)

Regeneration (from Magic & Psychic): 5 Mana/hour; 10 Mana/hour at rest; full on 6h uninterrupted sleep.

Psychic Paths (Focus, Pool & Tethered Law)

Psychic Paths do not grant Domain Pools. They use the **Psychic Pool** and **Focus Attributes**.

- **Psychic Pool** = (Int + Wis) + Σ (Focus attributes); if Int or Wis are chosen as Focus, count them **twice**.
 - **Focus progression**: 1st at ≥ 4 ; 2nd at ≥ 6 (ability); 3rd at ≥ 8 (ability); 4th at ≥ 10 (ability). Max 4 Focus.
 - **Categories**: **Sustained** (reserve Pool; often 2 AP/turn to maintain), **Singular** (spend/Strain), **Mundane** (free, tiny).
 - **Tethered Law**: effects must remain **connected** to the user; no detached explosions, weather control, autonomous constructs, or new summons. Self-shaping, extended reach, mind influence via **Links**, and telekinetic manipulation are allowed.
 - **Links & Strain**: as in Magic & Psychic v1.1. **Psychic Battle** uses the Momentum/Drain loop.
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Mastery Ranks & Perks (All Paths)

Each Path lists five ranks; unlocking a rank grants **Perks** and may unlock **Disciplines** or **Enhancements**.

- **Rank 1 — Initiate**: gain core kit; access to Basics.
- **Rank 2 — Adept**: +1 specialty; unlock first Discipline choice.
- **Rank 3 — Expert**: unlock second Discipline; +1 enhancement slot.
- **Rank 4 — Master**: signature ability; +1 specialty.
- **Rank 5 — Paragon**: capstone; reduce AP or Mana costs on one class of effects by **1** (min 1).

Global Mastery Perks (choose one each time you gain an MR in a Path; caps are per-Path):

- **Mana Efficiency**: -2 Mana (min 1) on one action each round (cap -4).
- **Action Trim**: -1 AP (min 1) on one action each round (cap -2).
- **Band Tuning**: Shift one Spell Power band by 1 (either lower fail band $\downarrow 1$ or upper success band $\uparrow 1$; cap 2 total shifts).
- **Reach / Targets**: +2 m range or +1 target where sensible (caps +6 m / +3 targets).
- **Enhancement Slot**: Unlock one extra enhancement tier for a single effect in that Path (cap 2).

Perks are optional; if a Path rank replaces a perk, it will say so.

Tiers, Effects & Enhancements

- Effects are grouped by **Tier**: Basic, I, II, III, IV, V, VI, VII+.
- **Default Tier access by Mastery Rank (guideline)**: MR0 → Basic & Tier I; MR1 → Tiers II–III; MR2 → Tier IV; MR3 → Tier V; MR4 → Tier VI; MR5 → Tier VII+/Capstones.
- **Enhancements unlock**: Enh 1–2 at MR0–1; Enh 3–4 at MR2–3; Enh 5+ at MR4–5.
- Some signature effects may set higher MR or cross-Path MR prerequisites.

Disciplines (Sub-Branches)

A Path's **Disciplines** define style. Examples:

- **Elementalist**: **Shaper** (terrain & walls), **Stormcaller** (Lightning & speed), **Pyroclast** (Fire & area), **Cryomancer** (Ice & control).
- **Guardian Swordsman**: **Duelist** (one-on-one), **Defender** (guard & intercept), **Mystic Blade** (blade + minor aether).
- **Technomage**: **Botsmith** (constructs), **Circuit Adept** (devices), **Cipher** (control & jamming).

Disciplines gate **effect lists** and **Enhancements**.

Martial technique costs: Martial techniques list AP costs and target Defense/Saves per **Combat v1.1**; they do not use Mana or Psychic Pool unless a Path ability states otherwise.

Fusion Paths (Optional)

Some combinations merge domains. Examples:

- **Technomancer** (Technomage + Elementalist): spend from either Domain Pool; cross-casting surcharge is waived for those two Paths; Attunement may apply to both once/round.
- **Psitech Adept** (Psychic + Technomage): may substitute **Psychic Pool** for up to **1 Mana** of a Technomage effect per round; gains unique hybrid effects.

Fusion Path Requirements

1. **Prerequisites**: exact MR across source Paths.
2. **Domain/Pool**: Magic / Psychic / Tech (or explicit split).
3. **Costs & Tiers**: follow standard Tier/AP/Mana targets; early tiers may add **+10–20% complexity**.
4. **Template**: use the standard effect entry format.

Fusion Paths are GG-gated and list their own prerequisites.

Common Prerequisites

Many effects across Paths list **Prerequisite: Guardian Swordsman MR1+** to reflect core weapon forms shared across the Orders.

Path Page Template (Use for every Path)

Path Name — *one-line flavor*

Key Attributes: Attr A, Attr B

Domain Pool: Attr A + Attr B (*Magic Paths only; Psychic Paths use Psychic Pool*)

Focus Stat (Magic/Psychic only): Int / Wis / Chr

Primary Combat Stats (Martial/Tech): list key attributes that drive techniques (e.g., Str, Dex).

Primary Skills: e.g., Elemental Lore, Channeling

Known Effects Limit: 2 × lower key attribute

Casting/AP: 5 + Cast Time for spells; martial techniques list AP; Psychic powers follow Links/Strain.

Disciplines: list options and what they unlock.

Mastery Ranks & Perks: table of R1–R5 with perks gated at each.

Basics (always available): 2–4 low-cost effects to establish identity.

Core Effects: 6–10 signature effects, each with **Min Mana, Invest Scaling, Tags, Resist, Duration, Enhancements, Backlash.**

Enhancements: non-linear upgrades the Path can buy for its effects.

Sample Builds: 2–3 example loadouts at Rank 1–3.

Cross-References

- **Combat:** reactions, conditions, AP Roll, Long Casting timing.
- **Magic & Psychic:** Resistances (MR/PR), Overchannel, Backlash tables, Links & Strain.
- [Universal Mastery Table](#)
- *Use this as the baseline MR cost & access guide. Fusion Paths may add +10–20% early-tier complexity.*

Rank (MR)	XP Cost	Typical Path Prerequisites	Unlocks at This Rank	Mastery Perk?	Effects Access	Enhancements Unlocked
MR0	—	Entry prereqs (Path specific)	Initiated features; access to Path basics	—	Basic, Tier I	Enh 1–2
MR1	1 XP	As listed by Path	Path-specific unlock(s)	✓	Tiers II–III	—
MR2	2 XP	As listed by Path	Path-specific unlock(s)	✓	Tier IV	Enh 3–4
MR3	3 XP	As listed by Path	Path-specific unlock(s)	✓	Tier V	—
MR4	5 XP	As listed by Path	Path-specific unlock(s)	✓	Tier VI	Enh 5+
MR5	5 XP	As listed by Path	Capstone unlock(s)	✓	Tier VII+ / Capstones	—

MR Costs: This is the **Universal MR Cost Table** referenced earlier. A Path may replace a perk at a given rank if that rank grants a major feature.

Spells — Chapter Rules & Compendium (v1)

Applies to all entries below (unless a spell says otherwise):

- **Format:** Name — Path/School — Tier — Prereq — Min/Max (Pool) — Range — Action Cost — Save — Effect — Enhancements.
 - **Pools:** Magic uses **Mana**; Psychic uses **Psychic**; Tech uses **Device** actions/costs.
 - **Saves:** Target number = **10 + relevant caster attribute** (Magic→Int, Psychic→Wis, Body as written). Fixed targets are used only if explicitly stated.
 - **Action Points:** Baselines: **Basic 6 AP; Tier I 7 AP; Tier II 8–9 AP; Tier III 9–11 AP; Tier IV 10–12 AP; Tier V 13–15 AP; Tier VII 20 AP.**
 - **Maintain/Commit:** Maintaining an effect **commits** the stated Pool; committed points are unavailable until you drop the effect. Botch or Stun drops all maintained effects unless the spell says otherwise.
 - **Bands & MR Gates:** Big field effects (e.g., Tornado) require **MR5+** in the Path.
 - **Enhancements:** Title-case; each lists exact effects and any **req**; if AP or Min/Max changes, it's stated in the enhancement.
 - **Known Spells:** From a School, you can **know** up to **2 × your lower School attribute** spells; enhancements don't count against this limit.
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