



# Guardians: The System

## Character Building Guide

Step-by-step instructions to create your Guardian hero. From concept to a fully equipped character ready to face Terra's mysteries.

"When the Nine fell, only the Guardians rose. Your choices forge not only your hero, but the fate of worlds."

GUARDIANS  
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## Step 1 — Concept, Background & Alignment

Begin with a strong fantasy concept: wandering knight, cursed sorcerer, survivor of lost Atlantis. Choose an Order and background that match your vision.

Alignment: you receive 2 points to place on the Good–Evil and Order–Chaos scales (each –10 to +10). These reflect tendencies; notable acts can shift them.

“The stars whisper of destiny, but it is you who decide the path.”

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## Step 2 — Attributes & Skills

Distribute 10 Attribute Points across Str, Dex, Sta, Int, Wis, Per, Chr, App. No Attribute may exceed 5 with points alone.

Creation XP rule: You may spend XP during creation to raise a score above 5.

Distribute 15 Personality and 15 General Skill points. No single skill may exceed 5 without XP.

“Balance mind, body, and spirit—power follows.”



### Step 3 — Path Selection

Choose your first Path. A Path defines training focus, resource pool, and unlockable effects.

Initiate when the sum of a Path's two key Attributes is  $\geq 6$ .

You cannot initiate both Magic and Psychic Paths; Tech combines with either.

For Magic/Psychic Paths, known effects are capped at  $2 \times$  your lower key Attribute.

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#### Path Sampler

Druid	Shaper of the wild—life, storm, and root.
Paladin	Knight of devotion—oaths, light, and bulwark.
Technomancer	Circuit and sigil woven as one.
Soul Blade	Psychic power forged into steel.
Telepath	Whispers and wills turned to tools.
Empath	Healing through shared pain and grace.



## Step 4 — Resources & Derived Values

- Life Points =  $15 + \text{Sta} + \text{Toughness} + \lfloor \text{Athletics}/2 \rfloor + \text{abilities}$ 
  - Mana =  $\lfloor (\text{Int} + \text{Wis} + \text{Chr})/2 \rfloor + \text{highest attribute} + \text{MR}$ 
    - Psychic Pool =  $(\text{Int} + \text{Wis}) + \text{Focus attributes}$
  - AP/round =  $10 + \text{Speed Attribute} + \text{Action Skill}$ 
    - Initiative =  $d20 + \text{Action AP} - \text{Speed Bonus}$
    - Speed Bonus =  $\lfloor (\text{Dex} + \text{Per})/2 \rfloor + \text{Action Skill}$
- Saves: Body =  $\text{Str} + \text{Sta}$ ; Reflex =  $\text{Dex}$ ; Mind = best of  $\text{Int}/\text{Wis}/\text{Chr}$

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### Skill Sampler

Combat	Athletics, Blades, Bows, Shields
Social	Charm, Intimidation, Persuasion, Deception
Knowledge	Arcana, History, Technology, Medicine
Survival	Stealth, Nature, Tracking, Riding
Crafting	Alchemy, Smithing, Enchanting, Engineering

## Step 5 — Abilities, Spells & Equipment

Record abilities and known effects from your Path(s). Choose starting gear per GM/campaign.  
Use the Equipment sheet to track items.

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## Step 6 — Final Touches

Name, Title, Description, portrait, and roleplay hooks complete your Guardian.

“The Guardian is more than numbers—story, purpose, and legend.”

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## Worked Example — Kaelen, the Techno-Mystic Warden

Concept: Druid initiate blending nature's power with salvaged tech.

Alignment: +1 Good, +1 Order

Attributes: Str 3, Dex 4, Sta 5 → raised to 6 using XP; Int 3, Wis 4, Per 3, Chr 2, App 2

Path: Druid (meets Sta + Wis  $\geq$  6); aims to cross into Technomancer.

Resources: LP, Mana/Psychic, AP/round per formulas.

Abilities: Druid initiation; basic fieldcraft.

Equipment: Quarterstaff, salvage tool, travel kit.

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### First Steps Checklist

<input type="checkbox"/> Concept chosen
<input type="checkbox"/> Alignment assigned
<input type="checkbox"/> Attributes distributed (+ XP spent if desired)
<input type="checkbox"/> Skills distributed
<input type="checkbox"/> Path initiated
<input type="checkbox"/> Resources calculated
<input type="checkbox"/> Abilities & spells recorded
<input type="checkbox"/> Equipment selected
<input type="checkbox"/> Name, Title, Description finalized