



Guardians: The System — Character Core

Attribute	Score	Bonus	Name	
Str			Title	
Dex			Concept	
Sta			Order	
Int			Background	
Wis			Player	
Per			Description	
Chr				
App				

Life Points		Mana		Psychic Pool	

LP = 15 + Sta + Toughness + [Athletics/2] + abilities

Mana = [(Int+Wis+Chr)/2] + highest attribute + MR; Psychic = (Int + Wis) + Focus attributes

AP/round		Initiative		Speed Bonus	

AP = 10 + Speed Attr + Action Skill; Initiative = d20 + Action AP - Speed Bonus; Speed Bonus = [(Dex+Per)/2] + Action Skill

Path	Level	Notes	Special Abilities

