

# Guardians: The System — Combat Cheat Sheet



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Core formulas, AP costs, actions, cover/concealment, and a mini example.

Core Mechanics	
<b>Rolls</b>	d20 + Attribute + Proficiency/Bonus
<b>Initiative</b>	d20 + Action AP – Speed Bonus (Speed Bonus = $\lceil (\text{Dex} + \text{Per}) / 2 \rceil + \text{Action Skill}$ )
<b>AP per Round</b>	Starts at 10 + Speed Attribute + Action Skill
<b>Saves</b>	Sta (Resist), Dex (Evasion), Wis (Mental), Int (Counter)

Common AP Costs		
Action	AP	Notes
Move	3–6	Short stride to long rush
Attack (Melee/Ranged)	6–9	Modifiers for stance/cover
Cast/Channel	9–12 / 6	Spell or maintain effect
Defend/Dodge	3–6	Reactive defense
Grapple/Disengage	6 / 4	Opposed check or break away
Interact/Draw/Use	2–4	Object, item, switch

Cover & Concealment	
Type	Effect
Light Cover	+2 Defense vs Ranged
Heavy Cover	+4 Defense, may block line of sight
Concealment	Attack at disadvantage / –4 to hit (GM)

Criticals & Fumbles	
<b>Critical</b>	Natural 20: Maximize one damage die or add bonus die (GM choice by weapon/spell).
<b>Fumble</b>	Natural 1: Lose 3 AP and provoke a reactive attack (GM discretion).

### Example: Three Rounds to Victory (Jane)

**Round 1:** Jane (AP 14) advances (4 AP), casts *Fire Cone* (9 AP) hitting 2 foes; they Dex save (half).

**Round 2:** Orc Chief (AP 12) charges (6 AP) and attacks (6 AP). Jane uses 3 AP to Dodge, reducing hit chance.

**Round 3:** Jane channels (6 AP) to sustain burning zone; finishes with ranged attack (6 AP). Chief fails Sta save and drops.

GUARDIANS  
— THE SYSTEM —

