

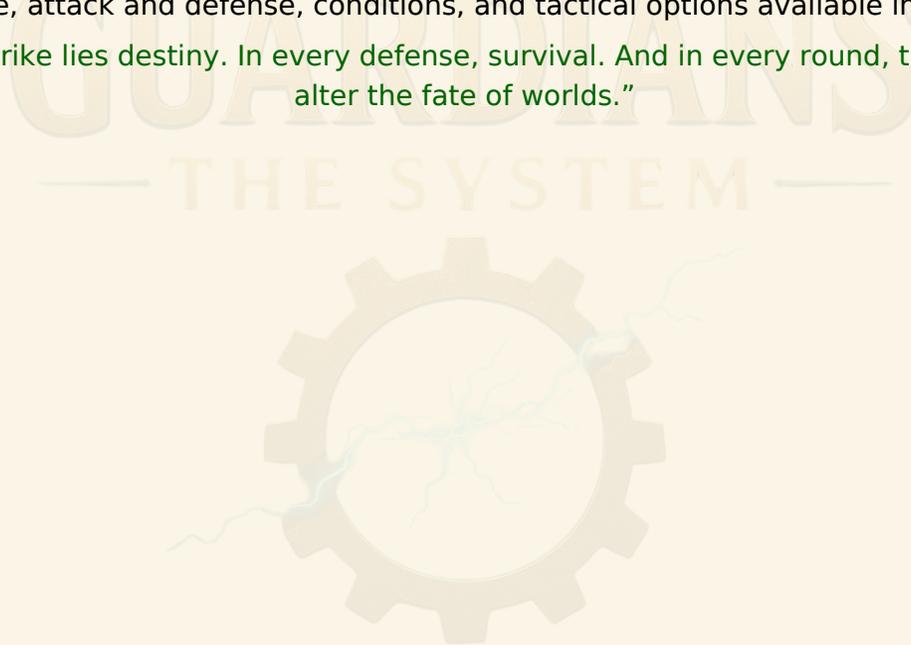


# Guardians: The System

## Combat Rules v1.2

The battlefield is the crucible of Guardians. These rules detail the Action Point system, initiative, attack and defense, conditions, and tactical options available in combat.

“In every strike lies destiny. In every defense, survival. And in every round, the chance to alter the fate of worlds.”



## Core Mechanics

Rounds are 5 seconds. Each round, you gain Action Points (AP) to spend on movement, attacks, spells, and special actions.

AP per Round:  $10 + \text{Speed Attribute (Dex/Int/Per)} + \text{Action Skill}$

Initiative (per action):  $d20 + \text{Action AP} - \text{Speed Bonus}$

Speed Bonus:  $\text{floor}((\text{Dex} + \text{Per})/2) + \text{Action Skill}$

Unused AP may be banked for next round. GM may call a Tempo Shift to reroll AP.

# GUARDIANS — THE SYSTEM —



## Action Costs

Unarmed Attack	6 AP
Armed Attack	5 + weapon speed
Ranged Attack	5 + weapon speed
Spellcasting	5 + cast time (Snap=0 → Ritual=5)
Movement	1m per AP
Defense Stance	2 AP → +1 Defense (persists if no other actions)
Drink Vial	10 AP

# GUARDIANS

## — THE SYSTEM —



## Attacks & Damage

Attack Roll:  $d20 + \text{Dex} + \text{Weapon/Martial Skill} + \text{modifiers}$  vs Defense

Damage: Nat 1-4 = half damage; 5-19 = normal; Nat 20 = extra damage dice

Range Bands: Point-Blank 0; Short -2; Medium -4; Long -6; Extreme -8

# GUARDIANS

## — THE SYSTEM —



## Defense & Saves

Body	Str + Sta
Reflex	Dex
Mind	Best of Int, Wis, Chr

# GUARDIANS

— THE SYSTEM —



## Conditions & Options

Common Conditions: Prone, Shaken, Staggered, Stunned, Grappled, Blinded, Slowed, Immobile

Optional Modules: Reverse Gambit AP Roll, Opportunity Attacks

# GUARDIANS — THE SYSTEM —



## Worked Example — Jane vs Mylo (5 Rounds)

Narrative: Under a shattered sky, Jane circles Mylo, blades flashing. She tests, counters, then overwhelms.

R1: Jane wins init, closes (4 AP), strikes (6 AP). Mylo defends; light cut.

R2: Mylo overcommits (Nat 1). Jane ripostes—solid hit.

R3: Jane banks AP, unleashes two rapid cuts—defense pierced.

R4: Mylo's heavy swing forces a Body save—Jane holds and counters.

R5: Jane finishes with a decisive combo. Mylo falls.

Round	Initiative	Jane	Mylo	Outcome
1	J 18 / M 12	Move 4 AP; Attack 6 AP	Defense 2 AP; miss	Jane 4 dmg
2	M 15 / J 14	Counter	Attack Nat 1	Jane 6 dmg
3	J 20 / M 10	Bank 5; two attacks	Defense	Jane 8 dmg
4	M 16 / J 12	Body save pass; counter	Heavy swing partial	Jane 5 dmg
5	J 19 / M 11	Combo finisher	Drops weapon	Jane wins

