

Guardians: The System — GM Combat Cheat Sheet



GM Combat Cheat Sheet

Guardians: The System

Core	Formula
AP / Round	10 + Speed Attribute (Dex/Int/Per) + Action Skill
Initiative (per action)	d20 + Action AP – Speed Bonus (lowest acts first)
Speed Bonus	$[(\text{Dex} + \text{Per})/2] + \text{Action Skill}$
Attack Roll	d20 + Dex + Weapon/Martial Skill + modifiers vs Defense
Saves	Body = Str + Sta; Reflex = Dex; Mind = best of Int/Wis/Chr

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

Ranged & Tempo	Rules
Range Bands	Point-Blank 0; Short –2; Medium –4; Long –6; Extreme –8
Damage	Nat 1-4 = half; 5-19 = normal; Nat 20 = extra dice
Tempo	Optional: AP Roll. GM may call Tempo Shift (all reroll AP).
Banking AP	Unused AP can carry over to next round.

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Cover & Concealment	Effect
Light Cover	+2 Defense; partial line-of-sight
Heavy Cover	+4 Defense; may block targeting until reposition
Concealment	Fog/darkness/smoke: attacks at -2 (GM may increase for severe)
Condition	Effect (quick)
Prone	-2 attacks; attackers +2 at melee; -2 Reflex; stand costs AP
Shaken	-1 to attacks and saves
Staggered	-2 AP next round; -1 Defense
Stunned	Lose turn; drop held; -2 Defense
Grappled	Move 0; -2 to attacks; escape vs Body/skill
Blinded	All attacks at -6; Reflex -2
Slowed	Half movement; -2 Initiative
Immobile	Cannot move; -4 Reflex
Combat Flow	At a Glance
1. Start Round	Gain AP; resolve ongoing effects
2. Initiative	For each action: d20 + Action AP - Speed Bonus (lowest first)
3. Spend AP	Move, attack, cast; declare stances/reactions
4. Resolve	Roll attacks & saves; apply damage & conditions
5. End Round	Bank unused AP; check effects