

Guardians: The System — Magic & Special Cheat Sheet



Guardians: The System — Magic & Special Cheat Sheet

Pools, casting AP, enhancements, saves vs spells, and a mini example.

Casting Baselines				
Tier	Min/Max Pool	AP	Range	Save DC
I	1/3	6–8	Int/Wis × 2	10 + Stat/3
II	5/10	9–10	Int/Wis × 5	12 + Stat/3
III	10/15	10–12	Int/Wis × 10	14 + Stat/3
IV	15/20	12–14	Int/Wis × 15	16 + Stat/3
V	20/25	14–15	Int/Wis × 20	18 + Stat/3

Enhancements (Injection Rule)	
Mana Add	Effect
+2	+1 target OR +50% range OR +1 die damage
+5	Add Area effect (cone/line/zone)
+10	Persistent (per round)

Saves vs Spells	
Save	Use
Sta	Resist ongoing or physical force
Dex	Dodge area/projectile
Wis	Mental resilience
Int	Counter/foil arcane design

Example: Spell Flow in Play
Turn 1: Jane (T2) casts <i>Fire Cone</i> (AP 9, Min 5 Pool). Two targets make Dex saves; one fails, one halves.
Turn 2: Jane spends +2 Mana to add +1 target (Injection). Channels (6 AP) to sustain burning zone.
Turn 3: She advances and uses a utility spell (AP 6). Boss fails Wis save vs <i>Daunt</i> ; party presses advantage.