

Guardians: The System — Spell Making Recipe



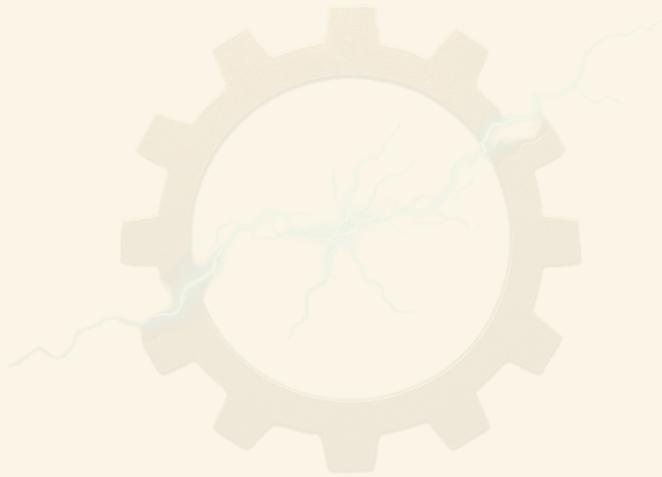
Guardians: The System

Spell Making Recipe

GM guidelines for creating new spells with balanced costs, saves, and effects.

Includes tier baselines, enhancement rules, tags, and worked examples.

GUARDIANS
— THE SYSTEM —



Step 1: Choose Path & Theme

Assign spell to an existing path (Elementalist, Psychic, Tech, etc). Ensure the effect matches the path's identity.

Step 2: Define Effect

Simple, Moderate, Major — e.g., push target, fire cone, summon storm.

Step 3: Assign Tier

Tier sets cost, AP, save DC. T1 minor, T5 world-shaking.

Step 4: Set Pool Cost

Use Tier Min/Max Pool formula. Adjust with path-specific pool scaling.

Step 5: Action Economy

AP cost: Simple = 6, Moderate = 9–12, Major = 14–15. Range = $\text{Int}/\text{Wis} \times \text{Tier}$.

Step 6: Saves

Choose relevant save: Sta, Dex, Wis, Int. Add half-effect on success if needed.

Step 7: Enhancements

Injection rule: extra mana = stronger effect. +2 Mana = +1 target or +50% range. +5 Mana = area. +10 Mana = persistent.

Step 8: Tags & Flavor

Add [Projectile], [Area], [Buff], [Debuff], [Control]. Write cinematic text.

Reference Tables

Tier Min/Max Pool • AP • Range • Save DC				
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	
Mana Add	Effect
+2	+1 target OR +50% Range OR +1 die damage
+5	Area effect (cone/line/zone)
+10	Persistent (per round)

Saves	
Save Type	Usage
Sta	Endurance/Resist
Dex	Dodge/Evasion
Wis	Mental Fortitude
Int	Knowledge-based counter

Tags: [Projectile], [Area], [Buff], [Debuff], [Control], [Summon], [Utility]

Example Spell Creation

Fire Cone (Tier II): Elementalist Fire. Min/Max 5/10 Pool, AP 9, Range Intx5. Save Dex for half. Tags: [Area][Projectile].

Psychic Dominate (Tier IV): Psychic path. Min/Max 15/20 Pool, AP 12, Range Intx15. Save Wis to resist. Tags: [Control].

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Appendix — Tags & Saves

Standard Tags: [Projectile], [Area], [Buff], [Debuff], [Control], [Summon], [Utility]

Save Types: Sta (Resist), Dex (Evasion), Wis (Mental), Int (Counter).

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