



Guardians: The System — Quickstart

AP per Round	10 + chosen Speed Attribute (Dex/Int/Per) + Action Skill
Banking AP	You may bank unused AP; subtract banked AP from first action next round
Initiative (per action)	d20 + Action AP – Speed Bonus (lowest acts first)
Speed Bonus	floor((Dex + Per)/2) + Action Skill
AP Roll (optional)	1:+3 • 2-4:+1 • 5-16:as listed • 17-19:-1 • 20:-3

Unarmed attack	6 AP
Armed/Ranged attack	5 + weapon speed
Spell	5 + cast time (Snap 0 • Quick 1 • Standard 2 • Lengthy 3 • Ritual 4-5)
Move	1 m per AP (AP Roll doesn't modify movement)
Defense stance	2 AP → +1 Defense (ends if you take any other action)
Use item / device	10 AP / device speed

Defense	Single target number used in attack resolution. Raise via stance or abilities.
Body Save	Str + Sta (+mods)
Reflex Save	Dex (+mods)
Mind Save	Best of Int/Wis/Chr (+mods)

Life Points = 15 + Stamina + Toughness skill + (Athletics ÷ 2) + abilities. Mana (Magic) = floor((Int + Wis + Chr)/2) + highest attribute + MR. Psychic & Tech pools per path.