

DESCRIPTION

ASPECTS

main concept

what sets you apart, your quest

something a little special? a problem?

a power? military roots?

a weapon or tool? an organization? roots?

STRESS & CONSEQUENCES

2	2	3
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2	<i>mild</i>
4	<i>moderate</i>
7	<i>severe</i>

APPROACHES

POWERFUL

SWIFT

SNEAKY

CAREFUL

SMART

CHARMING

NOTES

GEAR

REFRESH

NAME



the
guardian

FATE POINTS

GUARDIAN MOVES

Take one at the start of the game.

Take another when you hit a personal milestone, but not more than one per session:

- I killed a strong adversary for the hero
 - I found something/one to come back to
-

- POWERFUL BLADE - when I attack powerfully I can get a +2 once per scene
 - RELENTLESS WARRIOR - for every consequence I suffer in this fight, I have a +2 to use for a powerful or swift action or attack
 - LET ME SPEAK WITH THEM - when I speak powerfully, I can get a +2 once per session
 - THIS IS NOT FAIR - when I act powerfully to balance the odds for the weakest side, I can get a +2 once per session
 - THIS IS FAIR - once per session, when I act with honor I get a boost with a free invocation, as long as I don't act sneaky
 - HOW IT'S DONE - when I try something powerfully, after others failed or had trouble, I can add +2 once per scene
-

ADVANCEMENTS

When you fulfill a requirement and take a new Guardian Move, you can also (pick one):

- * Switch the score of two approaches
- * Change an aspect that is not the main one
- * Change one Guardian Move for another Guardian Move
- * Take a new Guardian Move but reduce your refresh of one

MISSION MOVES

Take one at the start of the game.

Take another when you hit a milestone for your mission, not more than one per session:

- I helped the hero to accomplish ...
 - I obtained a magical weapon/tool
-

- TROUBLE FOR A WARRIOR - once per session when my attitude puts me in trouble, I can make up a boost for free
 - WHAT MUST BE DONE - I get a +2 once per session when I face danger, not carefully
 - ALWAYS PROTECTED - I wear armor that can absorb a stress of 2 for every fight
 - BETTER PROTECTED - once per session my armor can absorb a consequence up to 4
 - STRATEGIC ADVICE - when I give advice about combat, if a character does as I say, they get a +2 to do it, once per session
 - MAGIC WEAPON - if I have a magic weapon and hold it, it gives me access to a sphere of magic, and enough True Gold for 1 spell per session or Wicked Silver for 2 (mark which one)
- Sphere:
Uses this session:
-

ADVANCEMENTS

When you fulfill a requirement and take a new Mission Move, you can also (pick one):

- * Increase the score of an approach by one
- * Do an advancement of the Guardian Moves
- * Clear a consequence that you had for at least an entire session, and describe how
- * Take another Mission Move but reduce your refresh by one

DARK THREAT MOVES

Take one at the start of the game.

Take another when you hit a milestone against the dark threat, not more than one per session:

- I spared the life of a mortal enemy
 - I was seriously hurt (consequence of 4+)
-

- FAST RECOVERY - after a conseq. is invoked against me, I can spend a fate point to reduce its value (i.e. 6 to 4, 4 to 2, 2 to none)
 - SHIELD BLADE - once per session I can defend powerfully with my blade against something which I shouldn't be able to defend against (arrows? magic?), but I take 1 stress
 - DARK PAST - for one fate point I can invoke an important noble, or a former lover, or a local outlaw. They owe me a big favor; but I can invoke each of them only once
 - I'M YOUR SHIELD - once per scene, if reasonable, I can spare the hero a hit for stress and take it upon myself
 - I'M YOUR ARMOR - once per session, if reasonable, I can spare the hero a hit for conseq. and take it upon myself with a +1
 - WITH THE HERO - when fighting alongside the hero, I inflict 1 shift more of harm
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MAKE YOUR GUARDIAN

You are the Guardian: you will be the one watching over the Hero and the other characters; you will be their blade and shield and your strength and stern resolve will support them against the Dark Threat. If you keep playing after the first campaign, you might tune your character to move forward, but for now, you're going to be the Hero safe, with the steel of your blade. Select your playbook (female or male, they're the same, just with a different illustration) and begin the creation process.

ASPECTS: when you pick **your first aspect** (the main concept of your character) you should give it a clearly martial or dangerous feel. For example, valid aspects would be:

- * veteran of the Dwarfs Wars
- * former soldier of the Inquisition
- * leader of a disbanded rebel army
- * officer of the army of the Seventh Nation
- * mercenary with a dark past

When you select **your second aspect**, here is where you make a twist. This aspect contains not just something about your guardian, but also something about the dark threat that you will oppose.

It is important that this aspect sets you apart from any other warrior: you are the one that will take charge of the protection of the hero, the one that will escort the group through their battles.

Note that this aspect can evolve later on, if your quest demands it. Use rules for advancements for that.

Examples for the second aspect:

- * seeking vengeance against ...
- * righteous: will fight all forms of evil
- * seeking to restore lost honor and pride
- * has seen and fought the army of Darkness
- * has a score to settle with the Dark Threat

This aspect, even if you don't decline it as a problem, **will nevertheless be a problem**. This is the cause for your interest in fighting the Dark Threat, the root of your desire for battle, what will drive you to leave everything behind to embark on this adventure.

For your third, fourth and fifth aspect you can basically select rather freely, **but you must** (if you didn't already) give a minimum of a background to your character (for example where are these martial skills coming from, if there is some military order to obey to, maybe a previous connection to the Wise, and so on).

If you think the first and second aspect do not give the GM enough to work with **to compel your character**, go ahead and select now as your third aspect something a little special, that sets you apart from those like you; a problem, something that doesn't quite fit (and that would be an issue even without the dark threat and your destiny to fight against it). If you give nothing to the GM to compel, you reduce your chances of gaining fate points.

For the fourth and fifth aspects consider some special power (or a sphere of magic) your character has, or a special piece of gear, an ancient weapon, a precious armor, or also a connection to an organization.

At the start, though, you must define the first and second aspect, and you can freely add the other three **during the game**.

Give your APPROACHES the following values (distribute them as you want but powerful and swift must be at +1 or more):

+3, +2, +1, +1, -1, -1

You can give the scores now, or define them freely **during the game** when you use them. At the start, select one move for each of the sections.

You start with a standard REFRESH of three, and with three MOVES.

Moves, as described also in the playbook, are taken one from each of the three columns. As for the aspects, you can make up your own moves (stunts), as long as the GM approves them, not just stick to the suggestions.

And as for aspects and scores of approaches, you can decide what to take also **during the game** if you didn't pick all three at the start.

ADVANCEMENTS: during the game, but **not more than once per session**, you can add a new Move, if you have fulfilled one of the requirements.

- * Read the requirements as quite restrictive, not as an fast way to empower your character
- * If you fulfill more than one per session, pick the one less likely to repeat, and mark that one
- * You can mark only one per session, not one for every group
- * You can take one and only one new move per session, not more
- * Finally, when you take a new move, you also make also one **and only one** of the other advancements that are available in the given section

ONE PAGE RULES SUMMARY

For EVERY ACTION, such as: Create an advantage, Overcome, Attack and/or defend, roll 2D6, a white one and a black one.

SUBTRACT BLACK FROM WHITE for a result between -5 and +5.

Add the score of the RELEVANT APPROACH.

Add the score of all RELEVANT MOVES (stunts) if applicable.

TARGET NUMBERS are typically:

- 1 for trivial
- +1 for fair
- +3 for serious
- +5 for hard
- +7 for epic

To improve your result:

- * INVOKE AN ASPECT (of your character, of the situation, etc.) for one fate point: add +2

- * THE SAME ASPECT can be invoked only once per roll, unless from a success with style

- * GET SOME HELP: +1 for every character helping

- * CREATE AN ADVANTAGE with a separate action before the main roll, or use a previously created advantage: +2 for every advantage

FATE POINTS

Start every session with a number of Fate Points equal to your Refresh. If you had more from the previous session, keep that number.

- * spend a fate point to invoke an aspect
- * spend a fate point to determine a fact in fiction, at your advantage
- * gain a fate point for accepting a compel for an aspect at your disadvantage
- * gain a fate point for conceding a conflict, and a fate point for each consequence suffered

CREATE AN ADVANTAGE

FAIL: create or discover no aspect; the GM creates an aspect against you with a free invoc.; an existing aspect turns against you with a free invoc.; success at hard price

TIE: create or discover the aspect, but it's just a boost; or an existing aspect get a free invoc.

SUCCESS: create or discover the aspect with a free invoc.; add a free invoc. to an existing one

WITH STYLE: create or discover the aspect with two free invoc.; add two free invoc. to an existing one. Invoke twice in the same roll

OVERCOME

FAIL: success at hard price; or just fail

TIE: success at minor cost

SUCCESS: accomplish your goal

WITH STYLE: accomplish and gain a boost

ATTACK/DEFEND

FAIL: suffer harm for missing shifts; if only defending the GM also gains a boost

TIE: inflict one harm or gain a boost, and the same for the GM against you

SUCCESS: inflict your harm for shifts or defend completely

WITH STYLE: inflict your harm for shifts or one less to gain a boost or two less to create an aspect with a free invoc.; if defending only you create a boost

An ASPECT remains and can be invoked again by paying a fate point.

A BOOST goes away after its invocation.

A SUCCESS WITH STYLE is 3 shifts or more.

A TIE is like 0 shifts.

CHALLENGES

Proceed roll by roll. On a tie or success, move to the next step. On a success with style, take a boost (+2) to the next step.

A failure might compromise the full challenge.

CONTESTS

Compete but not in a conflict; without harm.

In every turn, each one rolls the appropriate overcome action. The highest result gets one victory; two victories if it was a success with style - with three or more shifts. A tie will cause a twist to be introduced by the GM.

The contest ends at three victories.

CONFLICTS

Action order:

- * physical: Swift; tie-break w/Sneaky, Powerful
- * non-physical: Smart; Charming, Careful
- * characters go before NPCs and monsters if they attack first; otherwise the GM goes first

In your turn:

- * Move of one zone without obstacles for free
- * Take one or two simple actions
- * Make an action that requires a roll
- * Defend once for free (without bonus)

In your turn you can make one action w/roll:

- * Create an advantage
- * Overcome an obstacle; incl. moving of more than one Zone or to a near Zone w/obstacles
- * Attack one, or go full defense (+2)