



Rule book

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Preface

In the beginning, the world of Aulara was void of all life, but filled with roots of magic which spread all over the physical realm.

From the roots, leftover magic has naturally shaped into 4 elemental entities also known as the ancient gods:

First Famore, The god of water took shape, filling existence and making room for more to grow from him. Then, Gojome, the god of earth emerged, giving shape to the world and a place for other materials to take hold. And third, Shukur, the god of air took place, filling every void left and pushing and shaping the other gods and lastly Zachku, the god of fire, took place, fueled by the very existence of the other gods, burning them to life.

For aeons the gods pushed and fought each other for land, until balance broke and the 3 gods: Famore, Gojome and Shukur felt overwhelmed by the Zachku's power, filling all of Aulara with red fire, drying the oceans and burning the land. And so they decided to unite and fight together against him.

On the brink of defeat the gods understood they'll never manage to win against him in the physical realm, but might be able in the mental realm.

The 3 managed together to force the god into dormant, but in order to keep him there they had to stay there themselves.

After the 3 gods went dormant, peace prospered, and magic left by the war flowed through the scorched earth and from the ashes new entities were created, the spirit animals.

The gods decided to embrace the new spirits and each god promised one of them strength with energy from the mental realm in exchange for protection of their physical bodies, in order to choose those animals each god ran trials to their spirit worshippers inside the mental realm.

The animals which were granted those powers were called the guardian spirits and they were wiser, stronger and were given knowledge and guidance.

But they weren't the only ones able to grant powers, even though they stopped him from connecting to his body, the fire god still managed to connect to his followers' spirits. Through them he started spreading chaos, granting them power and convincing them to help release him.

Meanwhile another type of animal appeared, humans, disconnected from the mental realm completely; they were unaffected by the rivalry of the gods or the aftermath of the war.

Intrigued by the gods and the mental realms, the humans were drawn to the animal spirits, which represented the border between the two realms, some started worshipping them, some were even granted the spirit's blessings. But others sought power through different methods, hunting spirits down or even working in order to free the fire god in hope of receiving his blessings when his power returns to the physical realm.

Introduction

The world of Aulara is a young, mystical and vibrant world who's still recovering from the rise and fall of the gods who raged wars across Aulara.

Aulara is filled with nature, animals and spirit animals who inherited the land from the gods and quietly ruled it. Compared to them the newly born humans barely have an effect on the world, but the upcoming change can be felt, and with every change, resistance follows.

Age Of The Guardians is a game about adventure, challenges and friendship. You and your friends play as party members who travel the world in search of power, glory and mystery; uncovering remnants of the past and shaping the future.

Age Of The Guardians is played by 2+ players, every game is an adventure with one player taking the role of the game master, while the rest create and become unique characters.



Aulara's map

Around Aulara there are 4 temples, each containing the god's physical body and heavily affects the area around it, splitting the world into 4 regions each corresponding to an element.



Regions

Fire

Deserts filled with plants and life such as cactuses, tumble weeds and more.
Also Volcanoes from the ancient war and ruins left by old civilisations.

Wind

High and hard to climb mountains, snow filled landscapes, temples and houses located in the mountains.

Water

Underwater cities (guarded by the whale spirit?) and temples, swamps, rivers, tropical lands with tall trees.

Earth

Cliffs, canyons, forests filled with life, houses in and on the trees.



Landmarks and places

The oldest trees in existence

These trees have lived for so long that they grew to sizes that are unimaginable, one is capable of seeing these trees from miles away with ease. Some say that the trees tapped into the magical roots within the earth and have been using it to grow and survive.

Spirit animal statues

These ancient statues were made by the first human civilization to honor the spirit animals, they used their statues for prayers and offers. There are many of them across the land and many different sizes.

Spirit animal graveyard

Once a spirit animal or guardian steps down and retires he wanders the earth living out the last of his days in peace, on their final days they go to the “graveyard”.

Fire elemental temple

The fire temple is located in the middle of a volcano, to reach the entrance of the temple you must climb up the hill and find the entrance that takes you inside to the heart of the volcano.

The temple is mostly made by igneous rocks and hardened lava.

Wind elemental temple

The wind temple settled on a floating island surrounded by small islands.

The temple is mostly made of marble stone and is surrounded by small clouds.

Earth elemental temple

The earth temple is located inside one of the oldest trees in the world, the hollow inside is decorated with plant life, lanterns and wood structures.

Water elemental temple

The water temple is located in the middle of the sea, submerged deep below that only sea creatures may guide you there. The temple is mostly made out of green and black stone and is covered by algae and other types of sea plants.

Teleportation circles

These circles are guarded by selected spirit animals, this ensures that this power will not be used for evil or greed purposes.



Player

The player lives the adventures of Aulara, created in front of their eyes by the GM, who gives them new challenges behind each corner.

Team up with other players to explore mysterious caves, dark forests and temples, meet and learn about characters, fight against enemies, solve mysteries and puzzles and get stronger together.

Hone and learn skills, get stronger gear or make your old gear stronger, learn to use different types of weapons of your choice and even try to get a blessing from a spirit animal.



What do you need as a player

In order to start the game, each player must have a several things:

Character sheet

Paper

Pen

And you also need the following dices:

1 D4 Dice

1 D6 Dice

2 D8 Dice

2 D10 Dice

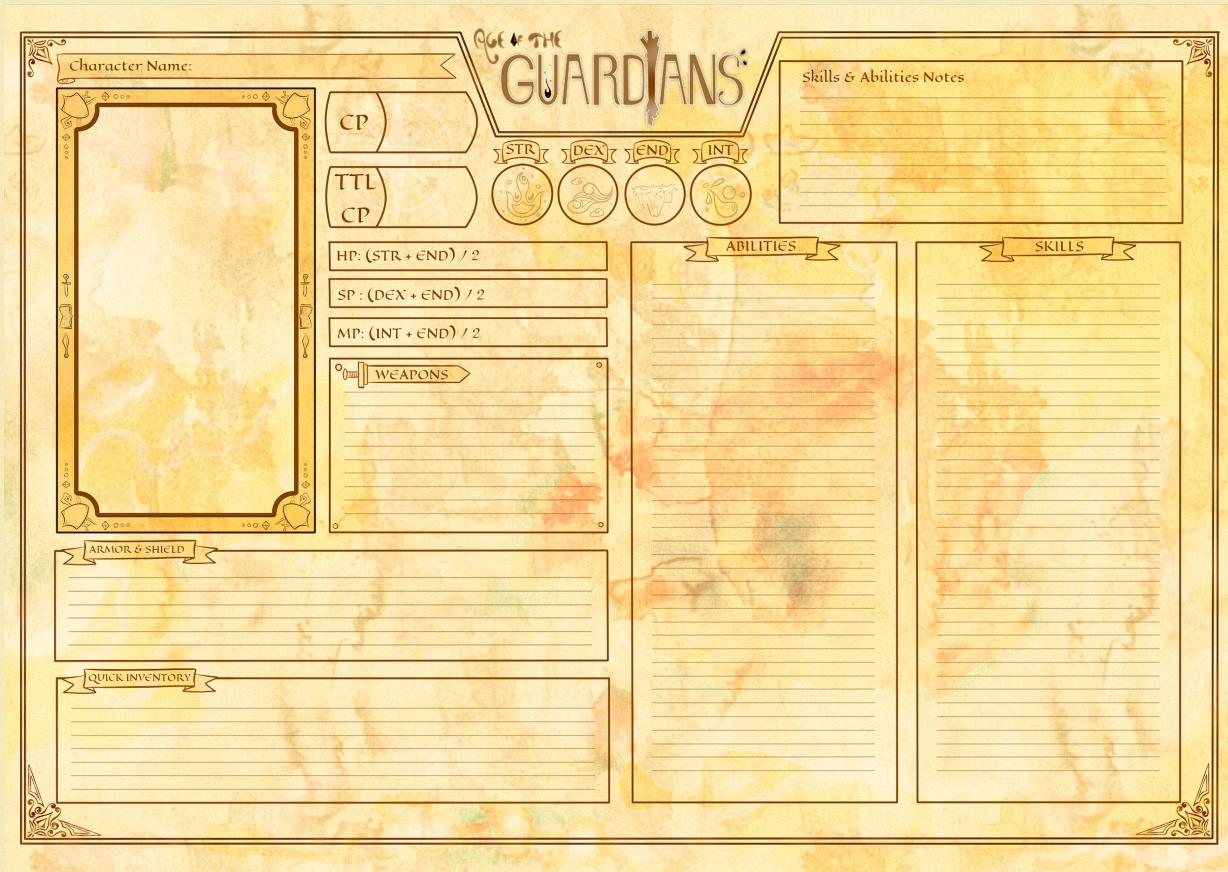
1 D12 Dice

The player also has freedom to use additional dices from the list above for each player, grids, calculators, tokens and a costume to get into the mood of the game.



Player rules

Character sheet



Character name: where the player put his character name.

CP (Character Points): Current available points that can be used by the character.

TTL CP (Total Character Points): Total points obtained by the character.

Main Stats: The main stats of the player like strength, endurance and intelligence.

Secondary Stats: The secondary stats of the player like health points, stamina points and mana points. Next to each of the stats is the equation to calculate it.

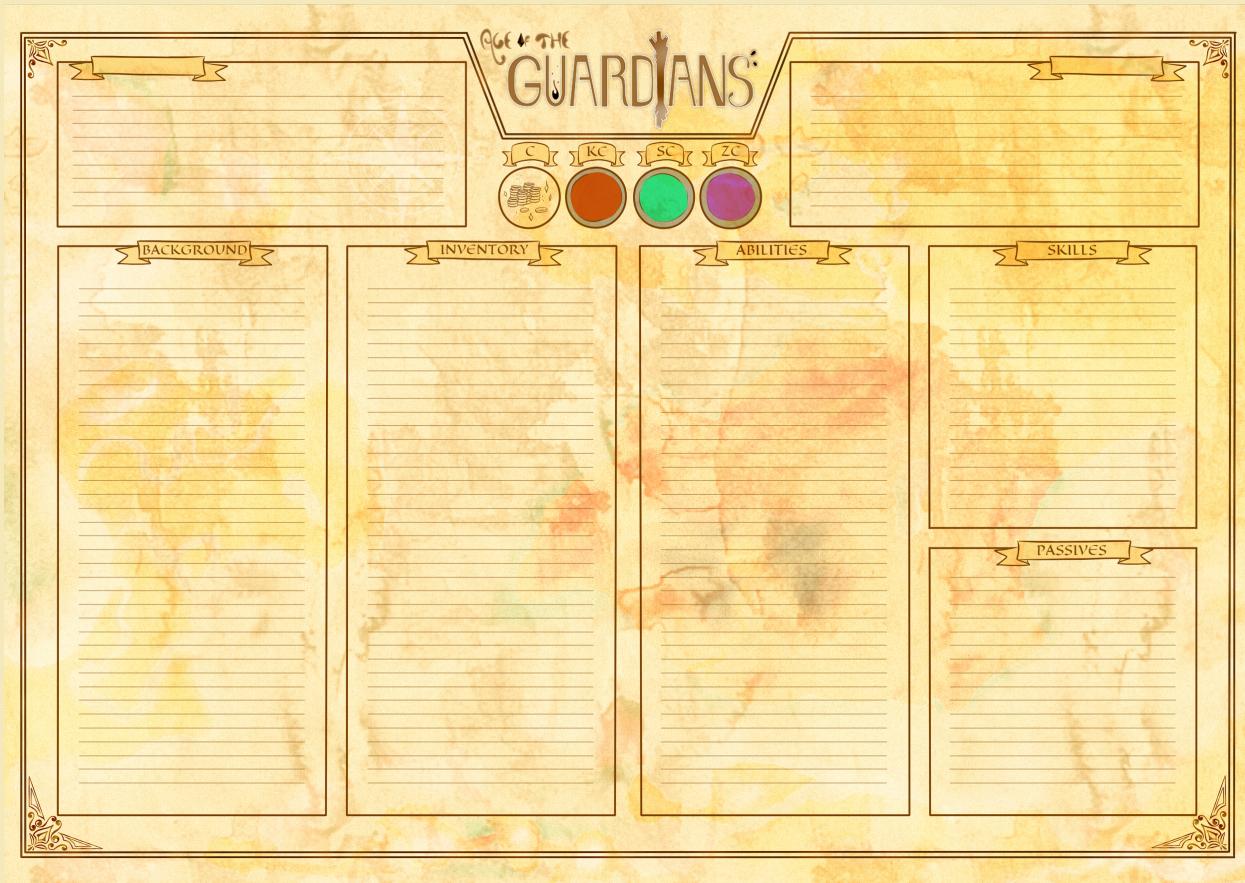
Weapons: what the character is currently using as their main weapon.

Armor & Shield: what the character currently wears from armor to shield.

Quick Inventory: what the character can easily and fast access during combat.

Abilities: Abilities that the character already knows and can use during a fight.

Skill: The current skill level of your character.



Background: Where the player writes the background of his/her character's life.

Inventory: Character inventory where they can store the items they have.

Abilities: More space to write abilities your character learns.

Skills: More space to write skills your character learns.

Passive: Passive Abilities your character have.

Coins: The amount you have from each type of coin:

Kc = Kelcury Coin, Sc = Soura Coin (worth 10 Kc), Zc = Zooralt Coin (worth 10 Sc)



Part 1 - Character Creation

When creating a character for Age of the Guardians, it's important to have a clear vision of what your character should be like. In this world, where the gods are still somewhat around, many possibilities exist, and players have the freedom to choose how to create their characters, unbound by restrictions of classes or races.

When creating a character, you start with a number of Character Points (CP). This CP is then used to augment, upgrade, and overall customise your character in whichever way you wish.

In addition to buying abilities, skills and increasing stats, you can also get more CP by lowering stats, or getting certain disadvantage abilities. Those will be detailed in the Disadvantages chapter of this book.

When beginning a new game, consult your GM about how much CP would each character start with. It's recommended for a game with a group of adventurers going on the usual campaign to have between 150 and 200 CP to start, but the GM can decide on more or less, at their own discretion. The one stipulation is that all characters must start with the same amount of CP!

Main Stats

In AotG, you have a few core attributes. These core attributes are the key factors of your character, and decide how smart, strong, or tough you are.

This is represented in the dice you roll for each stat. For each stat, the number written next to it represents what kind of dice you should roll. The higher the stat, the higher the dice! All stats begin with a 10 (and a corresponding d10) as the default, and can be increased or decreased using your Character Points.

Past a certain point, stats are no longer represented by a singular die. That is because after reaching a certain point, you are so exemplary in your field that even if you're not an expert in something, you can still get a good attempt at it. To know which dice to roll for each stat, You should always use the minimum amount of dice, and only use D12 or smaller dice.

For reference all dice combinations up to Stat level 20 are as follow:

4: 1d4

6: 1d6

8: 1d8

10: 1d10

12: 1d12

14: 1d6 + 1d8

16: 2d8

18: 1d8 + 1d10

20: 2d10



Strength

Price: (10/level)

Strength determines your muscles and brawn. It's the major stat for most melee weapons, and is also used for any attempt at using your physical might to overcome an obstacle. (eg. Moving a boulder out of the way, climbing up a cliff, lifting a heavy crate, or attempting

to strangle someone.)

Intelligence

Price: (10/level)

Intelligence determines your wit and sharpness. It also influences your social aptitude, and is used for both matters that need you to think your way through, or matters where talking to someone is your only option (eg. Trying to solve a mathematical problem, attempting to swindle a shop owner, reading ancient text, or trying to be elected leader)

Dexterity

Price: (10/level)

Dexterity determines your *swiftness*, not in the manner of physical quickness, but in the accuracy in which you can control yourself. It's the major stat for most ranged weapons, as well as checks requiring one to be at their most alert (eg. Picking a lock, doing surgery, painting a picture, or sneaking through a guard.)

Endurance

Price: (20/level)

Endurance determines your overall toughness. Unlike the other stats, it's not used as skill rolls as much as the others, but is a key component in all Secondary Stats (Detailed later on). It's also the major stat used for defending yourself against incoming attacks, making it more expensive to raise than the others, but also more risky when lowered.

Secondary Stats

On top of the initial 4 stats, there is also a second group, called Secondary Stats. These stats are derived from the stats above, and contain the more resource based attributes of a creature in the world:

Health Points (HP)

(Strength + Endurance) / 2

Health Points (HP) is the key factor of staying awake and alive in the world. When taking damage, that amount is deducted from the HP stat, and upon reaching 0, a character falls unconscious. That does not mean they are dead yet, however! To see the rules on character death and being unconscious, look at the combat section of the book.

Stamina Points (SP)

(Dexterity + Endurance) / 2

Stamina Points (SP) represents a person's capacity for physical activity. When using martial skills, they most of the time would require the cost of some SP from a character, and without enough of it, you can't execute the Ability.

Mana Points (MP)

(Intelligence + Endurance) / 2

Mana Points (MP) function similar to SP, with the exception that while SP is responsible for physical abilities, MP is responsible for the magical ones. Without MP, a wizard will not be able to cast his spells, and so, it must be rationed wisely.

The human limit

While stats can be increased and decreased, there are hard limits that define what a human is capable of. A 10 in a stat means that the person is of average ability, not too strong, not too weak.

The lower limit is 4. A creature with a stat of 4 means that they can barely use this stat, beyond the basics. For example, a character with 4 Strength will barely just have the force to keep themselves standing, and are extremely weak.

The upper limit is 20. 20 represents the peak of human achievement, and cannot be increased further, save for inhuman monsters and other such creatures. For example, having an Endurance of 20 means your body is hard as a slab of steel, and nothing short of a direct stab to your heart will be able to move you out of the way.

In some cases, both for players and non players, a GM might permit them to go above the human limit of 20. In that case, in order to know which dice to roll, simply take the current dice rolled, and add 2 to one of them. For example, a 22 would be represented by 1d10 + 1d2. Always use the highest dice possible, except d20. When you run out of options, the GM may allow rolling 3 dice to represent such a high number, or even more, but such instances should be rare and far between.

In the rare instance a GM will allow a player to go below a 4 in a stat, simply roll a coin. If you win the flip, you get a 2. Otherwise, you get a 1. Any lower than that and the player automatically rolls a 1. A stat cannot go negative



Skills

The Essence of an Adventurer

Skills symbolize all the abilities, mundane or not, that a person living in the world might have. They can range from being proficient with a weapon, to being able to chop lumber in the woods.

Like Stats, Skills are purchased using CP. When attempting to roll a skill, one must use the core stat attributed to it, and then add the skill's bonus to their roll.

For Example: Bob has a Strength of 12, and got himself a Butchering skill with 3 levels, wanting to make his character have a history as a butcher. On a night with the party, after a hunt, he was brought a stag to cook for the party. When he attempts to butcher the animal, he will roll his Strength stat (1d12) plus the skill (3) to create 1d12 + 3. In his case, he rolled a 10 (7 + 3), and has successfully passed the threshold to cut the animal clean and serve it to his comrades.

When attempting to buy skills, one just remembers that each level of a skill costs more than the last. The first point into a skill costs 1 CP, but from there, it doubles each time:

Level 2: 2 CP

Level 3: 4 CP

Level 4: 8 CP

Level 5: 16 CP

And so on



Types of Skills

Gathering

Lumbering (Strength) - gain the ability to chop trees, Combined with Axe Weapon

Harvesting (Dexterity) - Gain the ability to gather crops

Butchering (Strength) - Gain the ability to cut and prepare meat.

Tanning (Intelligence) - Gain the ability to cut an animal skin.

Mining (Strength) - Gain the ability to mine ores on mineshafts, Combined with pickaxe

Processing

Milling (Strength) - Has the ability to breaks solid materials into smaller pieces by grinding

Drying (Intelligence) - Has the ability to dry faster

Filtering (Intelligence) - Gain the ability to purify Contaminated water from rivers

Heating (Intelligence) - Gain the ability to create fire

Crafting

Tailoring (Intelligence) - has the ability to create clothes

Blacksmithing (Strength) - has the ability to create weapons and armor

Fletching (Intelligence) - has the ability to create bows and arrows

Leather Working (Dexterity) - has the ability to use leather as material

Carpentering (Dexterity) - has the ability to create items from woods

Cooking (Intelligence) - has the skill to cook.

Trap Making (Dexterity) - has the knowledge to create traps

Other

Fishing (Strength) - Gain the ability to fish

Hunting (Strength) -Gain the ability to hunt animals

Alchemy (Intelligence) -Gain the ability to research materials from the nature

Training (Strength) - has the ability to train on combat

Farming (Strength) -Gain the ability to farm crops

Sailing (Intelligence) -Gain the ability to explore the seas and maintain a ship

Astronomy (Intelligence) -Gain the ability to research the sky and the stars

Adventuring

Lock Picking (Dexterity) - Gain the ability to open locked doors

Traps Disarming (Dexterity) - Gain the ability to disarm non friendly traps

Tracking (Intelligence) - has the ability to track other people or animals

Stealth (Dexterity) - has the ability to be undetected

Sleight of Hands (Dexterity) - speed and skill of the hand when performing actions

Pickpocketing (Dexterity) - has the ability to rob other people without being detected

Scrutiny (Intelligence) - has better looting skills

Observation (Intelligence) - has better understanding of the surroundings

Navigating (Intelligence) - has the ability to navigate without the need of tools for that

Survival (Intelligence) - increased chance of survival in the wilderness

Social

Persuasion (Intelligence) - better skills on convincing people

Politics (Intelligence) - The ability to effectively understand others at work and debate

Philosophy (Intelligence) - has the ability to study of general and fundamental questions

Lying (Intelligence) - has the ability to lie better to other people

Intimidation (Strength) - has the ability to frighten other people

Charm (Intelligence) - has the ability to charm other people

Body Language (Intelligence) - has the ability to control over the body language.

Psychology (Intelligence) - has better understanding of other people

Weapons

Sword (Strength)

Spear (Strength)

Shield (Endurance)

Polearms (Strength)

Grapple (Strength)

Unarmed (Strength)

Knife (Dexterity)

Bow (Dexterity)

Staff (Intelligence)

Wand (Intelligence)

Axe (Strength)

Pickaxe (Strength)

Magic (Intelligence)

Abilities

Just like Stats and Skills, Abilities are purchased by CP, Abilities represent all the powers your character could have. These abilities can be used for a variety of things, from being able to shoot many arrows in a single moment, to casting powerful spells.

Below is a full list of all the Abilities in the game. However, it should be pointed out that these are more a reference to the idea, rather than a comprehensive list of all abilities available in the world. Should a GM wish, they may change the details of Abilities, or even create new ones.

Damage Abilities

100 Needles

- **Ability Price:** 5.
- **Ability MP/Stamina Cost:** 3 SP, Half Action.
- **Ability Range:** Short.
- **Ability Effect:** Attack -5, Piercing Damage.
- **Ability Description:** Hit your enemy with fast stabbing motion.

Arrow Rain

- **Ability Price:** 10.
- **Ability MP/Stamina Cost:** 5 SP, Full Action & a Half.
- **Ability Range:** Medium.
- **Ability Effect:** Roll Bow at -2, deals damage to all Enemies within one zone away from you.
- **Ability Description:** Shoot several arrows into the sky, causing the arrows to rain down on the enemy location.

Bullseye

- **Ability Price:** 5.
- **Ability MP/Stamina Cost:** 1 SP, Half Action.
- **Ability Range:** Long.
- **Ability Effect:** Roll on Bow skill VS II to apply +5 extra damage on your next attack.
- **Ability Description:** Shoot an arrow directly to a spot you are aiming for.

Chokeslam

- **Ability Price:** 7.
- **Ability MP/Stamina Cost:** 2 SP, Full Action.
- **Ability Range:** Short.
- **Ability Effect:** Contest Grapple. On success Grapple and Stun the enemy for one turn.
- **Ability Description:** Grab the enemy by the throat and slam them to the ground.

Earth Pillar

- **Ability Price:** 15.
- **Ability MP/Stamina Cost:** 7 SP, Full Action.
- **Ability Range:** Medium.
- **Ability Effect:** Roll Attack + 5. If dealt damage, stun for two turns. Deal Crushing Damage.
- **Ability Description:** Slam your heavy weapon into the ground and cause the ground under your enemy to rise up in pillar form.

Earthquake

- **Ability Price:** 20.
- **Ability MP/Stamina Cost:** 10 SP, Full Action & a Half.
- **Ability Range:** Medium.
- **Ability Effect:** Roll Attack +5, if dealt damage, stun for two turns. Attacks all enemies in an adjacent Zone to you.
- **Ability Description:** Slam the ground with your heavy weapon and cause it to shake in front of you.

Shield Bash

- **Ability Price:** 10.
- **Ability MP/Stamina Cost:** 3 SP, Full Action.
- **Ability Range:** Short.
- **Ability Effect:** Roll Shield at -3. Deal that much damage and Stun the enemy for one turn on a failed END check vs your roll.
- **Ability Description:** Hit your Enemy with your shield.

Triple Shot

- **Ability Price:** 7.
- **Ability MP/Stamina Cost:** 6 SP, Full Action.
- **Ability Range:** Long.
- **Ability Effect:** Roll Bow - 2. You can attack 3 enemies at once. Deal Piercing Damage.
- **Ability Description:** Shoot 3 arrows at once on 3 different targets.

Unstoppable

- **Ability Price:** 4.
- **Ability MP/Stamina Cost:** 5 SP, Full Action.
- **Ability Range:** Short/Medium.
- **Ability Effect:** Roll Attack -2. All Enemies in one zone you move to are

dealt bashing damage. roll 10+ to apply stun on the enemy for 1 turn.
- **Ability Description:** Rush towards your enemy with your shield, Dashing and breaking everything in your way until you decide to stop or run out of stamina.

Magic Abilities

Acid Puddle

- **Ability Price:** 10.
- **Ability MP/Stamina Cost:** 6 MP, Full Action.
- **Ability Range:** Medium.
- **Ability Effect:** Create acid puddles under your enemies for 2 rounds, 1 zone large, give 2 stacks of vulnerability.
- **Ability Description:** Create an acid puddle under your enemies.

Acid Spit

- **Ability Price:** 8.
- **Ability MP/Stamina Cost:** 5 MP. Full Action.
- **Ability Range:** Medium.
- **Ability Effect:** Contest Magic VS the target's END or DEX. On hit, deal 2 stacks of poison (INT /2) and 2 stacks of vulnerability.
- **Ability Description:** Spit acid towards your target.

Blossom

- **Ability Price:** 6.
- **Ability MP/Stamina Cost:** 4 MP, Full Action.
- **Ability Range:** Medium.
- **Ability Effect:** Roll Magic. Heal an ally for half that much HP.
- **Ability Description:** Surround yourself or your ally with flowers that heals up minor injuries.

Element Resistance

- **Ability Price:** 10.
- **Ability MP/Stamina Cost:** Passive.
- **Ability Range:** None.
- **Ability Effect:** Can't be taken with Weakness to the same Element.
- **Ability Description:** You take half damage (After defense) From the Element of your choosing. Cannot buy with Element Weakness of the same type.

Energy Regen X

- **Ability Price:** 5 * X
- **Ability MP/Stamina Cost:** Passive.
- **Ability Range:** None.
- **Ability Effect:** None.
- **Ability Description:** You have a well of Mana inside you. Every turn, regain X MP.

Fireball

- **Ability Price:** 7.
- **Ability MP/Stamina Cost:** 4 MP, Full Action.
- **Ability Range:** Medium.
- **Ability Effect:** Single Target: Attack with Magic at +3. If you deal 7 damage or more, also inflict burn for 2 turns.
- **Ability Description:** Shoot a medium Fireball that deals damage and can burn the enemy.

Lightning Bolt

- **Ability Price:** 8.
- **Ability MP/Stamina Cost:** 5 MP, Full Action.
- **Ability Range:** Medium.
- **Ability Effect:** Attack with Magic skill at +5. Burning Damage.
- **Ability Description:** Conjure lightning at the tips of your fingers toward your enemy.

Lightning Storm

- **Ability Price:** 16.
- **Ability MP/Stamina Cost:** 11 MP, Full Action And a Half.
- **Ability Range:** Long.
- **Ability Effect:** AOE - Attack with Magic + 3. Deal burning damage to all enemies in 2 zones of your choice. Stun all of them for 1 turn.
- **Ability Description:** Cast a spell to call upon a lightning storm to strike your opponents.

Magic Projectile

- **Ability Price:** 5.
- **Ability MP/Stamina Cost:** 2 MP, Half Action.
- **Ability Range:** Medium.
- **Ability Effect:** Attack with Magic Skill at -2. Piercing Damage.
- **Ability Description:** Shoot the most basic attack toward your enemy.

Poison Arrow

- **Ability Price:** 8.
- **Ability MP/Stamina Cost:** 3 MP, Full Action.
- **Ability Range:** Long.
- **Ability Effect:** Roll Magic at -3. Deal Piercing Damage. If the enemy is dealt damage, they are also dealt 4 toxic damage.
- **Ability Description:** Conjure a magical poisoned Arrow and shoot it at a target.

Poison Cloud

- **Ability Price:** 10.
- **Ability MP/Stamina Cost:** 5 MP, Full Action.
- **Ability Range:** Medium.
- **Ability Effect:** Roll Magic. Create a cloud above your enemies for 3 rounds, 1 zone big. Deals Toxic Damage.
- **Ability Description:** Create a big poison cloud around your enemies

Water Burst

- **Ability Price:** 15.
- **Ability MP/Stamina Cost:** 5 MP, Full Action.
- **Ability Range:** Long.
- **Ability Effect:** Contest Magic with the Enemy's STR. On a success, push the enemy up to 2 zones away and deal 5 crushing damage.
- **Ability Description:** blast your enemy with a strong water burst.

Water Spear

- **Ability Price:** 5.
- **Ability MP/Stamina Cost:** 4 MP, Full Action.
- **Ability Range:** Medium.
- **Ability Effect:** Attack with Magic +2. Deal Piercing damage.
- **Ability Description:** throw a spear-like water projectile to stab your opponent and pierce them.

Protection Abilities

Immovable

- **Ability Price:** 2.
- **Ability MP/Stamina Cost:** Passive.
- **Ability Range:** None.
- **Ability Effect:** None.
- **Ability Description:** Your body is like a mountain. No effect can move you from your space unless you are willing.

Mana Shield

- **Ability Price:** 20.
- **Ability MP/Stamina Cost:** Full Action.
- **Ability Range:** Self.
- **Ability Effect:** Take half crushing, piercing or slashing Damage for two turns.
- **Ability Description:** use mana to create a layer of shield.

Nimble Escape

- **Ability Price:** 3.
- **Ability MP/Stamina Cost:** Passive
- **Ability Range:** None.
- **Ability Effect:** If you didn't defend, use your Dex score / 2 as a default defense.
- **Ability Description:** You quickly move out of Harm's way.

Protector

- **Ability Price:** 4.
- **Ability MP/Stamina Cost:** Full Reaction.
- **Ability Range:** Short.
- **Ability Effect:** Whenever an ally in your zone is about to be attacked, you push them away and take the damage instead of them (END + 2).
- **Ability Description:** take the hit of your ally protect them from some of the damage.

Raise Shield

- **Ability Price:** 1.
- **Ability MP/Stamina Cost:** 2 SP, Full Action.
- **Ability Range:** Short.
- **Ability Effect:** When defending this turn, you may roll your defence + 2.
- **Ability Description:** raise your shield to protect yourself against the enemy attacks.

Tough X

- **Ability Price:** 2*X.
- **Ability MP/Stamina Cost:** Passive
- **Ability Range:** None.
- **Ability Effect:** Can't be taken with Frail or END below 10.

- **Ability Description:** You're physically sturdy. You get a +X to all Endurance rolls to resist effects like bleed or poison, as well as defense rolls.

Water Cage

- **Ability Price:** 20.
- **Ability MP/Stamina Cost:** 7 MP, Full Action & a Half..
- **Ability Range:** Medium.
- **Ability Effect:** Solo Target - Take half burning, toxic, and mental Damage for 2 turns.
- **Ability Description:** surround yourself or an ally with water to protect from ranged attacks.

Social Abilities

Calm Emotions

- **Ability Price:** 3.
- **Ability MP/Stamina Cost:** 2 MP, Half Action.
- **Ability Range:** Medium.
- **Ability Effect:** Contest your Magic with any unwilling person's INT around you.
- **Ability Description:** You can use your Magic to calm hostile people around you to avoid combat.

Entertainer

- **Ability Price:** 2.
- **Ability MP/Stamina Cost:** Passive.
- **Ability Range:** None.
- **Ability Effect:** None.
- **Ability Description:** Allow you to entertain people around. While they listen, you have a plus to interact with them.

Liar Liar

- **Ability Price:** 10.
- **Ability MP/Stamina Cost:** Passive.
- **Ability Range:** None.
- **Ability Effect:** None.
- **Ability Description:** You may add a d6 to rolls for lying or tricking people.

Lucky

- **Ability Price:** 10.
- **Ability MP/Stamina Cost:** Passive.
- **Ability Range:** None.
- **Ability Effect:** Cannot be taken with Unlucky.
- **Ability Description:** You are Lucky. Once per session, you may reroll one die and choose the better result.

Roar

- **Ability Price:** 10.
- **Ability MP/Stamina Cost:** 3 SP, half action.
- **Ability Range:** None.
- **Ability Effect:** None.
- **Ability Description:** You roar loudly, causing the enemies around you and hear you to feel intimidated.

Sly as a Fox

- **Ability Price:** 4 * X.
- **Ability MP/Stamina Cost:** Passive.
- **Ability Range:** None.
- **Ability Effect:** You gain +X to rolls to detect lies and discern motivations.
- **Ability Description:** You are able to know if people are lying to you or not.

Trustworthy

- **Ability Price:** 10.
- **Ability MP/Stamina Cost:** Passive.
- **Ability Range:** None.
- **Ability Effect:** None.
- **Ability Description:** Roll the dice and try to gain people's trust, the higher the roll the more they trust you.

Unnatural Charisma

- **Ability Price:** 5*X.
- **Ability MP/Stamina Cost:** Passive.
- **Ability Range:** Self.
- **Ability Effect:** None.
- **Ability Description:** Magic naturally swirls around you, making you seem charismatic and appealing. Gain +X to all social rolls where you try and convince someone of something.

Abilities Obtained by Spirit Animals

Bear Awareness

- **Ability Price:** Obtained by Brown Bear.
- **Ability MP/Stamina Cost:** Passive.
- **Ability Range:** Self.
- **Ability Effect:** Allows the player to be more protective of their party members and themselves and also stay alert while still being able to sleep.
- **Ability Description:** The brown bear offers his followers brute strength and tough skin, the ability to charge attack, tank incoming damage, allowing you to insert fear in your enemies hearts, and to wake instantly from sleep when needed.

Bear's Dominance

- **Ability Price:** Obtained by Brown Bear.
- **Ability MP/Stamina Cost:** Half Action.
- **Ability Range:** Short.
- **Ability Effect:** Contest STR vs Enemy's INT. If you succeed. The enemy is frightened of you.
- **Ability Description:** The brown bear offers his followers brute strength and tough skin, the ability to charge attack, tank incoming damage, allowing you to insert fear in your enemies hearts, and to wake instantly from sleep when needed. This allows the player to be more protective of their party members and themselves and also stay alert while still being able to sleep.

Capybara Cleansing

- **Ability Price:** Obtained by Capybara.
- **Ability MP/Stamina Cost:** 5 MP, Full Action.
- **Ability Range:** Medium.
- **Ability Effect:** Remove a single debuff from each of your allies and yourself and heal the party for 3 HP.
- **Ability Description:** cleanse your allies with bad status effects and heal them a little.

Chimera Fish Sonar

- **Ability Price:** Obtained by Chimera Fish.
- **Ability MP/Stamina Cost:** 6 MP, Half Action.
- **Ability Range:** Long.
- **Ability Effect:** Contest INT vs Enemy's END. Those who fail are stunned for one turn. Can also be used to locate traps.
- **Ability Description:** If a human decides to follow the chimera, they will receive the ability to use an electro-sensory system in order to detect what cannot be seen. This blessing can give an advantage with detecting ambushes.

Komodo's Breath

- **Ability Price:** Obtained by Komodo's Dragon.
- **Ability MP/Stamina Cost:** 10 MP, Full Action And a Half.
- **Ability Range:** Medium.
- **Ability Effect:** Attack with Magic skill at + 3 on 1 zone away. Deal Toxic Damage. If the damage taken is more than 10, the character will be paralyzed for 1 turn.
- **Ability Description:** If a human decides to follow the komodo dragon spirit then they will be blessed with sharp canines that will have a venom similar to the komodo.

Mama Bear

- **Ability Price:** Obtained by Brown Bear.
- **Ability MP/Stamina Cost:** 3 SP, Full Action And a Half.
- **Ability Range:** Short.
- **Ability Effect:** For the next turn, you take half of all damage your party members take instead of them.
- **Ability Description:** The brown bear offers his followers brute strength and tough skin, the ability to charge attack, tank incoming damage, allowing you to instill fear in your enemies hearts, and to wake instantly from sleep when needed. This allows the player to be more protective of their party members and themselves and also stay alert while still being able to sleep.

Raven's Gathering

- **Ability Price:** Obtained by Raven.
- **Ability MP/Stamina Cost:** 8 MP, Full Action.
- **Ability Range:** Long.
- **Ability Effect:** All Enemies up to 3 zones away that you can see must roll INT vs your Magic roll. Anyone who fails is dealt the difference in Mental Damage and gets 3 stacks of bleeding.
- **Ability Description:** use a spell to call a group of ravens to attack your enemies.

Shark's Mind X

- **Ability Price:** Obtained by Chimera Fish.
- **Ability MP/Stamina Cost:** Passive.
- **Ability Range:** None.
- **Ability Effect:** None.
- **Ability Description:** Like water, your mind is fluid and adaptable. Gain +X to all Intelligence rolls against other spells.

Stork's Wind

- **Ability Price:** Obtained by Stork.
- **Ability MP/Stamina Cost:** 9 MP, Full Action & a Half.
- **Ability Range:** Short.
- **Ability Effect:** None.
- **Ability Description:** Call Winds to push your allies forward. Each ally can make one Move Action and one Attack Action for free with this spell.

Stork's Wings

- **Ability Price:** Obtained by Stork.
- **Ability MP/Stamina Cost:** 4 MP, Half Action.
- **Ability Range:** None.
- **Ability Effect:** You can fly upwards for a minute. If you end the spell mid-air, you fall to the ground.
- **Ability Description:** You can temporarily fly.

Weather Awareness

- **Ability Price:** Obtained by Stork.
- **Ability MP/Stamina Cost:** Passive
- **Ability Range:** None.
- **Ability Effect:** None.

- **Ability Description:** You can sense Weather changes that are coming and React before its arrival. (Note: the GM has to inform the Player that has the ability one turn before it occurs)

Downfalls

Downfalls represent the darker, weaker side of us. They may represent everything from being poor, to having poor social behavior, to being physically frail or weak. While they are not required, purchasing Downfalls gives you CP instead of taking it away, allowing players to leverage their points in order to make a character not fully possible with the amount of CP they start with.

It's also important to remember that weaknesses make a character more memorable and fun to interact with. No one is perfect, and everyone has flaws. Some GMs might dictate certain downfalls on the player based on the concept of the character. Be sure to discuss this with the GM before committing to certain purchases.

Clumsy

- **Ability Price:** -8
- **Ability MP/Stamina Cost:** None.
- **Ability Range:** None.
- **Ability Effect:** None.
- **Ability Description:** When Attacking, roll Strength. On 1 or 2 you drop your weapon instead.

Faction Loyalty

- **Ability Price:** -10.
- **Ability MP/Stamina Cost:** None.
- **Ability Range:** None.
- **Ability Effect:** None.
- **Ability Description:** You belong to a faction. You may not pick Life Skills or Abilities not aligned with that faction.

Frail X

- **Ability Price:** -2 * X
- **Ability MP/Stamina Cost:** None.
- **Ability Range:** None.
- **Ability Effect:** Can't be taken with Tough or with END above 10.
- **Ability Description:** You are physically frail. You get a penalty to physical defence. Can't raise Endurance past X.

Loner X

- **Ability Price:** -X
- **Ability MP/Stamina Cost:** None.
- **Ability Range:** None.
- **Ability Effect:** None.
- **Ability Description:** You're an Edgelord socially inept person. All rolls to interact with others gain -X the larger the company you're in is.

Selfish

- **Ability Price:** -5.
- **Ability MP/Stamina Cost:** None.
- **Ability Range:** None.
- **Ability Effect:** None.
- **Ability Description:** Get a penalty on interacting with people who you feel offended you.

Social Stigma

- **Ability Price:** -7
- **Ability MP/Stamina Cost:** None.
- **Ability Range:** None.
- **Ability Effect:** None.
- **Ability Description:** People generally don't seem to like you. You get a penalty on all social interactions.

Spirit Shunned

- **Ability Price:** -10
- **Ability MP/Stamina Cost:** None.
- **Ability Range:** None.
- **Ability Effect:** None.
- **Ability Description:** The Spirit Animals dislike you. You cannot buy any magic connected to them.

Unlucky

- **Ability Price:** -10
- **Ability MP/Stamina Cost:** None.
- **Ability Range:** None.
- **Ability Effect:** Can't Be taken with Lucky.
- **Ability Description:** The DM may reroll one of your rolls once per session and pick the lowest result.

Weak To *Element*

- **Ability Price:** -3
- **Ability MP/Stamina Cost:** None.
- **Ability Range:** None.
- **Ability Effect:** Can't be taken with Resistant to the same Element.
- **Ability Description:** You have an innate vulnerability to an element. You take double the damage (After Defense) from that element.



Damage Types

Piercing:

- Internal Damage. Any damage going through defense is multiplied by 1.5.

Crushing:

- Internal Damage.

Slashing:

- External Damage. Damage going through defense deals 1 stack of bleeding per 5 damage.

Burning:

- External Damage. Can deal either HP or MP damage.

Freezing:

- External Damage. Can deal either HP or SP damage.

Toxic:

- Internal Damage. Damage is converted to X stacks of poison.

Mental:

- Deals MP damage.

Status Effects

Poison:

- Takes Damage for X turns while in combat

Bleeding:

- Takes Damage overtime for X Rounds

Stun:

- Remove 1 action from the character for X amount of turns.

Burn:

- Take X damage over several turns. Can use a half action to stop drop and roll to remove it.

Slow:

- Fewer Actions for X Amount of Rounds

Rooted:

- Can't Move for X Rounds

Charmed:

- Temporary fights for the opposite side

Frightened:

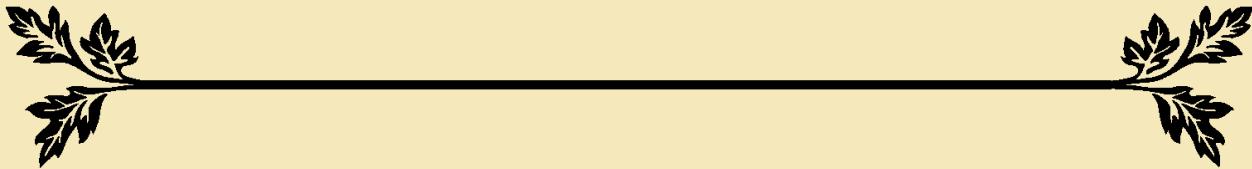
- Can't willingly move closer to his fear

Vulnerable:

- Get -2 to defense rolls

Weakened:

- Get -2 to attack roll



The World

Passing the Threshold

When traveling the world, many times a player would have to roll their skills against certain tasks, to see if they succeed. In order to know how much they need to roll, however, the GM decides what threshold they need to pass in order to be successful. Examples of such thresholds:

1-3: A simple task. Any child can achieve this with relative ease.

4-6: An average, but still relatively easy task. Any adult should be able to do these with moderate success.

7-9: Harder tasks. These tasks are usually things that certain job holders or professions can do, such as leather working properly or knowing how to use an axe to chop wood.

10-12: Advanced Tasks. These tasks are harder than most, and only people with extreme ability or luck can achieve them

13-15: Extremely hard tasks. These are tasks that barely anyone can manage, and require dedication, luck, and expertise to navigate.

16+: Inhuman tasks. In order to achieve these, one must be a genius, a world class professional, and have lots of knowledge as well as skill to perform.



Currency

10 Kelcury coins (Kc) = 1 Soura coin (Sc)

10 Soura coins (Sc) = 1 Zooralt coin (Zc)

Each coin is a piece of crystal

Kelcury

A Kelcury coin is a piece of Kelcury crystal surrounded by steel.

A Kelcury crystal is an earth colored crystal that grows on earth, sand and clay in forests, grasslands and shallow sweetwater.

Kelcury was mostly used for writing tools.

Soura

A Soura coin is a piece of Soura crystal surrounded by steel.

Soura is an uncommon turquoise colored crystal that grows on a few types of rocks found in mountain and underground caves.

Soura was used in ancient medicines and remedies to amplify their effect because it was believed to be a crystal blessed by the earth god.

Zooralt

A Zooralt coin is a piece of Zooralt crystal surrounded by steel.

Zooralt is a rare purple colored crystal that takes a long time to grow until it fully gets its unique color.

Zooralt is mostly found as stalactites in underground water caves.

Zooralt is worn as jewels, people also found out that if you mix the crystal with a fluorescent material, Zooralt can start glowing and also be used for light decoration in mansions.

Legends say that this crystal is loved by the 4 gods.



Gearing Up

Adventurers often travel long distances, and have lots of battles on their journeys. A smart adventurer will equip themselves properly to the task, and buy armor and weapons that fit their style. Below is a list of given simple equipment that can be bought at most major cities:

Weapons

Iron Dagger

- **Weapon Type:** Dagger.
- **Weapon Damage:** -1, Piercing.
- **Weapon Price:** 1 Sc (Soura Coin).
- **Weapon Notes:** Gives heavy armor -2 to defense.

Iron Greatsword

- **Weapon Type:** Greatsword.
- **Weapon Damage:** +4, Slashing.
- **Weapon Price:** 1 Zc (Zooralt Coin).
- **Weapon Notes:** None.

Iron Longsword

- **Weapon Type:** Long Sword.
- **Weapon Damage:** +2, Slashing.
- **Weapon Price:** 2 Sc (Soura Coin).
- **Weapon Notes:** None.

Wind cutter

- **Weapon Type:** Long Sword.
- **Weapon Damage:** +3, Slashing.
- **Weapon Price:** 4 Sc (Soura Coin).
- **Weapon Notes:** add +2 to slash damage.

Iron Spear

- **Weapon Type:** Spear.
- **Weapon Damage:** +1, Piercing.
- **Weapon Price:** 8 Kc (Kelcury Coin).
- **Weapon Notes:** Has extra range for 1 tile.

Wooden Crossbow

- **Weapon Type:** Crossbow.
- **Weapon Damage:** +3, Piercing.
- **Weapon Price:** 5 Sc (Soura Coin).
- **Weapon Notes:** Giver +2 Armor Pierce, Range 4.

Wooden Bow

- **Weapon Type:** Bow.
- **Weapon Damage:** +3, Piercing.
- **Weapon Price:** 7 Kc (Kelcury Coin).
- **Weapon Notes:** Giver +1 Armor Pierce, Range 3.

Skull Piercer Bow

- **Weapon Type:** Bow.
- **Weapon Damage:** +5, Piercing.
- **Weapon Price:** 1 Sc (Soura Coin).
- **Weapon Notes:** Giver +3 Armor Pierce, Range 5.

Wooden Staff

- **Weapon Type:** Staff.
- **Weapon Damage:** 0, Bashing.
- **Weapon Price:** 1 Sc (Soura Coin).
- **Weapon Notes:** Give +1 to Magic Rolls.

Earth breaker

- **Weapon Type:** Hammer.
- **Weapon Damage:** +6, Bashing.
- **Weapon Price:** 3 Zo (Zooralt Coin).
- **Weapon Notes:**

Staff Of The Deep Sea

- **Weapon Type:** Staff.
- **Weapon Damage:** 0, Bashing.
- **Weapon Price:** 2 Sc (Soura Coin).
- **Weapon Notes:** Give +2 to Magic Rolls.

Bear's cleaver

- **Weapon Type:** Greatsword.
- **Weapon Damage:** +6, Slashing.
- **Weapon Price:** 2 Zc (Zooralt Coin).
- **Weapon Notes:** gives +2 to intimidation.

Tiger's Fang Dagger

- **Weapon Type:** Dagger.
- **Weapon Damage:** -1, Piercing.
- **Weapon Price:** 2 Sc (Soura Coin).
- **Weapon Notes:** Gives heavy armor -3 to defense, +1 piercing.

Mountain monkey's Glaive

- **Weapon Type:** Spear.
- **Weapon Damage:** +3, Piercing.

- **Weapon Price:** 1 Sc (Soura Coin).
- **Weapon Notes:** Has extra range for 1 tile.

Armors

Boiled Leather

- **Armor Type:** Light Armor.
- **Armor Defence:** +2.
- **Armor Price:** 6 Sc (Soura Coin).
- **Armor Notes:** Give +2 to Stealth rolls

Half Plate

- **Armor Type:** Medium Armor.
- **Armor Defence:** +4.
- **Armor Price:** 1 Zc & 5 Sc (Zooralt Coin & Soura Coin).
- **Armor Notes:** Dex -1

Leather Armor

- **Armor Type:** Light Armor.
- **Armor Defence:** +1.
- **Armor Price:** 3 SC (Soura Coin).
- **Armor Notes:** Gives +2 to Magic rolls.

Mail Armor

- **Armor Type:** Medium Armor.
- **Armor Defence:** +3.
- **Armor Price:** 1 Zc (Zooralt Coin).
- **Armor Notes:** Dex -1.

Plated Armor

- **Armor Type:** Heavy Armor.
- **Armor Defence:** +7.
- **Armor Price:** 5 Zc (Zooralt Coin).
- **Armor Notes:** Gives -2 to Stealth Rolls, Dex -2

Shell Armor

- **Armor Type:** Heavy Armor.
- **Armor Defence:** +5.
- **Armor Price:** 3 Zc (Zooralt Coin).
- **Armor Notes:** Reduce slashing damage.

Shields

Buckler's Belt

- **Shield Type:** Buckler.
- **Shield Block:** +1.
- **Shield Price:** 7 Sc (Soura Coin).
- **Shield Notes:** None.

Ground Armor

- **Shield Type:** Pavise.
- **Shield Block:** +7.
- **Shield Price:** 2 Zc & 7 Sc (Zooralt Coin & Soura Coin).
- **Shield Notes:** None.

Medium Plate

- **Shield Type:** Heater Shield.
- **Shield Block:** +3.
- **Shield Price:** 1 Zc & 5 Sc (Zooralt Coin & Soura Coin).
- **Shield Notes:** None.

Portable Barricade

- **Shield Type:** Mantlet.
- **Shield Block:** +8.
- **Shield Price:** 1 Zc (Zooralt Coin).
- **Shield Notes:** Movement takes an extra half action.

Shielded Arms

- **Shield Type:** Hungarian.
- **Shield Block:** +1.
- **Shield Price:** 5 Zc (Zooralt Coin & Soura Coin).
- **Shield Notes:** Arms & hands damage block only.

Warrior's Plate

- **Shield Type:** Kite Shield.
- **Shield Block:** +5.
- **Shield Price:** 2 Zc (Zooralt Coin).
- **Shield Notes:** None.

Consumables

Small HP potion

- **Bonus Type:** HP.
- **Amount:** 3.
- **Duration:** Instant.
- **Price:** 5 Sc (Soura Coin).

Small MP potion

- **Bonus Type:** MP.
- **Amount:** 3.
- **Duration:** Instant.
- **Price:** 5 Sc (Soura Coin).

Small SP potion

- **Bonus Type:** SP.
- **Amount:** 3.
- **Duration:** Instant.
- **Price:** 5 Sc (Soura Coin).

Cleansing Potion

- **Bonus Type:** remove any status effects that deal damage overtime.
- **Amount:** none.
- **Duration:** Instant.
- **Price:** 5 Zc (Zooralt Coin).

Medium HP potion

- **Bonus Type:** HP.
- **Amount:** 5.
- **Duration:** Instant.
- **Price:** 1 Zc (Zooralt Coin).

Medium MP potion

- **Bonus Type:** MP.
- **Amount:** 5.
- **Duration:** Instant.
- **Price:** 1 Zc (Zooralt Coin).

Medium SP potion

- **Bonus Type:** SP.
- **Amount:** 5.
- **Duration:** Instant.
- **Price:** 1 Zc (Zooralt Coin).

Brain stimulate potion

- **Bonus Type:** Negates the next stack of stun you take.
- **Amount:** none.
- **Duration:** Instant.
- **Price:** 5 Zc (Zooralt Coin).

Berserker drug

- **Bonus Type:** coat any weapon with this drug and make the enemy attack the nearest person on his next turn
- **Amount:** none.
- **Duration:** Instant.
- **Price:** 5 Zc (Zooralt Coin).

Combat

The Tides of battle

Combat is an inevitable part of the world. From monsters, to spirit animals gone rogue, to people worshiping that which shouldn't be worshipped, an adventurer is bound to encounter strife during their travels.

When starting combat, each player and enemy roll initiative. That initiative roll is equal to your Dexterity Die. In the event of a tie between two or more creatures, they must roll a tie breaker to determine which of them goes first, using any means the GM deems fit.

Thinking in Actions

During each character's turn, they gain two full actions (divided to half actions, should the need arise). These actions are what allows a player to do anything in combat, from using a skill, to attacking, to casting a spell.

List of Actions any character can do:

Attack (1 full action)

To attack, you must be in the same space as an enemy, and be able to reach it with your weapon. Roll your weapon's die (corresponding the weapon's skill), and add the skill's level to the attack. In addition, if the weapon has a damage modifier, add that too. The resulting number is the damage you deal to your enemy before their defense!

For example:

Gerald, a warrior with 16 Strength and a spear skill of 4, wants to attack a goblin. On top of rolling $2d8 + 4$, his spear has a damage modifier of 2, giving him a final roll of $2d8 + 6$.

Use Ability (Varies)

When using an ability, you must first expand the resource it mentions in its text. That can be either SP, MP, or something else. On top of that, most Abilities have action costs of their own, which are also deducted from your actions of the turn.

Use Skill (Half action)

Some skills can be used during combat. Skills such as intimidation, Observation, or Sleight of Hand can prove useful in the right hands. To use them, simply tell your GM what you

intend to do, and roll the appropriate stat and skill level. If you roll over the GM's decided threshold, you succeed!

Move (Half Action)

Use your half action to move to another space! More will be explained below on how maps work.

Cheer (Full Action)

Use an Action to cheer a teammate, and get them ready. When using this action, you give them an additional half action for the next turn! This could be useful for character who have little to do,
and still want to contribute.

Use Item (Half Action)

You may use an item during your turn, either on yourself or on an ally in the same zone as you. Doing so removes the item from your inventory, so use wisely!



Reaction

While actions comprise the major abilities a character has during combat, at times they might need to do more than that. For example, how are they supposed to react when an enemy attacks them? For that, the Reaction system is in place.

When a player's turn ends, all Action points unspent will be usable for reactions. During reactions, points can be used to do things outside of one's turn.

List of Reactions:

Defend (Half action)

Use your half action to defend yourself against an incoming attack. When defending, roll your Endurance + Any shield skill you might have (if you have a shield), as well as any modifiers from armor and equipment you have. Subtract the result of your roll from the enemy's attack roll, and that is the amount of damage you take. If your defense reduces their attack to 0 or less, you take no damage!

Counterattack (Full Action)

Use your action to parry and counterattack the enemy. Roll your defense as per your defense action. If you manage to block more than half of it, you can then retaliate with a counterattack of your own! This attack uses the same rules as the Attack action. Keep in mind, that one cannot counterattack a counterattack.

Dodge (Full Action)

Use your reaction to dodge and move elsewhere. Roll your defense as per your defense action. If you block more than half of it, you can then move to another space, away from the enemy!

Use Ability (Varies)

Some abilities require reactions to be used, instead of actions. These abilities have their own costs and functionality.



Crossing the Battlefield

During combat, the battlefield is divided into zones. Each zone, instead of representing a specific measurement of space, defines an area within the battlefield. For example, a fight within an Inn can have the following zones: Main Hall, Bar, Kitchen, and stairs. When using the Move action, a player can move from one zone to another, assuming they are connected (In the above example: One can move from the Main hall to the bar, but not to the kitchen. They would have to go through the bar to get there, requiring two movements.)

In order to attack an enemy, you must be in the same zone as them.



Bands of Range

Some spells and abilities have ranges above being in the same space. For these, one can tell what they are using the following list:

Short range: From the occupying zone up to 1 zone away. This is where most short range spells will be.

Medium Range: From 1 zone away to 2 zones away. This is where the bow, and most other spells will be.

Long range: From 1 zone away to 3 zones away. This is where some of the spells with extremely long ranges will be.



Contested Rolls

At times, an ability will require you to Contest a roll against an enemy. In order to resolve a contested roll, the two creatures roll the stats told to them by the ability. In the event the attacker's roll is equal or bigger than the enemy's, then the attacker wins. Otherwise, the enemy succeeds and the ability fails.



Game Master Rules

Game master is the story teller and referee of the actions outcome in the world. Create your own stories in the world of Aulara for the players to explore, characters to meet, challenges and puzzles to solve.

Players can be very unpredictable, so be ready to improvise when they decide to do a move you weren't ready for.

Create an immersive world where any action can be decided by a simple roll of a dice, players must decide carefully in fear of the consequences and most importantly let the players feel like they are exploring the world of Aulara.

The Right Tools for the Job

In order to play Age of the Guardians, one will need a few types of dice. These dice can be usually found in any common dice set, but to be specific:

Id4, Id6, Id8, Id10, Id12.

A Id20 will not be needed.

In addition, each character will need a character sheet. A blank copy of the character sheet can be found at the bottom of this book, for copying and printing purposes. In addition, a few pre-filled sheets will be included, for players to easily jump into.

Assuming you're playing in person, you'll also need a pencil and eraser, in order to write on your character sheet. No. 2 pencils advised for optimal use of this book.



Running the game

Character Progression

As much as the players gain initial Character Points to create their characters, you as the GM should also consider how much they could progress throughout the game. For that, you may reward players with additional CP during the game itself.

How you do so is up to you. It depends on a lot of factors, such as:

- Do you want to reward it per session, per quest, or per combat encounter?
- Do you want to keep the CP balanced and equal between all players?
- Do you want to reward CP for creative roleplaying or combat decisions?

Regardless of what you choose, the amount of CP you reward will determine the flow of the game. One should find a good balance between how many points the players start with, and how many they gain during the game.

For example: If the players start with 300 CP, giving them 1 point per session might seem like too little, and they might end up being disappointed.

As a general rule of thumb, it's recommended that the GM rewards between 2 and 5 CP per session, however that number may change based on circumstances. Wanting to make a game with bigger progression should give players 10 CP per session, and the sky's the limit!



Creating a Campaign

In general, when running a game for a group, a GM might want to write their own stories about the world. It's recommended that you read the lore section of this book, to get a good idea of the powers in this world, and its civilization, in order to build up on it in your own way.

A very important thing that players enjoy is combining their own backstories into the campaign you're making. Doing so will allow you to make their choices matter most, and give them a sense of involvement beyond just being nobodies in the world.

The role of the GM

As the GM, it is your role to run the game, rather than be a player. You are the gods of the world, playing the scenery, the non-player characters, the monsters in combat, and everything else the players interact with.

It's important to remember that players' choices should matter! A player is the main character in your world, even if in the world itself they are not a king or a god. Their stories are the ones you're telling, and if you ignore them or make their choices not matter, they won't enjoy it or get disinterested in your campaign.

Remember, communication is key! The best thing to do in a stressful situation, is to stop the game, and talk about whatever your players may think or feel, instead of ignoring it.

The game world

Core assumptions

The world of Aulara has distinct characteristics, which you can use to give flavor to your adventures and bring your adventurers closer to the world, and so make the world feel more coherent and immersive.

Age Of The Guardians takes place in the **magical and spiritual world** of Aulara, a **Young and chaotic** place which still recovers from the ancient war of the gods who created Aulara.

Even though they're now dormant, **The gods still affect the world** and work to keep it that way through the spirit animals and their followers, by giving powers and spreading conflicting ideals and information.

Because of that, **Aulara is full of mystery**, rumors and places never before visited by any human or animal spirit.

Most animals don't possess any special power, but **each species has a spirit animal** representative who has immense power, intelligence and the ability to grant blessings.

Of those spirits, each of the gods will grant even more powers to one they believe is the most worthy to be their guardian, and keep guard of the god's physical body.

Due to the difference in power, **humans don't control the world** of Aulara and most either live in fear of them or follow them in communities in exchange for blessings of power.



Higher entities

The Gods

Just slowly scroll on. You saw nothing...



Famore



God of water, patience and adaptability

Aliases

The First God; The Parent Of The Universe;
The God Of Patience; The God Of New
Perspectives;

Attributes

Patience; Adaptive; Flexible; apathetic;
Survival.

Philosophy

Unlike the other gods, the god of water adapts to its surroundings, but if left undisturbed, will not seek to change.

He believes one must flow and adapt to the current of life, but when met with an obstacle, stop at nothing to overcome it even sometimes at the cost of life.

Guardian spirit

[Chimera Fish](#)

Iconic animals

otters, hippos, blue sea dragon, jellyfish

Gojome



God of earth, endurance and stability

Aliases

The unbreakable god; The Father of metals; The Father nature; The face of the world; The bringer of life;

Attributes

Endurance; stability; toughness; strength; growth; Stubborn;

Philosophy

Unlike the god of water, the god of earth finds peace in stability and consistency. When faced with the possibility of change, the god of earth stands firm.

The god of earth does not feel the concept of time and believes that endurance breeds growth which lasts the longest.

Guardian spirit

Brown bear

Iconic animals

Rhino, Snow Leopards, Turtle, Tasmanian Devil

Shukur



God of air, changes and ambition.

Aliases

God of adaptation; God of evolution;
The wind of change; The living ambition;

Attributes

Changes; Ambitious; Inconsistent;
Impulsive; Manipulative; Motivator;
Trusting.

Philosophy

The god of wind never rests and is in a constant state of shifting, he prefers to motivate life with its winds of change, for him beauty is inconsistent and evolving.

Guardian spirit

Stork

Iconic animals:

Owl, bat, bonebreaker, raven

Zachku



God of fire, destruction and sacrifice

Aliases

The Scorcher Of Earth; The Bringer Of Balance; The Sacrificer; The Rebel; The Reaper;

Attributes

Sacrifice; death; struggle; destruction; power; circle of life.

Philosophy

Like a phoenix the fire god believes new life rises from the ashes and for new things to begin, others need to end therefore death is a natural part of life. As a result of this philosophy, the god of Fire was deemed “evil” by the other gods, an act that can be seen as naive and cowardly by many, keeping all of life and creation for themselves and ruining the balance.

Guardian spirit

Komodo dragon

Iconic animals

snake, coyote, meerkats, hyena



Spirit animals

Spirit animals are magical creatures who have a strong connection to the mental realm, granting them power, knowledge, ability to communicate and a long life span.

Each animal species has only 1 animal spirit, after it's death the mental energy passes to the animal with the strongest connection to the mental realm.

Because humans are disconnected from the mental realm, spirit animals can pass them magical blessings with repercussions, giving them some of the animal's magic power in the form of an ability.

Also, when a human eats a spirit animal he also gets the blessing, but also his mind becomes connected to the mental realm, given visions, knowledge but also his mind becomes fragmented, slowly slipping into insanity and loses the ability to distinguish the visions from reality.

A human who ate a spirit animal can no longer be blessed the usual way, and every spirit animal will sense his connection to the mental realm and know it's meaning.



Guardian spirit

Among all the animal spirits each god chooses one animal spirit that will guard his physical body for 800 years.

The guardians are being chosen using trials run by each god in the mental realm; testing their mental connection, physical strength as well as their loyalty to the god.

Guardian spirits don't age at all during the 800 years they guard the god, and are granted physical powers, knowledge and visions.



Elder spirit

An elder spirit is a guardian spirit who finished their 800 years of guarding and is now aging again.

Even though they lose most of their power, they're still stronger than other animal spirits and also retain all the knowledge.

Elder spirits also become completely white after being disconnected from the mental realm, making them easy to distinguish as well as making them a target for spirit eaters who wish to consume their power.

Prehistoric spirits

Even though most of life took place after the ancient war ended, some life still existed beforehand and those of them who survived are known as prehistoric spirits.

Those ancient spirits are forgotten spirits that are almost extinct, only few know of their existence and their whereabouts are unknown.

Some of them can be extinct species of animal spirits, and some can be elemental spirits who lived alongside the great gods in the ancient war.

Prehistoric spirits are the only living being other than the gods who know what happened during the war and can shed light on the rumors and lies spread by spirits, humans or even the gods themselves.

Factions

Playable backgrounds

(Use logic and ask the DM if you want to combine multiple backgrounds)

1. Nomads
2. Bandits
3. Unblessed
4. Outcast (Blessed culture of choice)
5. Peaceful
6. Cultists
7. Traveling merchants

(You can only play as cultist outcast/deserter)



People types

The new order

They believe that the animals are stealing the elemental power for themselves and seeing the human race as inferior to them. The cultists have decided to be the elementals' true followers and awaken them from their eternal slumber to set a new world order.

Blessed

Blessed are humans who have decided to follow a spirit animal's philosophy, and in return received a blessing.

Each culture has a ritual in which the childrens receive the blessing from the spirit animal.

In most cases if someone is deemed unworthy of said blessing he is requested to leave the village and must wander the land in search of a different spirit animal.

Even though one has received a blessing from a spirit animal, it doesn't mean he cannot lose it by going against the animal's philosophies.

Spirit eaters

It is known that eating spirit animals gives you their blessings, but also curses your mind with fragments from the mental realm.

Spirit eaters, usually as a last resort or because of an extreme lust for power, decided to go and seek the spirit's blessing, and after being turned down, resorted to lesser methods.

Through the mental realm they are given visions and knowledge, but also lose the ability to distinguish the visions from reality.

Farmers

Simple people who prefer to farm in quiet locations away from the hustle and bustle of town folks.

Bandits

Most people work hard to earn money and food while others are born wealthy, but some prefer to take what isn't theirs. Those people are bandits, scum who have strayed from the path and find pleasure in breaking laws.

They tend to create ambushes on roads or track wealthy targets.

Bandits enjoy things like money, food and power.

Traveling merchants

Traveling merchants travel the vast land in search of rare valuable goods to trade. These merchants move from one village to another, staying only for a week or two and then moving on to the next. Rumor has it that there is a city hidden that only the merchants can find, Some say it's underground while others believe it's in the trees but one thing's for sure and that's there is a trail that only merchants can see.

Anti-Spirit Cultists

They believe that Humans have the potential to rule over the spirit animals, and made it their life purpose to find as many followers as they possibly can and amass strength whether it's political, physical or supernatural.

They're best known for their experiments on animals, by using magic, surgical manipulations or forcing them a connection to the mental realm by feeding them the meat of spirit animals.

The animals lose their fur, feathers or scales during the experiments and their skin changes color to shades of dark red.

They can gain a variety of abilities like strength, speed, enhanced senses, or new spells.

World characters

When using non-playable characters, or enemies in combat, one might notice that instead of having skills, they have static modifiers attached to each stat. These modifiers replace the need for specific skills for the NPCs, and are used when rolling the stat as a whole. For example:

If the Brown Bear has a Strength of 18 and a modifier of 4, whenever the GM has to roll Strength for the Bear, he will roll $1d10 + 1d8 + 4$. That is the default for all rolls requiring Strength for the Brown Bear.

The GM is allowed, and even encouraged, to toy with these numbers around, behind the scenes. That can create a sense of excitement and mystery, and surprise the players.



Spirit Animals

Chimera Fish - Famore's Guardian



HP: 21

SP: 26

MP: 26

STR	DEX	INT	END
10(0)	20(+4)	20(+5)	16(+2)

Abilities: Chimera Fish Sonar, Energy Regen 2, Shark's Mind 4, Mana Shield, Toxic Resistance, Roll Initiative Twice, Water Burst, Water Spear.

Diet

Chimaera seem to be opportunistic feeders. Feeding mainly on bottom-dwelling invertebrates, such as crabs, molluscs, octopuses, marine worms and sea-urchins. Crushing them with their 3 rows of tooth plates.

Hunting

Like sharks, chimaera use electroreception to find their prey in the dark and crush them with their teeth.

In addition they also have a venomous spine in front of the dorsal fin, this venom causes: necrosis hallucination and localized paralysis.

Electroreception - Sharks have a complex electro-sensory system. Enabled by receptors covering the head and snout area. These receptors sit in jelly-filled sensory organs.

These tiny pores are extremely sensitive and can detect even the faintest of electrical fields. Such as those generated by the Earth's geomagnetic field or muscle contractions in prey.

Locations

At the ocean's bottom up to 2,600 meters (or 8,500 ft.), they can be found in many different bodies of water except for the Arctic and Antarctic.

Notes

the electro-sensory system would be enhanced underwater.

Blessing

If a human decides to follow the chimera, they will receive the ability to use an electro-sensory system in order to detect what cannot be seen. This blessing can give an advantage with detecting ambushes.

Chimera Fish Sonar

Shark's Mind

Komodo dragon - Zachku's Guardian



HP: 28

SP: 22

MP: 24

STR	DEX	INT	END
24(+6)	12(+1)	16(-2)	16(+3)

Abilities: Acid Spit, Energy Regen 2, Fireball, Fire Resistance, Komodo's Breath, Roll Initiative Twice, Unstoppable, Tough 3.

Diet

Carnivores are known to eat large prey such as deer.

Hunting

The komodo dragons hide in an ambush site and wait for prey to come along. Once a prey is located, the komodo springs to action using their teeth, claws, tail and the venom located in their lower jaw. In most cases the komodo is able to kill the prey in mere seconds but on rare occasions the prey escapes with only a single bite, this of course doesn't discourage the komodo since his venom has already entered the prey system which will paralyze him in seconds. Now all the komodo needs to do is sniff out the prey and finish the job.

Special feature

The Komodo dragon primarily relies on its tongue to detect, taste, and smell stimuli, with the vomeronasal sense using the Jacobson's organ, rather than using the nostrils. With the help of a favorable wind and its habit of swinging its head from side to side as it walks, a Komodo dragon may be able to detect carrion from 4–9.5 km (2.5–5.9 mi) away

Notes

Komodo dragons hunt in groups.

Locations

They are found in dry hot places.

Blessing

If a human decides to follow the komodo dragon spirit then they will be blessed with sharp canines that will have a venom similar to the komodo.

This venom does the following: inhibition of blood clotting, lowering of blood pressure, muscle paralysis, and the induction of hypothermia, leading to shock and loss of consciousness in envenomated prey.

This will be highly useful for a class that values quick and quiet attacks like a thief or an assassin.

Komodo's Breath

Brown Bear - Gojome's Guardian



HP: 28

SP: 22

MP: 24

STR	DEX	INT	END
18(+4)	12(-1)	14(+2)	24(+6)

Abilities: Bear's Awareness, Bear's Dominance, Energy Regen 2, Earthquake, Immovable, Momma Bear, Roll Initiative Twice, Tough 5.

Diet

Brown bears are omnivores and much of their diet consists of nuts, berries, fruit, leaves, and roots. Bears also eat other animals, from rodents to moose, even though they can eat anything they prefer to be lazy about and avoid hunting if possible.

Hunting

Even though bears would rather eat plants, bugs and seafood, they'll still hunt if they need to. When they do hunt, their style of hunting varies according to region and the size of the prey. In the case of small animals, the brown bear will lazily run in the direction of the prey and in most cases lose them, there are more energetic bears that will run at the prey with the intention of catching them and in most cases do. In the case of larger animals, the brown bear will run toward a herd in order to spook it and separate the young/weak from the rest.

Once the brown bear catches his prey he swipes it in order to stun then proceeds to eat it alive.

Special feature

Brown bears Height is About 3–5 feet at the shoulder and 5–7 feet in length. Very large brown bears can measure almost 9 feet tall when standing on their hind legs.

Bears have long nails that are used for digging or for finding bugs underneath bark, as well as powerful jaws.

Notes

Brown bears are also known for their winter hibernation, this is the main cause for their excessive eating habits. They can hibernate for up to 2 months but they are not considered “true” hibernators, even though their heartbeat and breathing slow down they are easily awakened in order to defend themselves when need be.

Locations

Brown bears can be found in Eurasia and North America.

Blessing

The brown bear offers his followers brute strength and tough skin, the ability to charge attack, tank incoming damage, allowing you to insert fear in your enemies hearts, and to wake instantly from sleep when needed. This allows the player to be more protective of their party members and themselves and also stay alert while still being able to sleep.

Bear's Dominance

Mama Bear

Bear Awareness



Stork - Shukur's Guardian



HP: 25

SP: 27

MP: 25

STR	DEX	INT	END
18(+2)	22(+6)	18(+3)	16(+1)

Abilities: 100 needles, Bullseye, Energy Regen 2, Lucky, Nimble Escape, Roll Initiative Twice, Stork's Wings, Stork's Wind.

Diet

The storks are carnivorous, taking a range of reptiles, small mammals, insects, fish, amphibians and other small invertebrates. Any plant material consumed is usually by accident.

Hunting

The stork is stalking or walking across the grassland or shallow water, watching for prey.

He can also put his beak inside a mud hole made by prey and When contact is made with prey the beak reflexively snaps shut in 25 milliseconds, one of the fastest reactions known in any vertebrate.

Special feature

Close his beak very fast when he make contact with a prey

Storks are large to very large waterbirds. They range in size from the marabou, which stands 152 cm tall and can weigh 8.9 kg (20 lb), to the Abdim's stork, which is only 75 cm high and only weighs 1.3 kg. Their shape is superficially similar to the herons, with long legs and necks, but they are more heavy-set.

Storks tend to use soaring, gliding flight, which conserves energy. Soaring requires thermal air currents.

Notes

The storks vary in their tendency towards migration. Temperate species like the white stork, black stork and Oriental stork undertake long annual migrations in the winter. The routes taken by these species have developed to avoid long distance travel across water, and from Europe this usually means flying across the Straits of Gibraltar or east across the Bosphorus and through Israel and the Sinai.

Locations

most of North America and large parts of Australia

Preferred habitats include flooded grasslands, light woodland, marshes and paddyfields, wet meadows, river backwaters and ponds.

Blessing

Being blessed by the stork you get wings, the wings give you advantage both in combat and outside, use the wings to push your allies to give your team more advantage and even use it to be able to fly.

The wings are very sensitive to the air, you are able to feel what the weather is going to be.

Stork's Wind

Stork's Wing

Capybara

HP: 17

SP: 19

MP: 21

STR	DEX	INT	END
8(+2)	12(+1)	16(+4)	16(+4)

Abilities: Blossom, Capybara Cleansing, Calm Emotions, Trustworthy.

Diet

Capybaras are herbivores, grazing mainly on grasses and aquatic plants, as well as fruit and tree bark. They are very selective feeders and feed on the leaves of one species and disregard other species surrounding it. They eat a greater variety of plants during the dry season, as fewer plants are available.

Hunting

They don't hunt

Special feature

Capybaras have special digestive adaptations that allow them to absorb enough nutrients from their highly fibrous diet. A large fermentation chamber, or cecum, in their intestines stores and churns the fibrous materials while mixing in bacteria, enzymes, and gases that aid in digestion.

Notes

Capybaras are semi aquatic mammals.

The capybara has a heavy, barrel-shaped body and short head, with reddish-brown fur on the upper part of its body that turns yellowish-brown underneath. Its sweat glands can be found in the surface of the hairy portions of its skin, an unusual trait among rodents. The animal lacks down hair, and its guard hair differs little from over hair.

Locations

Found throughout almost all countries of South America except Chile. They live in densely forested areas near bodies of water, such as lakes, rivers, swamps, ponds, and marshes, as well as flooded savannah and along rivers in the tropical rainforest.

Blessing

Being blessed by the capybara gives you all the tools to support your allies. You are able to heal your wounded allies in battle, cleanse your allies who

are affected by status effects, calm hostiles to end fights quickly and people rely on you more often because of your blessing.

Enemies

Bandit

HP: 12

SP: 7

MP: 6

STR	DEX	INT	END
10(+2)	8(+1)	6(-2)	10(+1)

Abilities: 100 Needles, Nimble Escape.

Cultist

HP: 11

SP: 8

MP: 14

STR	DEX	INT	END
8(-2)	10(-2)	12(+2)	10(+2)

Abilities: Energy Regen +2, Fireball, Fire Resistance (Passive), Frail 2, Komodo's Breath.

Bandit Leader

HP: 20

SP: 10

MP: 8

STR	DEX	INT	END
14(+5)	10(+2)	6(-2)	14(+2)

Abilities: Chokeslam, Earth Pillar, Earthquake, Nimble Escape, Turtle's Endurance.

Titanoboa

HP: 25

SP: 14

MP: 20

STR	DEX	INT	END
18(+3)	12(-2)	4(+7)	16(+3)

Abilities: Acid Puddle, Acid Spit, Energy Regen +2, Fireball, Fire Resistance (Passive), Komodo's Breath, Roll Initiative Twice.

Water Spirit Eater

HP: 17

SP: 10

MP: 6

STR	DEX	INT	END
14(+1)	8(+1)	10(+4)	12(+1)

Abilities: Blue Sea Dragon's Sting, Energy

Regen +2, Turtle's Endurance, Water

Resistance (Passive), Whale's Water Burst.

