

The Magical Guardian Experience



The Era of Magical Guardians

The Magical Guardian Experience takes place on modern day Earth, where a small fragment of the population has found unique looking stones. These stones are known as Spirit Stones, and they give Magical Guardians the ability to transform, giving them immense magical powers. Magical Guardians are the only people on Earth that are capable of protecting it from alien threats such as the Avgaantians. Their goal is to destroy or in their eyes reset the universe, but the only thing that keeps them from doing so are the Magical Guardians. The Avgaantians have the ability to perfectly disguise themselves as humans, so it is important For Magical Guardians to keep their identities hidden and live a double life.

Soul Stones

When Spirit Stones are awakened by their holder, the stone and holder of the stone will enter a process called spirit binding. During this binding process, the holder of the Spirit Stone has their soul removed from their body and encased into their Spirit Stone. This allows the holder to tap into the power hidden within the Spirit Stone. It is vital that guardians take great care of their Spirit Stone as their soul is within it. Any excessive damage to the Spirit Stone can cause permanent adverse effects to a Guardian. If a Spirit Stone is more than 20 feet away from it's guardian, then the guardian's body will enter a vegetable state and will remain in that state until their Spirit Stone is brought back into the 20 ft range.



Here is a Character that I created named Crytarum. He's a Spirit Blade Magical Guardian.

Spirit Blade

When Guardians fall in combat, there is a chance that their Spirit Stone will fuse with their weapon as a last-ditch effort for survival, and they will live within the weapon until the weapon is broken. Guardians of the Spirit Blade class use Spirit Stone Weapons as their source of power. The Magical Guardian within the weapon will create a pact with the weapon holder and after the pact is made, the holder and guardian spirit will enter the spirit binding process. As a result, the guardian spirit will allot some of their power to the new Magical Guardian. The main focus of this class is the weapon. As the guardian grows stronger in power, the weapon will be able to transform and adapt for different scenarios. For Example, a guardian's Spirit Weapon is a sniper, but they get jumped by a group of assassins. The Guardian would be able to shift their sniper into something better for close range fights like dual pistols.

Embedded Stone

During the spirit binding process, there is a chance that the soul stone will be embedded into a Guardian's body. Guardians of this class have a modified body. They can grow in

size, shrink, extend limbs, create additional body parts, or even have their body be constructed out of an element like fire, water, lighting, etc. Guardians of the class are known to be incredibly durable and are usually front line fighters.



Stone Focus

Stone Focus Guardians must have a strong enough spirit to withstand the high amounts of energy that are within this special type of Spirit Stone. Due to the higher energy threshold of the Stone, these guardians have access to more magical power. Guardians of this class are known to be powerful mages, and use their Spirit Stone as a Magical Focus.

Stats

END	STR	WEM	MAG	MNA
EMP	CON	CHA	REF	SPD

Stat Break Down

Endurance (END): Essentially how much damage you can take. Determines your hit points, courage, and resistance to poison and illness.

Strength (STR): How strong you are. Determines how hard you hit/ how much you can lift/ athletic abilities

Weapon Mastery (WEM): How well you can wield your weapon. Determines how much damage you can do with your weapons. .

Magic (MAG): How strong your spiritual connection is to your spirit stone. The stronger the connection, the stronger your magical power.

Mana (MNA): The energy stored within your spirit stone that allows you to use your magical abilities.

Empathy (EMP): Determines your ability to care for others. Healing and protection abilities depend on this

stat.

Control (CON): Your humanity levels. Depending on your distance from humanity, you will have different abilities such as the ability to not feel pain or have no fear.

Charisma (CHA): Determines how personable you are. This stat will affect persuasion, intimidation and deception attempts.

Reflexes (REF): How fast you can react to stimuli and your ability to perceive your surroundings.

Speed (SPD): How fast you are. Determines your movement speed.

Stat Block and Modifiers

+2	+1	+5	+1	+3
END 14	STR 9	WEM 25	MAG 9	MNA 16
EMP 2	CON -5	CHA 6	REF 17	SPD 30
+0	-1	+1	+3	

For every 5 points in a stat, you gain 2 points for your stat modifier.

Rolling

During the game, your GM will have you perform skill checks. When this occurs, you will roll 1D20 and add the stat modifier mentioned by the GM to the result of your roll. The GM will create a DC (difficulty class) for the skill check. If your total is less than or equal to the DC, then you fail. If your total is higher than the DC, then you pass.

During combat, you have 2 rolls. There is the hit roll and a damage roll. For hit rolls, you will roll 1D20 and add either your STR, WEM, or MAG modifier. If it is greater than or equal to your enemies AC (Armor Class,) then your attack will hit. If its lower than the AC, then it will miss. What you roll for damage is determined by the ability's description.

Combat

- At the start of a combat encounter, each player will roll **1D20** and add their **REF** modifier to their roll. The combatants will go in the order of highest to lowest.
- During your turn, you can take three actions total. For example, you can take 3 attacks actions in one turn, or you could take 2 movement actions and 1 attack action.
 - **Attack:** You can attack by any means. Use abilities, cast spells, punch, kick, attack with weapon.
 - **Move:** Your **SPD** stat will tell you how many feet you can move per movement action.
 - **Item:** You can use 1 item per item action. ex.) one healing stone.
 - **Support:** Helping your allies. Healing, Protecting, Creating Cover.
 - **Transform:** You can transform into your Magical Guardian form if you weren't already in it, or if you were knocked out of it. This transform action also counts towards the Soul Blade class and the Embedded Stone Class. Ex.) Changing your blade into a rifle(Soul Blade) or growing in size (Embedded Stone.)
 - **Focus:** If you are low on mana, you can give yourself Mana Crystals based on your **MNA** modifier.

Mana

For spells and certain abilities, you will have to spend mana in order to use them. In order to keep track of your mana spending, you can use the mana star pieces.

