

GUARDIAN

ALSO: Paladin, Soldier, Yōjinbō



Let me be your shield.

Proud and selfless, **Guardians** are individuals who know the value of life... and are willing to sacrifice themselves for a person, nation or ideal they have sworn to protect. They are often extraordinary and impressive individuals, such as valiant soldiers or veterans scarred by a thousand battles.

While some Guardians may appear loud and boisterous, many are simply masking the tormented memory of those they failed to protect.

- ◆ Who or what is it you would gladly give your life to protect?
- ◆ Are you, or have you ever been, the servant of a Lady or Lord? What were they like?
- ◆ What is it you were unable to protect? What have you lost?
- ◆ What are you using as your armor and/or shield?



GUARDIAN FREE BENEFITS

- ◆ Permanently increase your maximum Hit Points by 5.
- ◆ Gain the ability to equip **martial armor** and **martial shields**.

GUARDIAN SKILLS

BODYGUARD

If you perform the **Guard** action and choose to provide cover to another creature, that creature gains Resistance to all damage types until the start of your next turn.


DEFENSIVE MASTERY

[+5]

As long as you have a **shield** or a **martial armor** equipped, all damage you suffer is reduced by **[SL]** (applied **before** damage Affinities).

DUAL SHILDBEARER

You may now equip a **shield** in your **main hand** slot. As long as you have two shields equipped, you gain the benefits of both items and may treat them as the following combined two-handed melee **brawling** weapon:

WEAPON	ACCURACY	DAMAGE
 Twin Shields	[MIG + MIG]	[HR + 5] physical
Deals extra damage equal to your [SL] in defensive mastery (above).		

FORTRESS

[+5]

Permanently increase your maximum Hit Points by **[SL × 3]**.

PROTECT

When another creature is threatened by an **attack**, **spell** or other **danger**, you may take their place (any Checks that are part of the danger will be performed against you; you may declare the use of this Skill **before or after** the Checks have been made). If the danger already affected you, it affects you **twice** (resolve both instances separately); you also cannot protect multiple creatures from the same danger. If you use this Skill during a conflict, you cannot use it again until the start of your next turn.