Guardian Studies:

Taps into the following abilities of the Guardian [Modification Point cost 2]

Prerequisites:
1. Seeker Studies: "Armor Proficency" (all types of armor)
2. Seeker Studies: "Basic Defense / Offense"
3. Seeker Studies: "Combat Prowess"

Eye of the Beholder:

This ability will give the Guardian a feeling that what he or she guards is in need of immediate assistance if a successful "Awareness" check is rolled [Modification Point cost 2]

Ability points to invoke: 2 Passive ability that exacts ability points successful check is rolled.

Area of Effect: "Awareness" = the spaces out all the way about you that you will be aware.

Duration: Permanent ability.

Maximum adjustment: Not applicable.

Range: As "Area of Effect"

Warranted Blade:

This ability will help aid another against an oncoming attack. You will gain a + 2 to defend another at level #0, + 1 per level advanced above level #0 [Modification Point cost 2]

When defending another there will be a penalty in that you cannot use your coordination + your level added to the %Roll to aid in another's defense (you may only use a straight %Roll). This ability will slowly negate this penalty over time as you level, adding your coordination back into the %Roll to help another defend against an attack.

This type of defense is ONLY good for PARRYING (weapon vs. weapon, claw, fist, etc.) and BLOCKING (shield vs. weapon, claw, fist, etc.).

Notes:
1. YOUR LEVEL IS NOT added back into this penalty as a Seeker Ability; only your coordination is.
2. For advanced defending abilities for the Guardian, look in the Guardian section of the Character Abilities.

Ability points to invoke: Passive ability.
Area of Effect: To attempt a defensive move for another, you must be in a space directly connected to the one you are attempting to aid, and then not to your back, or to the back-side of you (unless you have 360 degree sight).

Duration: Permanent ability.
Maximum adjustment: Your character's "Coordination" (read description above).
Range: As "Area of Effect"