

VANGUARD

VANGUARD DISCIPLINES

ENTROPIC POOL

Begin combat with 1 entropy point.

Livello **AGENT OF CHANGE**  
**19** Begin combat with 3 entropy points.

Entropy  
Points

ep

GAINING ENTROPY POINTS

Gain 1ep when you:

- Take damage equal to twice your level (after DR)
- Take damage from a critical hit
- Score a critical hit
- Take a full action to charge
- Gain entropy points when you:

Spend 1 resolve to gain 1ep.

Livello **10** Spend 1 resolve to gain 2ep.

As a move action, designate an adjacent ally as your entropic focus for this round.

Gain 1ep when your ally takes damage equal to twice their level.

Livello **6** Designate an adjacent ally as a reaction.

SPENDING ENTROPY POINTS

**1 ep** → **+3m** Spend 1 entropy point to add 10ft to your speed for 1 round.

ENTROPIC STRIKE

A melee strike (with a weapon, shield or unarmed) targeting EAC.

Livello  
**10**

ENTROPIC STRIKE DAMAGE = Entropic Damage + COS + [ Entropy Points d4 ] + FOR

DannoLivello	1	3	5	6	9	12	13
	1d3	1d4	1d6	2d6	3d6	4d6	5d6
DannoLivello	14	15	16	17	18	19	20
	6d6	7d6	8d6	9d6	10d6	11d6	12d6

**1 ep** → **+1d4** Spend entropy points (up to your level) to add to your damage.

Livello **5** Using a combat manoeuvre for which you have Improved Combat Manoeuvre, target EAC + 8 (rather than KAC + 8). Determine level of success using EAC.

ENTROPIC ATTUNEMENT

WEAPON PROPERTY

- ☐ Breach ☐ Bright ☐ Finta  
☐ Force ☐ Penetrating

**19** As long as you have at least 1 entropic point.

CRITICAL EFFECT

- ☐ Corrode (1d8 for every 3 Vanguard levels)  
☐ Knockdown ☐ Barcollante

**19** As long as you have at least 1 entropic point.

Livello	10	13	16	19
Entropic Strike ReachLivello	3 m	4,5 m	6 m	7,5 m

Livello	13	16	19
Blast RangeLivello	6 m	4,5 m	6 m

A single attack roll against the EAC of all targets within 20ft.

Livello **16** **1 ep** Exclude a number of targets equal to your CON.

COS

TIRO SALVEZZA

Vanguard  
Level

**CD** = 10 + [ ..... ÷ 2 ] + COS

Saving throw DC is also used for Vanguard Aspects and Entropic Attunement.

Livello  
**2**

Livello  
**4**

Livello  
**6**

Livello  
**8**

Livello  
**10**

Livello  
**12**

Livello  
**14**

Livello  
**16**

Livello  
**18**

Livello  
**20**