VANGUARD

MITIGATE



As a reaction, reduce any damage you take by your Vanguard Level. You cannot gain entity points from this attack.

As a swift action, you can end or waive any effect granting Уровень you damage reduction or a bonus to AC.

- 2
- If the effect has a duration, you can end it.
- · If the effect does not a duration, you can suspend it for this turn.
- · You can refuse an effect when you first gain it.

REACTIVE

Уровень

Once a day, take a second reaction in a round. 3

уровень Дважды в день **15** Дважды в день 9

НЕВЕРОЯТНОЕ ПРОВОРСТВО

Immune to being flat-footed, flanking and prone condition. Уровень

Enemies get no benefit from flanking or prone

Covering and harrying fire provide no advantage against you.

БЛИСТАТЕЛЬНЫЕ УДАРЫ

Уровень When making a full round melee attack, only take

11 -3 rather than -4 penalty.

UNCANNY SPEED

YPOBEHBAt any point when making a full attack, also take a move action. This can be before, after or between your attacks.

INVULNERABILITY

Once a day:

 Immune to weapon properties that impose a penalty, or a bonus to attacks against you.

Уровень 20

· Immune to combat manoeuvres, conditions, critical hits and critical hit effects.

· Take three reactions in a round.

This lasts for 1 minute

ENTROPIC POOL

Begin combat with 1 entropy point.

^{Уровень} **AGENT OF CHANGE**

Begin combat with 3 entropy points

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.

Исп.

Сегодня

Использ.

Сегодня.

Уровень 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.

Уровень Designate an adjacent ally as a reaction.

SPENDING ENTROPY POINTS

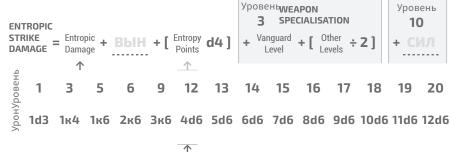




Spend 1 entropy point to add 10ft to your speed for 1 round.

ENTROPIC STRIKE

A melee strike (with a weapon, shield or any body part) targeting EAC





As a move action, spend entropy points (up to your level) to add to your damage.

Уровень Using a combat manoeuvre for which you have Improved Combat Manoeuvre, target EAC + 8 5 (rather than KAC + 8) and determine level of success using EAC

ENTROPIC ATTUNEMENT

Уровень WEAPON PROPERTY

- 5 O Breach O Bright
 - O Feint

16

- O Force
- O Penetrating

Entropy

Points

Vanguard

Level

DAMAGE

THRESHOLD

ep

× 2

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

Уровень CRITICAL EFFECT

- 7 O Corrode (1d8 for every 3 Vanguard levels)
- O Knockdown
- О Пошатывается

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

10



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

13

Уровень 16

1 ep

Exclude a number of targets equal to your CON.

19