

VANGUARD

MITIGATE

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

Уровень 2 As a swift action, you can end or waive any effect granting you damage reduction or a bonus to AC.
• If the effect has a duration, you can end it.
• If the effect does not have a duration, you can suspend it for this turn.
• You can refuse an effect when you first gain it.

REACTIVE

Уровень 3 Once a day, take a second reaction in a round. Исп. Сегодня ☐☐☐
Уровень 9 Дважды в день Уровень 15 Дважды в день

НЕВЕРОЯТНОЕ ПРОВОРСТВО

Уровень 7 Immune to being flat-footed, flanking and prone condition.
Enemies get no benefit from flanking or prone.
Covering and harrying fire provide no advantage against you.

БЛИСТАТЕЛЬНЫЕ УДАРЫ

Уровень 11 When making a full round melee attack, only take -3 rather than -4 penalty.

UNCANNY SPEED

Уровень 15 At 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.
• Immune to combat manoeuvres, conditions, critical hits and critical hit effects.
• Take three reactions in a round.
This lasts for 1 minute.

Исп. Сегодня ☐☐☐

Использ. Сегодня. ☐

ENTROPIC POOL

Begin combat with 1 entropy point.

Entropy Points

ep

Уровень 19 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.

Уровень 10 Spend 1 resolve to gain 2ep.

DAMAGE THRESHOLD = Vanguard Level × 2

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 6 Designate an adjacent ally as a reaction.

SPENDING ENTROPY POINTS

1 ep → +10фт 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.

Уровень	WEAPON SPECIALISATION	Уровень
3	+ Vanguard Level + [Other Levels ÷ 2]	10
		+ СИЛ
ENTROPIC STRIKE DAMAGE =	Entropic Damage + ВЫН + [Entropy Points d4]	
Уровень	1 3 5 6 9 12 13 14 15 16 17 18 19 20	
Урон	1d3 1к4 1к6 2к6 3к6 4d6 5d6 6d6 7d6 8d6 9d6 10d6 11d6 12d6	

1 ep → +1d4 As a move action, spend entropy points (up to your level) to add to your damage.

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

ENTROPIC ATTUNEMENT

Уровень 5 WEAPON PROPERTY
• Breach • Bright • Feint • Force • Penetrating
19 As long as you have at least 1 entropic point.

Уровень 7 CRITICAL EFFECT
• Corrode (1d8 for every 3 Vanguard levels) • Knockdown • Пошатывается
19 As long as you have at least 1 entropic point.

уровень	Entropic Strike Ready/уровень	10	13	16	19
10		10фт	15фт	20фт	25фт
уровень	Entropic Blast Range/уровень	13	16	19	
13		20фт	15фт	20фт	

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

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