

# VANGUARD

## MITIGATE

1 ep

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

Level  
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

Level  
3

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

Uses  
Today  
☐☐

Level  
9

Twice a day

Level  
15

Twice a day

## UNCANNY AGILITY

Level  
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.

## FLASHING STRIKES

Level  
11

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

## UNCANNY SPEED

Level  
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:

Level  
20

- 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.

Used  
Today  
☐

## ENTROPIC POOL

Begin combat with 1 entropy point.

Entropy  
Points

ep

Level  
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.

Level  
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.

Level  
6

Designate an adjacent ally as a reaction.

## SPENDING ENTROPY POINTS

1 ep

→

+10ft

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.

**ENTROPIC  
STRIKE  
DAMAGE**

= Entropic  
Damage + CON + [ Entropy  
Points d4 ]

Level  
3

**WEAPON  
SPECIALISATION**

+ Vanguard  
Level + [ Other  
Levels ÷ 2 ]

Level  
10

+ STR

Level  
Damage

1

3

5

6

9

12

13

14

15

16

17

18

19

20

1d3

1d4

1d6

2d6

3d6

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.

Level  
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

Level  
5

**WEAPON PROPERTY**

☐ Breach ☐ Bright ☐ Feint ☐ Force ☐ Penetrating

19

As long as you have at least 1 entropic point.

Level  
7

**CRITICAL EFFECT**

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

19

As long as you have at least 1 entropic point.

Level  
10

Entropic  
Strike  
Reach

Level

10

13

16

19

10ft

15ft

20ft

25ft

Level  
13

2 ep

Entropic  
Blast  
Range

Level

13

16

19

20ft

15ft

20ft

Level  
16

1 ep

Exclude a number of targets equal to your CON.

CON  
.....

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