

# VANGUARD

## VANGUARD DISCIPLINES

### ENTROPIC POOL

Begin combat with 1 entropy point.

Level **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.

Level **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.

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 unarmed) targeting EAC.

ENTROPIC STRIKE DAMAGE = Entropic Damage + CON + [ Entropy Points d4 ] + STR

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

1 ep

 → 

+1d4

 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). Determine level of success using EAC.

### ENTROPIC ATTUNEMENT

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

Level **CRITICAL EFFECT**  
**7** ☐ Corrode (1d8 for every 3 Vanguard levels)  
**19** ☐ Knockdown ☐ Staggered  
As long as you have at least 1 entropic point.

Level	10	13	16	19
Entropy Strike Reach	10ft	15ft	20ft	25ft

Level	13	16	19
Blast Range	20ft	15ft	20ft

Level **16** A single attack roll against the EAC of all targets within 20ft.

1 ep

 Exclude a number of targets equal to your CON.

### SAVING THROW

Vanguard Level  

DC

 = 10 + [ 

.....

 ÷ 2 ] + CON

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

Level **2**

Level **4**

Level **6**

Level **8**

Level **10**

Level **12**

Level **14**

Level **16**

Level **18**

Level **20**