

# VANGUARD

## MITIGATE

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

Niveau **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

Niveau **3** Once a day, take a second reaction in a round. Utilisation Aujourd'hui ☐☐☐

Niveau **9** Deux fois par jour Niveau **15** Deux fois par jour

## AGILITÉ SURHUMAINE

Niveau **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.

## ATTAQUES FOUDROYANTES

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

## UNCANNY SPEED

Niveau **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.

## ENTROPIC POOL

Begin combat with 1 entropy point.

Entropy Points **ep**

Niveau **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.

**DAMAGE THRESHOLD** = Vanguard Level  $\times 2$

Niveau **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.

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

### SPENDING ENTROPY POINTS

**1 ep**  $\rightarrow$  **+3m** 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.

Niveau <b>3</b> WEAPON SPECIALISATION														Niveau <b>10</b>	
+ Vanguard Level + [ Other Levels ÷ 2 ]														+ <b>FOR</b> .....	
ENTROPIC STRIKE DAMAGE = Entropic Damage + <b>CON</b> + [ Entropy Points <b>d4</b> ]															

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

Niveau **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

Niveau **5** **WEAPON PROPERTY**

☐ Breach ☐ Bright ☐ Feint ☐ Force ☐ Penetrating

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

Niveau **7** **CRITICAL EFFECT**

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

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

Niveau 10	Entropic Strike Reach Niveau	10	13	16	19
		3m	4,5m	6m	7,50 m
Niveau 13	2 ep	Entropic Blast Range Niveau	13	16	19
			6m	4,5m	6m

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

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