

VANGUARD

MITIGATE

1 ep

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

Livello
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

Livello
3

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

Usi
Oggi
□□□

Livello
9

Due volte al giorno

Livello
15

Due volte al giorno

AGILITA' PRODIGIOSA

Livello
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.

COLPI LAMPANTI

Livello
11

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

UNCANNY SPEED

Livello
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:

Livello
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.

Usati
Oggi
□

ENTROPIC POOL

Begin combat with 1 entropy point.

Entropy
Points

ep

Livello

AGENT OF CHANGE

19

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.

Livello

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.

Livello

6

Designate an adjacent ally as a reaction.

SPENDING ENTROPY POINTS

1 ep

→

+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.

ENTROPIC STRIKE

DAMAGE = Entropic Damage + COS + [Entropy Points d4]

Danno Livello

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

Livello
3
WEAPON SPECIALISATION

+ Vanguard Level + [Other Levels ÷ 2]

Livello
10

+ FOR

1 ep

→

+1d4

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

Livello

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

Livello

WEAPON PROPERTY

5

○ Breach

○ Bright

○ Finta

○ Force

○ Penetrating

19

As long as you have at least 1 entropic point.

Livello

CRITICAL EFFECT

7

○ Corrode (1d8 for every 3 Vanguard levels)

○ Knockdown

○ Barcollante

19

As long as you have at least 1 entropic point.

Livello
10

Entropic Strike Reach Livello

10

3 m

13

4,5 m

16

6 m

19

7,5 m

Livello
13

2 ep

Entropic Blast Range Livello

13

6 m

16

4,5 m

19

6 m

Livello

16

1 ep

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

Exclude a number of targets equal to your CON.

COS
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