

ENTROPIC POOL

Begin combat with 1 entropy point.

Niveau 19 AGENT OF CHANGE
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.

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 → +3m 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] + FOR

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

1 ep → +1d4 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). 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	13	16	19
Entropic Strike Reach	3m	4,5m	6m	7,50 m

Niveau	13	16	19
Blast Range	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.

CON

JET DE SAUVEGARDE

Vanguard
Level

DD = 10 + [÷ 2] + CON

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

Niveau 2

Niveau 4

Niveau 6

Niveau 8

Niveau 10

Niveau 12

Niveau 14

Niveau 16

Niveau 18

Niveau 20