

TENSILE

HALF-ORC VANGUARD CR 1

XP 400

Half-orc death-touched vanguard 1

LE Medium humanoid (human, orc)

Init +3; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE SP 12 **HP** 14 **RP** 4

EAC 15; **KAC** 17

Fort +5, **Ref** +5, **Will** +0

Defensive Abilities orc ferocity

OFFENSE

Speed 20 ft.

Melee runner spark knife +4 (1d4+1 E & S; drain charge, operative, powered) or entropic strike +4 (1d3+3 A or B; block, operative)

Offensive Abilities entropic strike.

STATISTICS

Str 11 (+1), **Dex** 16 (+3), **Con** 16 (+3), **Int** 10 (+0), **Wis** 10 (+0), **Cha** 10 (+0)

Skills Acrobatics +6, Athletics +4, Culture +4, Intimidate +6, Perception +5, Survival +6; (can use Perception checks to recall knowledge of undead and negative energy effects)

Feats Improved Combat Maneuver (bull rush), Toughness.

Languages Common, Elven/half-orc, Orc

Other Abilities aspect insight (exergy), entropic pool, primary vanguard aspect (exergy).

Combat Gear mk 1 serums of healing (2);

Other Gear troop ceremonial plate, runner spark knife, basic riot shield (+1/+2), industrial backpack, everyday clothing (5), flashlight, bedroll, blanket, sleeping bag, mess kit, field rations (1 week), hygiene kit, personal comm unit with a battery (20 charges), credstick (13 credits).

SPECIAL ABILITIES

Entropic Pool (Su): When combat begins, the half-orc has 0 Entropy Points. While the half-orc have no Entropy Points, they can spend 1 Resolve Point as a move action to gain 1 EP. Each time the half-orc takes damage equal to or greater than twice their level from a single attack or effect from a significant enemy, they gain 1 EP. If the half-orc takes damage from a critical hit, they gain 1 additional EP, on top of any gained from the attack's normal damage. The half-orc can have a maximum number of EP in their entropic pool equal to 3. As long as the half-orc has at least 1 Entropy Point in their entropic pool, they gain a +1 enhancement bonus to their Armor Class. At the end of combat, the half-orc loses any Entropy Points they have gained. The half-orc can't gain Entropy Points outside of combat.

Entropic Strike (Su): The half-orc's entropic strike is a melee attack that counts as a magical advanced melee weapon with the block and operative weapon special properties and that targets EAC (even when dealing bludgeoning damage). For any calculation that requires the item level of their entropic strike (including those gained from entropic attunement), treat the half-orc's vanguard level as their entropic strike's item level. Although the half-orc does not need a free hand to use their entropic strike, it counts as a one-handed weapon for other purposes.

The half-orc can also deliver an entropic strike with any melee weapon with which they are proficient

or any shield that allows them to make unarmed attacks. When the half-orc does this, the attack acts as their entropic strike (targeting EAC, gaining the block and operative weapon special properties, and dealing the damage of their entropic strike). The half-orc's entropic strike is considered to be made of whatever material the weapon or shield is made of for the purposes of bypassing DR or creature weaknesses. If the melee weapon or shield is no more than 2 item levels below their vanguard level, the half-orc can also apply any weapon special property, critical hit effect, or weapon fusion the melee weapon or shield has to their entropic strike.

Their entropic strike deals damage equal to 1d3+3 damage. For each attack, the half-orc can choose for this to deal acid damage, bludgeoning damage, or both. When the half-orc scores a critical hit with entropic strike against a significant enemy during combat, they can forgo dealing the extra damage from the critical hit to gain 1 Entropy Point.

Exergy Aspect Insight: The half-orc gains Improved Combat Maneuver (bull rush) as a bonus feat and a +2 insight bonus to Intimidate checks. These have already been included above.

Improved Combat Maneuver (Bull Rush): The half-orc gains a +4 bonus to their attack roll to resolve the bull rush combat maneuver.

Orc Ferocity: Once per day, a half-orc brought to 0 Hit Points but not killed can fight on for 1 more round. The half-orc drops to 0 HP and is dying (following the normal rules for death and dying) but can continue to act normally until the end of his next turn, when he becomes unconscious as normal. If he takes additional damage before this, he ceases to be able to act and falls unconscious.

Toughness: The half-orc gains a +4 bonus to many Constitution checks to avoid damage or negative consequences from harsh environments.

OTHER INFORMATION

Archetype None.

Key Scores Vanguard: Con.