

VANGUARD

"If you look deep into the darkness of the night, I am what you will see."

CLASS TRAITS:

Role: Defender

Power Source: Destiny

Key Abilities: Wisdom, Strength, Dexterity

Armor Proficiencies: Aramid Fiber Suit, Aramid Fiber Vest, Cerametal Scale, Cerametal Vest, Space Suit

Weapon Proficiencies: Improvised melee, Military melee, Simple melee, Simple ranged

Bonuses to Defense: +1 Fortitude, +1 Reflex, +1 Will

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 10 + Constitution modifier

Trained Skills: Athletics or Acrobatics. From the class skills list below, choose 3 more trained skills at 1st level.

Class Skills: Acrobatics, Athletics, Bluff, Endurance, Perception, Spacefaring, Wilderness

Class Features: Defensive Aspect, Vanguard's Calling, Opportunist

Vanguards are stalwart adventurers, men and women who have been places and seen things beyond the imagination of ordinary people. From their experiences, they have gleaned an understanding of the universe and, more importantly, of themselves. A vanguard pulls no punches and leaves nothing to chance - he always has a back-up plan.

So far, your life has been a hard one, but for the most part the difficulties and the trials were of your own choosing. No one doubts that you have a darker side; in making yourself strong there were things you had to leave behind, but you don't have time for regrets.

Chances are, you have a driving purpose in life, something that set you on this path. It could be a personal ven-

detta, an unattainable goal, or a wish to redeem yourself from past mistakes. Though you can set aside your personal agenda for a time in the name of the greater good, when left to your own devices it consumes your every thought.

CLASS FEATURES

DEFENSIVE ASPECT

Vanguards are masters of defense, but they differ in their approach. Some are as firm as stone, shrugging off the strongest of blows. Others are limber and agile, darting out of the way with the agility of the morning breeze.

Choose one of the options described below. The affinity you choose grants you a defensive aspect and an aspect power, as well as augmenting certain vanguard powers, as detailed in those powers.

Wind Affinity: Your movements are fluid and unpredictable, like the wind across the plain.

Aspect of the Zephyr: You gain your Dexterity modifier as a bonus to all saving throws.

Zephyr Stance: You gain Zephyr Stance as an at-will class power.

Stone Affinity: You are firm and immovable, like the stone of the mountains.

Aspect of the Boulder: You gain your strength modifier as a bonus to all saving throws.

Boulder Stance: You gain Boulder Stance as an at-will class power.

VANGUARD'S CALLING

Once during each of your turns, you can mark each adjacent enemy as a free action. This mark lasts until the end of your next turn.

OPPORTUNIST

When making a melee basic attack as an opportunity action, you are considered to have combat advantage against



the target.

VANGUARD POWERS

CLASS FEATURES

BOULDER STANCE Vanguard Feature

Steady as a rock.

At-Will * Destiny, Stance

Minor Action **Personal**

Effect: While in this stance, gain your wisdom modifier as a bonus to your Fortitude defense.

ZEPHYR STANCE Vanguard Feature

Float like a butterfly.

At-Will * Destiny, Stance

Minor Action **Personal**

Effect: While in this stance, gain your wisdom modifier as a bonus to your Reflex defense.

LEVEL 1 AT-WILL POWERS

STONE WALL Vanguard Attack 1

You firm up your stance, bracing yourself against the next blow.

At-Will * Destiny

Standard Action **Melee**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage and gain temporary hit points equal to your Constitution modifier. Increase damage to 2[W] + Wisdom modifier at 21st level.

HERE'S MUD IN YOUR EYE Vanguard Attack 1

You blind your enemy with a handful of shrapnel or sand.

At-Will * Destiny

Standard Action **Ranged 5**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1[W] + Wisdom modifier damage and the target is blinded until the end of your next turn. Increase damage to 2[W] + Wisdom modifier at 21st level.

STAG'S LEAP Vanguard Attack 1

You vault over your opponent and kick the guy behind him.

At-Will * Destiny

Standard Action **Melee**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage. Increase damage to 2[W] + Wisdom modifier at 21st level.

Effect: If you move prior to this attack, choose one foe adjacent to or in your path. This enemy does not gain an opportunity attack against you for moving through its threatened space, and you may move through, but not stop in, his space.

HIDDEN WIRE Vanguard Attack 1

A zipping sound is the last thing your enemy hears before his face meets the wall.

At-Will * Destiny

Standard Action **Melee 2**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage and target is pulled one square. Increase damage to 2[W] + Wisdom modifier at 21st level.

LEVEL 1 ENCOUNTER POWERS

SERPENT STRIKE Vanguard Attack 1

Your hands move too quickly for your foe to anticipate your second blow.

Encounter * Destiny

Standard Action **Melee or Ranged Weapon**

Target: Two creatures

Attack: Wisdom vs. AC, two attacks

Hit: 1[W] + Wisdom modifier damage to two separate targets.

Effect: If you miss with the first attack, add +2 to your attack for the second.

Wind Affinity: The bonus to attack is equal to your Dexterity modifier.

SWIFT WATERS Vanguard Attack 1

The river is inevitable in its course, and so are you.

Encounter * Destiny

Standard Action **Melee**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1[W] + Wisdom modifier damage, and if you move after this attack, you may make a melee basic attack as an immediate reaction against any one creature which makes an opportunity attack against you during this movement.

Miss: If you move after this attack, the first enemy to make an opportunity attack against you during this movement takes Dexterity modifier damage.

FLINT AND STEEL Vanguard Attack 1

No matter what your opponent tries, he cannot touch you without being burned.

Encounter * Destiny

Standard Action **Melee**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

Effect: The next enemy to attack you before the end of your next turn takes Strength modifier damage.

Stone Affinity: The next enemy to attack you before the end of your next turn also suffers a -2 penalty to AC until the end of its next turn.

SNAPBACK Vanguard Attack 1

You plan ahead, positioning yourself for a counterstrike.

Encounter * Destiny

Standard Action **Melee**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

Effect: As an immediate reaction, you may make an opportunity attack against the next creature that misses you in melee before the end of your next turn.

LEVEL 1 DAILY POWERS

TORNADO Vanguard Attack 1

Just when they think they have you surrounded, you spin and attack them all at once.

Daily * Destiny

Standard Action **Close burst 1**

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 1[W] + Wisdom modifier damage

AVALANCHE Vanguard Attack 1*You slam your opponent with every ounce of your strength.***Daily * Destiny****Standard Action** Melee**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 3[W] + Strength modifier damage.**REBOUND** Vanguard Attack 1*Your enemies can hit you if they like, but you're going to make them suffer for it.***Daily * Destiny****Standard Action** Melee**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 2[W] + Wisdom modifier damage.**Effect:** Until the end of the encounter, each enemy which hits you in melee takes a -2 penalty to its next attack roll.**GRASP THE WIND** Vanguard Attack 1*At the last moment, you slip out of your enemy's hands.***Daily * Destiny****Standard Action** Melee or Ranged weapon**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 2[W] + Wisdom modifier damage.**Effect:** Until the end of your next turn, if an enemy hits you with an effect that lasts beyond the turn in which it was activated (including those that require a save) you may immediately make a save to negate the effect.**LEVEL 2 UTILITY POWERS****QUICK HEALER** Vanguard Utility 2*You tap an extra reserve of strength.***Encounter * Destiny****Immediate Reaction** Personal**Trigger:** You spend a healing surge.**Effect:** Add your Constitution modifier to the damage healed.**RECOVERY STANCE** Vanguard Utility 2*You assume a defensive stance which allows you or an ally to recover their strength.***Encounter * Destiny, Stance****Minor Action** Personal**Effect:** While in this stance, you or one adjacent ally regains Constitution modifier hit points at the beginning of your turn.**MOUNTAIN STANCE** Vanguard Utility 2*You set your feet firmly and lower your center of balance.***Encounter * Destiny, Stance****Minor Action** Personal**Effect:** While in this stance, you cannot be pushed, pulled or slid against your will.**IRON FIST** Vanguard Utility 2*With a mighty shout, you slam your shoulder into the door, shattering it to pieces.***Daily * Destiny****Free Action** Personal**Effect:** Add your Wisdom modifier to one strength-based skill check.**LEVEL 3 ENCOUNTER POWERS****BLUDGEON** Vanguard Attack 3*You stagger your opponent with a slug in the face.***Encounter * Destiny****Standard Action** Melee**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 2[W] + Wisdom modifier damage and target is dazed (save ends).**Stone Affinity:** The target is also slowed (save ends).**GUARDIAN OF THE FOLD** Vanguard Attack 3*You move to stay in between your allies and your foes, a living shield.***Encounter * Destiny****Standard Action** Melee**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 2[W] + Wisdom modifier damage. If the target shifts before the end of your next turn, shift 2 squares as an immediate reaction.**JUMP UP** Vanguard Attack 3*Without using your hands, you leap up and regain your feet.***Encounter * Destiny****Standard Action** Melee**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 2[W] + Wisdom modifier damage and you may stand up from a prone position as a free action.**DANCING BREEZE** Vanguard Attack 3*Your graceful movements belie the deadliness of your strike.***Encounter * Destiny****Standard Action** Melee**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 2[W] + Wisdom modifier damage.**Effect:** You may shift 2 squares before or after your attack.**Wind Affinity:** The number of squares you can shift is equal to your Dexterity modifier.

“Vanguard Class Preview” is part of the
Distant Horizons Role-Playing Game.

©2011 Iron Wolf Games, LLC

<http://www.ironwolfgames.com>