

## Vanguard - Champion Cause [Any Chaotic]

The entropy within the universe and the level of chaos within any system stand at your disposal, and you channel them into potent combat abilities. You gain the **Mitigation** champion's reaction and the **entropic strike** devotion spell. You can choose Constitution as your key ability score. After the **tenets of chaos**, add this tenet.

- You must never prevent the destruction of things that cannot be saved.
- You must never allow yourself and your surroundings to stagnate, as chaos is the natural state of things.

### Tenets of Chaos

- You must never perform acts anathema to your deity or willingly commit a purely lawful act, such as enforcing the order for the sake of it, casting a lawful spell, or using a lawful item.
- You must never let laws or social pressure hold sway over your actions and decisions. This tenet doesn't force you to act against any advice and doesn't prevent you from negotiating a compromise.

### Champion's Reaction - Mitigation

**Trigger:** An enemy within 15 feet damages you.

You can control how you are affected by damage through the power of entropy. You gain resistance against the triggering damage equal to 2 + half your level.

In addition, you gain a +5-foot status bonus to your Speeds until the end of your next turn. The bonus increases by 5 feet at 9th level and at 16th level.

### Devotion Spell - Entropic Strikes (single action) / Focus 1

**Uncommon Evocation Champion**

**Cast:** somatic, verbal

**Duration:** 1 minute

You can focus the power of entropy into forceful attacks that unbind and dissolve your enemies. When you cast a spell, choose bludgeoning or acid damage. You gain an **entropic strike** unarmed attack that deals 1d6 damage of the chosen type. Your entropic strikes are in the brawling group and have the **agile**, **finesse** and **unarmed** traits. You add your Constitution modifier to damage rolls instead of your Strength modifier for your entropic strikes.

## Divine Smite

When you use **Mitigation**, the triggering enemy must succeed at a Fortitude save against your class DC or take persistent acid damage equal to your Constitution modifier. When you cast **entropic strikes**, you can change the divine smite's damage type to the chosen damage type for the spell's duration.

## Exalt

When you use **Mitigation**, each ally within 15 feet gains a number of temporary Hit Points equal to half your Mitigation resistance until the end of the turn on which you used the reaction.

## Additional Feats

### Intervention / Feat 1

#### *Uncommon Champion*

**Prerequisites:** vanguard cause

You can use **Mitigation** with a trigger of “An enemy damages your ally, and both are within 15 feet of you” in addition to its usual trigger. When you use **Mitigation** with this new trigger, the ally gains resistance to all damage against the triggering damage equal to 2 + half your level and your usual **Mitigation** bonus to their Speeds that last until the end of their turn.

### Oath of Disorder / Feat 2

#### *Uncommon Champion Oath*

**Prerequisites:** tenets of chaos

You’ve sworn an oath to slay aeons who stand in the way of chaos. Add the following tenet to your champion’s code after the other tenets: “You must end the existence of aeons you encounter as long as you have a reasonable chance of success; in the incredibly unlikely event you find a chaotic renegade aeon, you don’t have to kill it.”

Your **Mitigation’s** resistance against damage from an aeon is 2 + your level.

### Change (single action) / Feat 4

#### *Uncommon Champion Concentrate Metamagic*

**Prerequisites:** devotion spell (*entropic strikes*)

While studying the unpredictable nature of chaos, you have harnessed the power of the opposing elements. If the next action you use is to cast *entropic strikes*, you can change their damage type to either fire or cold.

## Entropic Weapon / Feat 4

### *Uncommon Champion*

**Prerequisites:** devotion spell (*entropic strikes*)

You have learned to use your weapon as a conduit for the power of entropy. When you cast *entropic strikes*, you can target one melee weapon you're wielding to imbue it with your entropic strike's properties. You do not gain an *entropic strike* unarmed attack, but for the duration of the spell this weapon's damage type changes to either bludgeoning or acid damage. When you attack with this weapon, you add your Constitution modifier to damage rolls instead of your Strength modifier. This spell ends if you cease holding the weapon, but if it benefits from the *returning* rune, it can be thrown without ending the effect.

Any ability that works with *entropic strike* attacks also works with entropic weapon attacks.

## Aura of Wasting / Feat 4

### *Uncommon Champion*

**Prerequisites:** tenets of chaos

Your presence as an agent of entropy makes it harder for your foes to shake off damaging effects. Enemies within 15 feet of you have their flat check DC to recover from persistent acid damage increased from 15 to 17, or from 10 to 12 if they receive appropriate help. When you cast *entropic strikes*, you can change the aura's affected damage type to the chosen damage type for the spell's duration.

## Entropic Shield / Feat 6

### *Uncommon Champion*

**Prerequisites:** divine ally (shield); tenets of chaos

Your shield becomes imbued with the essence of primal entropy, providing protection from energy. While you have your shield ally *Raised*, you can use the *Shield Block* reaction when you would take energy damage in addition to the reaction's usual trigger. When taking energy damage, add your Constitution modifier to your shield's Hardness to determine how much damage is blocked.

## **Smite Law / Feat 6**

### *Uncommon Champion*

**Prerequisites:** divine ally (blade); tenets of chaos

Your blade ally strives to smite those, who seek to stop the natural order of chaos. Select one foe you can see. Until the start of your next turn, your Strikes with the weapon your blade ally inhabits against that foe deal an extra 4 chaotic damage, increasing to 6 if you have master proficiency with this weapon.

If the chosen enemy attacks you before the start of your next turn, the duration extends to the end of that enemy's next turn. If the enemy continues to attack you each turn, the duration continues to extend.

## **Sense Law / Feat 8**

### *Uncommon Champion*

**Prerequisites:** tenets of chaos

You sense law as an overbearing and uneasy feeling. When in the presence of an aura of law that is powerful or overwhelming, you eventually detect the aura, though you might not do so instantly, and you can't pinpoint the location. This acts as a vague sense, similar to humans' sense of smell. A lawful creature using a disguise or otherwise trying to hide its presence attempts a Deception check against your Perception DC to hide its aura from you. If the creature succeeds at its Deception check, it is then temporarily immune to your Sense Law for 1 day.

## **Greater Change / Feat 8**

### *Uncommon Champion*

**Prerequisites:** [Change](#)

You have delved deeper into the mysteries of the universe's conflicting powers. When you use [Change](#), you can also choose to change the damage type to negative or positive.

## Litany of Ruin / Feat 8

### *Uncommon Champion*

**Prerequisites:** tenets of chaos

You change the creature's perspective, showing it the allure of the chaos. You can cast the *litany of ruin* devotion spell. Increase the number of Focus Points in your focus pool by 1.

## Devotion Spell - Litany of Ruin (single action) / Focus 4

### *Uncommon Champion Enchantment Chaotic Litany Mental*

**Cast:** verbal

**Range:** 30 feet; **Targets:** 1 creature

**Saving Throw:** Will; **Duration:** 1 minute

You summon the power of entropy, compelling it to embrace the ruinous chaos. The target must attempt a Will save. A creature that wants to gain the benefit of this spell and doesn't care about its drawbacks, can voluntarily critically fail the save. The target then becomes temporarily immune to all of your litanies for 1 minute.

**Critical Success:** The target is unaffected.

**Success:** The target is *confused* and damage does not end the condition.

**Failure:** The target is *confused*. When it makes an attack roll, it rolls twice and takes the higher result; this is a *fortune* effect. If the target's ability or spell requires a creature to attempt a saving throw, this creature must roll twice and use the worse result; this is a *misfortune* effect. Damage does not end the condition.

**Critical Failure:** As failure, but also any creature that makes an attack roll against the target rolls twice and takes the higher result; this is a *fortune* effect. If the creature's ability or spell requires the target to attempt a saving throw, the target must roll twice and use the worse result; this is a *misfortune* effect.

## Deteriorating Touch / Feat 10

### *Uncommon Champion*

**Prerequisites:** devotion spell (*entropic strikes*)

Having harnessed the power of chaos, you merge your own power with that of entropy. When you attack with your *entropic strike*, you can add your Strength modifier to damage rolls in addition to your Constitution modifier. Also whenever you critically hit using *entropic strike*, you apply the weapon's critical specialization effect. If you have access to the entropic strike's critical specialization effect, you can take an alternate effect instead: if your critical Strike dealt damage, the target takes 1d6 persistent damage of the type chosen for your *entropic strikes*.

## Conflicting Change / Feat 10

### Uncommon Champion

**Prerequisites:** **Change**

You have delved deeper into the mysteries of the universe's conflicting powers. When you use **Change**, your *entropic strikes* deal an additional 1 damage of the opposite damage type (bludgeoning and acid, fire and cold, positive and negative) per weapon damage die.

## Vanguard Paragon / Feat 12

### Uncommon Champion

**Prerequisites:** vanguard cause

You have reached the pinnacle of damage control through **Mitigation**. If your Constitution modifier is +2 or greater, your resistance against the triggering damage equals your Constitution modifier + half your level. In addition, after you use **Mitigation**, you gain resistance to the triggering damage type until the start of your next turn. This resistance is equal to half your **Mitigation** resistance. If you have **Intervention** and use **Mitigation** to protect an ally, that ally gains resistance from **Vanguard Paragon** instead. If you have **Oath of Disorder**, your **Mitigation's** resistance against damage from an aeon equals 2 your Constitution + your level.

## Apocalyptic Reversal / Feat 12

### Uncommon Champion

**Prerequisites:** tenets of chaos

You use your powers to reflect back enemy spells. You can cast the *entropic reversal* devotion spell. Increase the number of Focus Points in your focus pool by 1.

## Devotion Spell - Apocalyptic Reversal (reaction) / Focus 6

### Uncommon Champion Abjuration

**Cast:** verbal; **Trigger:** A spell targets you.

You try to counteract the triggering spell using the spell level and DC of your devotion spells. If the spell is successfully counteracted, the effect is turned back on the caster. *Apocalyptic reversal* can't affect spells that aren't targeted (such as area spells).

If *apocalyptic reversal* reflects a spell back at a caster who is also under the effect of *spell turning* or similar effect, their effect can attempt to reflect their own spell back at you again; if they do so, their counteract attempt automatically succeeds.

## Aura of Adaptation / Feat 14

### Uncommon Champion

**Prerequisites:** tenets of chaos

Your chaotic presence weakens the power of the law. You and all allies within 15 feet gain acid resistance equal to half your level. When you cast *entropic strikes*, you can change the resistance provided by the aura to the chosen damage type for the spell's duration.

## Aura of Disarray / Feat 14

### Uncommon Champion

**Prerequisites:** divine smite; **Oath of Disorder**

When you use your *divine smite*, you can always change its damage type to chaotic. Shaken by chaotic energies swirling around you, an aeon that fails its save against your *divine smite*, is also stunned 1.

## Instrument of Change / Feat 16

### Uncommon Champion

**Prerequisites:** divine ally (blade); tenets of chaos

Your weapon moves fast and unpredictable, rendering your foes defenseless. Your multiple attack penalty with *entropic strike* attacks is –3 (–2 with an agile weapon) on your second attack of the turn instead of –5, and –6 (–4 with an agile weapon) on your third or subsequent attack of the turn, instead of –10.



## Entropic Form / Feat 18

### *Uncommon Champion*

**Prerequisites:** tenets of chaos

You start bearing resemblance to an agent of entropy, appearing like a type of extraplanar creature who serves your deity; for example, as a protean, you might have serpentine scales and a snake-like torso. You gain a fly Speed equal to your Speed. You gain darkvision if you don't already have it, and you gain two traits appropriate to the type of servitor you've become (*celestial* and *azata* for good, *fiend* and *demon* for evil, *monitor* and *protean* for neutral).

## Entropic Mount / Feat 20

### *Uncommon Champion*

**Prerequisites:** divine ally (steed); tenets of chaos

Your steed's appearance shifts and changes as it embraces the chaotic power granted to it by your deity. It gains darkvision, its maximum Hit Points increase by 40, and it gains weakness 10 to lawful damage.

Additionally, it grows wings appropriate for a servitor of your deity (such as butterfly wings for azata), granting it a fly Speed equal to its Speed. It also gains two traits appropriate to the type of servitor it has become (*celestial* and *azata* for good, *fiend* and *demon* for evil, *monitor* and either *protean* for neutral).