

# THE VANGUARD

“My Eidolon obliterates enemies by \_\_\_\_\_.”

Range: 10 Feet

**CHARACTER NAME:**

☐

**POW**

☐

**ELE**

**EIDOLON NAME:**

☐

**GEN**

**PLAYER NAME:**

☐

**GLAM**

☐

**BIZ**

☐☐☐☐☐

**Fresh Winded Battered Desperate Defeated**

**APPEARANCE**

**RESONANT CARD**

**DISSONANT CARD**

**LVL**

When you play your resonant card, apply the following Forecast: “**You power through all obstacles to seize the moment for you and your friends.**” Turn the Phantom Clock back 1 hour.

When you play your dissonant card, apply the following Forecast: “**Your brash actions cost you or your teammates something valuable.**” You may not Break on Through anything else as long as your dissonant card remains in the discard pile.

## Starting Moves

☒ **Break On Through:** When you use your Eidolon’s power to force your way through a physical obstacle, draw **POW**, but ignore the Forecast for the card you play.

On a **positive card**, you force your way through with finesse and ease. Nothing is permanently damaged and no attention is drawn to you.

On a **neutral card**, either the obstacle is permanently damaged or attention is drawn to you, your choice.

On a **negative card**, either the obstacle is permanently damaged or attention is drawn to you, GM’s choice.

- ☒ **Actually, I Meant For You to Kick My Ass:** When you play a negative card when Scrapping or Challenging Fate, you can explain how any negative consequences actually help you achieve success, and Reveal Your Master Plan by drawing **POW** instead of **GEN**.

### ***Advanced Moves***

- ☐ **King of Pain:** Scrap viciously, with no regard for your own safety. If you play a neutral or positive card, choose one of the following consequences, in addition to the card's Forecast:
- You create an opportunity for your allies.
  - You impress, surprise, or intimidate your target.
  - You take control of the situation.
  - If you play a negative or neutral card, advance your Damage Track twice instead of once.
- ☐ **A Light That Never Goes Out:** When someone is caught in the clutches of despair, draw **GLAM** to give an inspiring speech about why they matter and why they can't give up. If you play a neutral or positive card, GM-controlled characters will be inspired to keep going, and player-controlled characters receive +1 Ongoing for the rest of the scene. If you play a positive card, GM-controlled characters will return your kindness sooner or later, and you receive +1 Ongoing for the rest of the scene.
- ☐ **Don't Stop Believing:** If at any time you draw nothing but negative cards when making a Move, you may tick the Phantom Clock to shuffle your spread and the discard pile into the Fate Deck and draw a new spread.
- ☐ **Longshot:** If you use your Eidolon Power to launch a precise, targeted attack against an enemy's weakness that would normally be beyond your reach, you may Snipe with **POW** instead of **ELE**.
- ☐ **Sucker Punch:** Take the **Quick-Draw** Move from the Virtuoso Playbook; Permanently take +1 Ongoing when using your Eidolon to Scrap or Snipe someone who doesn't believe that you can or will attack them.

- ☐ **Tubthumping:** If your Damage Track would advance to “Defeated,” explain why this fight is too important to you to lose. Keep your Damage Track at “Desperate,” but take -1 Ongoing on all Moves for the rest of combat. If you take damage again, advance your Damage Track as normal. Advance your Damage Track to “Defeated” as soon as combat ends. You can only use this Move once per session.
- ☐ **Never Fight a Stranger:** After fighting someone, take +1 Ongoing any time you attempt to Dazzle them in the future.
- ☐ **Bad Reputation:** When you meet someone who might have heard of you, draw **POW**. If you play a neutral or positive card, they’ll know you’re dangerous and hesitate to confront you; take +1 Ongoing when Threatening them. If you play a neutral or negative card, they’ll know about your Eidolon Power and have a plan to fight against it.
- ☐ **Unflappable:** If a GM-controlled character tries to threaten or intimidate you, show them that they don’t scare you and draw **GLAM**. On a positive card, they’ll believe you, and treat you with a higher degree of respect moving forward. On a neutral or negative card, they’ll buy your bluff, but they definitely got to you. Take -1 Ongoing when acting against them.
- ☐ **Overdrive:** You can Push Yourself or use Don’t Stop Believing by advancing your Damage Track instead of ticking the Phantom Clock.
- ☐ **Battle Bond** (*Requires Never Fight a Stranger*): After Scrapping with someone, you can attempt to grasp some deep truth about them. Draw **BIZ**. On a **positive card**, you will have a vision of a past memory that has turned your opponent into who they are. On a **neutral card**, you’ll still have the vision, but you’ll also need to describe the vision they see about you. You can’t use this Move on the same person twice.
- ☐ **Force of Personality:** Once per session, when you are in the Undertow, you can make any one-sentence statement and draw **GLAM**. On a positive card, that statement becomes true for as long as you’re in the Undertow. On a neutral card, it becomes only sort of true, as described by the GM.

### ***Master Moves (Requires Level 5 or higher)***

- ☐ **With a Little Help From My Friends:** Set your Damage Track to “Desperate,” and summon the Eidolon of every friend you have a Tie with. You can only use this Move once, ever.
  
- ☐ **Punch Parade:** When you deliver the finishing blow to an Eidolon master, you can strike with such force that you destroy their connection to the Undertow. Draw **POW**. On a positive card, their Eidolon is sealed. On a neutral card, their Eidolon is severed.
  
- ☐ **This Isn’t Even My Final Form** (*Requires Tubthumping*): When you take this Move, fill out the Eidolon Power listed below. When using Tubthumping, use it instead of your normal Eidolon Power.

“My Eidolon obliterates \_\_\_\_\_ by drawing on the  
bottomless power of my heart.”

### ***TIES***

<b><i>NAME</i></b>	<b><i>MAT</i></b>	<b><i>TIE</i></b>	<b><i>AFF</i></b>