

Description:

There are many symbols in this world. Titles. Company Logos. Names.

You are a symbol. People know who you are. They know what you stand for, and that fame, that **presence**, allow you to exert your will upon the world.

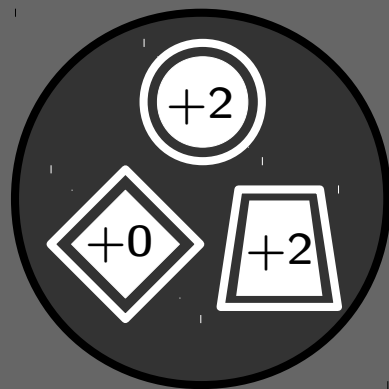
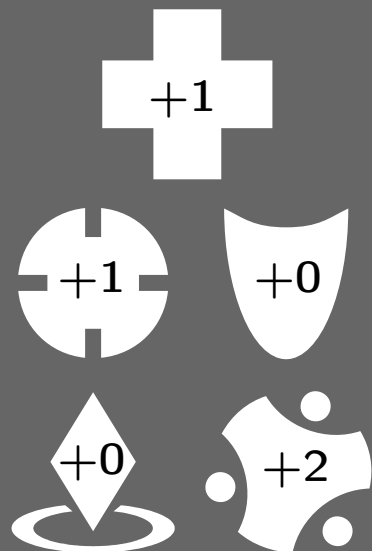
Strategy:

A reputation is both a heavy burden, and a powerful weapon. The Paragon class maximizes your ability to wield this power, especially in social situations. Paragon combines well with classes that allow you to leverage your authority, such as Champion and Strategist, and poorly with classes that are liable to tarnish your reputation, such as Infiltrator or Shadow.

NOTE: Paragon is a heavy role playing class, and requires somewhat more GM input than most other classes. Talk to your GM before selecting this class.

Starting Bonuses:

- ☐ **Distinctions:** Each Paragon has two "Distinctions". These Distinctions determine how you the public expects you to behave. The paragon class gains power as you play into this reputation and loses power when you violate it. See following page for possible distinctions.
- ☐ Each Distinction gives you 6 skill ranks. 3 social ranks + 3 non-social on average.
- ☐ **Equipment:** A single use beacon, capable of sending a ten minute recording and/or summoning a cities worth of attention to your current location.



Character details:

What is your first Distinction (see below)? _____

How did you earn this reputation? _____

What is your second Distinction? _____

How did you earn this reputation? _____

Distinctions:

As a Paragon, you live and die on your reputation. When people see you as a legend, doors will open, problems will evaporate and people will *listen*. If people remember that you are mortal... all of that goes away.

During character creation, select two "Distinctions" from the list on the following page. These distinctions describe both how the world views you, and your particular skill set.

A Paragon gains a +2 bonus on all social checks in which they are explicitly leaning on one of their distinctions.

A Paragon who undermines their role will lose access to their Paragon feats until either sufficient time has passed, or until they have managed to recover their reputation through a suitably role appropriate act. How much time and how significant and costly this act must be will depend on the extent of the infraction. An Honorable character who misleads someone while being technically truthful will be sanctioned for two or three encounters. Actively lying will carry heavier sanctions, and lying publicly while under oath is liable to destroy your reputation to the point where only the most costly acts will ever repair it.

If placed in a situation where all possible actions will violate one of your roles, then you will still be sanctioned for such violations, but sanctions are generally lower than they would be otherwise.

Your GM will warn you when you are in danger of violating the constraints of your role. A Paragon who tries to dodge the consequences of a role violation by keeping secrets will be sanctioned significantly more heavily when word gets out, and word will ALWAYS get out somehow.

During character creation, please select two of the following:

Loyal:

You are incredibly loyal to some person, place, organization or family (choose who/what on character creation). You act on their behalf, and wield some portion of their power. To maintain this reputation you must always act with the best interests of your patron at heart.

+2 Knowledge Places and History, +2 in one social check associated with your Patron.

Glamorous:

You live a life of lavish luxury: riches, sex, drugs, and rock n' roll. People look to you with awe and envy. To maintain this reputation, you must never take the low class option. Eat fine food and stay in lavish accommodations. Fight with a diamond studded handgun, or other suitable weapon.

+2 Entertain, +2 Command, +2 People.

Havoc:

You are an agent of change and chaos, a catalyst of events, enemy of tyrants and lawmakers alike. To maintain this reputation you must never de-escalate a situation.

+2 Manipulate, Command, Knowledge Places

Merciful:

Even amidst fire and bloodshed, you are known for your ironclad commitment to non-violence. To maintain this reputation, you must not kill, and must seek to minimize violence wherever possible. You may not arm yourself with lethal weapons.

+2 Soothe, +2 Medical, +2 Perception

Hope:

You truly believe that world is, or at least can be, a good and decent place. You believe that PEOPLE are decent, and people in turn are loathed to disappoint your high opinion of them. In order to maintain this reputation, you have to be willing to show vulnerability. You must show faith in people and place trust in them, even in situations where doing so may be risky.

+2 Soothe, +2 People Reading, +2 Craft.

Brave:

You are willing to take risks and put yourself in harms way in defense of your ideals. To maintain this reputation, you must always be the last to leave a dangerous situation.

+2 Command, +2 Endurance, +2 one physical skill of your choice

Mysterious:

You are an enigma, dealing in both knowledge and secrets, a sharp silhouette, both in the public consciousness and shrouded from view.

Upon character creation, select two critical secrets which people know you know. To maintain your reputation, you must never allow these secrets to be made public.

+2 People Reading, Research, Perception.

Dangerous:

Whether physically, politically or emotionally, you are known to destroy your enemies. People move carefully around you, the air is filled with threat. To maintain this reputation, you must always be ready for confrontation, never back down from a fight you can win, and must make an example of your enemies. If forced to retreat, you must find a way to avenge this insult at a later date.

+2 Manipulate, +2 People Reading, +2 Stealth

Honourable:

You have a code of honour, and the strength of character to stick to it. To maintain this reputation you must never lie, and you must follow through on all duties, obligations and agreements.

+2 Command, Persuade, Knowledge People

Reasonable:

You are known to be respectful, level-headed, even handed, and sane.

To maintain this reputation you must ALWAYS give your enemies a chance to speak, argue or plead their case. You aren't required to agree with them, but you must listen.

+2 Persuade, +2 Soothe, +2 History.

Magnificent:

You have a reputation for being unreasonably good at what you do- be it espionage, diplomacy, violence or engineering. You are not only capable, you make the impossible look easy. In order to maintain this reputation, you must always take credit for your successes, must mark your successes with a signature or calling card, and where possible should go over and above to win in a flashy or impressive manner.

+2 Persuade, +2 Entertain, +2 Agility.

Something else...

Any ideal you and your GM can agree upon is fair game. Your ideal must contain some restriction which will actually cost you, preferably one that leads to better stories. Your GM will decide the 3 skills granted by your ideal.

Keep em' Talking

People find it difficult to exit a conversation with you. Whenever anyone would try to exit a conversation with you, if you can come up with an excuse to keep them in the conversation they must roll a DC 15 will check, or remain in the conversation (at least a little longer)

In combat, whenever you spend two beats talking to someone, they must pass a DC 15 will save or be obliged to spend at least one beat to reply. (If you are a good negotiator then they will continue talking to you willingly and no saving throw is needed).

If you are "reasonable" then increase the DC on these will saves by 5.

Grave Threat

Anyone who kills you can expect consequences. Whether trade sanctions, hired assassins, or a homunculi cavalcade showing up on their doorstep, killing you is just bound to be more trouble than it is worth... and everybody knows it. Reminding people of this fact, and rubbing their face in it is usually enough to get all but the most powerful and ruthless enemies to back off and let you live.

Your GM will decide the exact consequences if and when you are killed, but you and your fellow players are encouraged to make suggestions.

If you are merciful this effect will trigger against anyone who seriously harms you, even if you are not killed.

Privileged Access

Incompatible with "Havoc"

Whenever leaning into your reputation, you gain +3 on all social checks made to gain a seat at a negotiating table, V.I.P. access to an event, or a chance to talk to whoever is in charge.

If you are Loyal then double this bonus. You are treated as speaking on behalf of your patron.

Public Speaker

Gain a +3 bonus on all social checks made against crowds and gatherings.

Oath

Whenever you swear an oath, people just automatically believe you. You may have at most one such oath active at any given time, and must complete (or at least resolve) one oath before swearing the next. You gain +1 on all d20 rolls made in service of an oath.

If you are Honourable, gain +2 on all such d20 rolls instead. You may manage up to five oaths concurrently (their bonuses do not stack).

Please write your oaths so they can be tracked between episodes.

If you fail to uphold an oath, you will lose access to this ability until you have redeemed yourself (usually via a single episode side-quest.)

Eyes on Me

You are adept at drawing attention. At will you can grant any number of NPC in your surroundings a -2 penalty on perception and people reading to notice anything other than you. They also take -2 to Will saves and initiative rolls.

Maintaining this effect in combat requires you to spend one beat per round, unless you are Glamorous, in which case it is free.

Crowds on the Streets

Whenever you are in a populated region you are able to summon a crowd. This crowd will accumulate 5-10 people every minute, up to a maximum size dependent on your location.

None of these people is particularly aligned to you, nor qualified in any particular trade... its just a whole mass of people.

If you have a reputation for Havoc, then it is assumed that your mob is armed, and willing to vandalize some property if given a suitable excuse.

Conflicting Distinctions:

Several Paragon feats are incompatible with one particular distinction, and prove especially effective if your reputations tilts in another direction.

In cases where your reputation causes you to be simultaneously barred or weaker and advantaged in the same feat, these two effects cancel, and you will have access to the feat, at the regular effectiveness.

Household Name

Requires: Four Paragon feats.

There is barely a single person in the system who has not heard of you, and most people will recognize you.

Gain a +3 bonus on all social checks when leaning on your fame. Grant enemies +3 on all checks to find you, research you and recognize you, and take a -3 penalty in any situation where your reputation is a liability.

Silence

Incompatible with "Havoc".

Your very presence is able to render still even the noisiest crowds or most dire conflicts.

You may make a DC 20 Command or Soothe check (your choice), to silence a given situation. If you do, everyone within earshot will fall silent and pause in what they are doing. Characters may still act, but must pass a DC 20 Will save in order to break the silence (either through violent actions, or speaking loudly). Once the spell is broken, all characters are free to move. You need not roll a will save in order to break your own spell

To use this feat in combat, you must begin your turn in a completely undefended location, and spend three beats.

If you are Mysterious increase the will save to break the silence by 5.

Sidekick

Requires: A willing NPC

Incompatible with "Mysterious".

Upon selecting this feat, a single willing NPC of your choice is designated as your sidekick.

While they may not always travel with you in person, your sidekick will remain allied with the party regardless of danger or hardship, and can be relied upon to carry out any reasonable task to the best of their ability (such as research, infiltration, get away driving, etc).

Your sidekick will never willingly betray you, and if you and your party find yourself in a bind while your sidekick is off screen, you are free to suggest ways in which they might swoop in and save the day.

If they do not have a class already, your sidekick instantly gains one (chosen by the GM).

Your sidekick gains a permanent +2 bonus on all saves, +1 to attack and defense, and three of their skills are lifted to at minimum rank 6. If your sidekick is killed you must purchase this feat again in order to designate another sidekick. If you are Mysterious, you can not place this level of trust in people. If you are Magnificent, then you maintain an entourage of up to three sidekicks at a time (you need not select all of them immediately, and need select this feat only once per three sidekicks).

Mostly Harmless

Incompatible with Terrifying and "Dangerous"

On any turn where you do not attack, you may roll a DC 15 Soothe or Manipulate check. If successful enemies will assume you are a non-threat, and simply ignore you on the battlefield.

Inspiration

Once per day, you may grant a single NPC +5 on a single d20 roll of your choice. They gain +1 on all other d20 rolls for the rest of the day. In order to inspire a character, you must be present either at the time they are rolling their roll, or give them an appropriate pep talk in advance. Providing inspiration in combat takes two beats.

If you are Hopeful, you may use this thrice per day (each NPC can only be inspired once).

Harbinger

Requires: 5 Paragon feats

During times of unrest, you may pick any faction within the city you are currently in, and grant all allies of that faction +1 on attack, defense, saving throws and skill checks, or +3 on any roll the GM makes that would govern the results of an overall event (for example, if they roll a single dice to determine the results of some off screen battle).

You must remain actively and publicly in support of this faction in order for this bonus to apply. Talk to your GM about what level of publicity and danger is expected of you. If you are Brave then double all bonuses granted by this ability. If you are loyal, this ability can only support the faction you are loyal to.

Terrifying

Incompatible with Harmless and "Merciful"

Whenever you deal damage, you may roll a DC 15 Command or Manipulate check (your choice). If successful, enemies will treat you as the most dangerous threat on the battlefield until your next turn, unless something significantly more threatening shows up. If you are "Dangerous" you may activate this ability even on turns where you did not deal damage.

Epitome

Requires: Household Name + 5 other feats

In order to select this feat you must have publicly taken a significant risk or made a significant sacrifice in the service of one of your ideals. You are now considered to be the epitome of that ideal - your name is practically synonymous with it.

Whenever you would gain a bonus on a skill check by leaning into that reputation, triple that bonus. Any feat that is boosted by this reputation is taken to its logical extreme (discuss with your GM).

In addition, gain the following:

Dangerous: Whenever you attack someone, they take -2 to defense vs all other attacks for the rest of the round.

Hope: Your legend is immortal. When you die, pass on your title to an NPC of your choice. They gain all the reputation bonuses you have earned.

Honorable: Gain +10 will.

Brave: Grant all allies +2 on all saves.

Magnificent: You may now take feats ignoring all incompatibility conditions.

Reasonable: You may replace any d20 roll with the number "10". Choose before rolling.

Loyal: Gain some significant Patron dependent bonus (discuss with GM).

Glamorous: People want their products to be seen with you. So long as your reputation is maintained, you are always 'Wealthy'.

Merciful: Anyone in your vicinity does not die until they hit -20 (-30 for Jotunn).

Havoc: Enemies have +1 crit failure range.

Mysterious: All social feats that depend on your presence may now be used via tele-presence or voice recording.