

Honor and Reputation

Honor and Dishonor

Honor is a set number that ranges from -100 to +100. The score is determined by the player's actions as that they carry out through their adventure. The DM assigns honor or dishonor based on that character's actions. If the player steals from an innocent villager, that might be worth -2 honor points. But if a player helps a poor villager by sparing some coin, maybe award them +1 or +2 honor for their deed.

Honor

Honor is a tool that can be utilized by any player to gain an advantage both in and out of combat situations. The higher the honor score you have, the more easily people recognize you as a just person.

Honor Score	Benefit
1 to 15	Able to detect dishonorable figure, and a general liking from any honorable character and disliking from dishonorable
16 to 30	Add proficiency to persuasion checks for diplomacy (+2 if prof is already applied)
31 to 45	Add proficiency to insight checks to detecting deceit (+2 if prof is already applied)
46 to 75	Advantage on Wisdom saving throws, +2 to any skill from: insight, persuasion, animal handling, medicine
76 to 99	After the first honorable deed in any given town, the character's reputation increases 50 points in that town.
100	Advantage on skills checks against dishonorable characters and visible light shines around the player

Dishonor

Like honor, dishonor can also be utilized for any given circumstances. Dishonor can be used with thieves, thugs, enemies, and any other players who chooses the darker path. The more negative you honor score is, the more infamous your player becomes.

Honor Score	Benefit
-1 to -15	Able to detect honorable figure, and a general disliking from any honorable character and liking from dishonorable
-16 to -30	Add proficiency to intimidation checks for fear (+2 if prof is already applied)
-31 to -45	Add proficiency to deception checks to lie (+2 if prof is already applied)
-46 to -75	X2 prof to any skill from: Deception, intimidation, persuasion, performance
-76 to -99	After any dishonorable deed in any given town, the character's reputation increases 50 points in that town
-100	Advantage on all skills checks against honorable characters and a visual harmless red flame sits at the characters feet

Reputation

Reputation is a percentile tracker that changes for each area a character goes. A player's reputation starts at 0 at any given area, and can go all the way to 100. A reputation check can be used to gain advantage on any given circumstance, whether that be a skill roll or not. To make a check, the DM makes a percentile roll. If the roll is greater than the reputation score of the player, nothing happens. If it is less than their score, the player gains advantage for the situation.