

Systems

ENDEAVOUR uses a modified version of the PARAGON SYSTEM, found in the AGON roleplaying game. You will need a copy of the AGON rulebook to play this game. Refer to agon-rpg.com for more information. Changes to the PARAGON SYSTEM as used in ENDEAVOUR are described below.

As with AGON, a pool comprised of polyhedral dice is used to determine the outcome of each challenge. It is best if each player has (at least) **1d4**, **3d6**, **3d8**, **2d10**, and **1d12** available for use throughout the game.

Modified Terminology

While ENDEAVOUR uses the same underlying mechanics as AGON, much of the terminology has been changed to reflect the thematic differences between the two games.

AGON \longleftrightarrow ENDEAVOUR	AGON \longleftrightarrow ENDEAVOUR
Island \longleftrightarrow Planet	Contest \longleftrightarrow Challenge
	Battle \longleftrightarrow Crisis
Gods \longleftrightarrow Civilizations	Clash \longleftrightarrow Confrontation
Divine Favor \longleftrightarrow Assistance	
	Pathos \longleftrightarrow Stress
Epithet \longleftrightarrow Role	Agony \longleftrightarrow Distress
Lineage \longleftrightarrow Species	Fate \longleftrightarrow Experience
Honored God \longleftrightarrow Heritage	
	Glory \longleftrightarrow Distinction
Exodus \longleftrightarrow Debriefing	
Great Deeds \longleftrightarrow Discoveries	Harm \longleftrightarrow Complications
Trophies \longleftrightarrow Artifacts	Perilous \longleftrightarrow Dangerous
	Epic \longleftrightarrow Gruelling
Fellowship \longleftrightarrow Recreation	Sacred \longleftrightarrow Sensitive
Sacrifice \longleftrightarrow Diplomacy	Mythic \longleftrightarrow Fraught