

# GOOD & BAD REPUTATION

*“The nicest feeling in the world is to do a good deed anonymously-and have somebody find out.”*

— OSCAR WILDE

**R**eputation is a valuable and hard to come by resource. While adventuring and accomplishing great deeds, your group will gather a certain reputation. Whether it is one of nobility and heroism or one of villany and greed – that is up to you to decide.

## A LIST OF YOUR DEEDS

At the end of a session, if you accomplish a mighty deed this session, write it down in the reputation list. When deciding whether it is important enough for the list, ask the following questions:

- ♦ Is it something few people could or have done?
- ♦ Does it affect many people positively or negatively?
- ♦ Can news of it spread or are all witnesses dead?

Write your worst deeds, that people fear or hate you for, at the bottom, starting at 20, counting down. Write your noblest deeds, that people love or admire you for, at the top of the list, starting with 1, counting up. Good and bad deeds can overlap in the middle, but you can never have more than 20 good and 20 bad deeds. If a deed is especially noteworthy, heroic or vile, it can take up two lines, or even more if it is really that impressive.

## REPUTATION ROLLS

When you enter a tavern, approach a town gate, or have an audience at a noble’s court, you can make a reputation roll to determine whether people have heard of you. If you roll low enough to roll a number on your good deeds list, assume that they have heard of the good deed that was rolled but probably also good deeds below it on the list. If you roll high enough to roll a number on your bad deed list, they have heard the bad deed rolled and bad deeds above it.

## INDIVIDUAL REPUTATION

If your group often splits up, or is in a large campaign with many sub-plots, you can track a reputation list for each character individually – tha can contain the same shared deeds – and roll reputation rolls separately. Some members of the party might be recognized while others remain unknown.

**BOONS & BANES:** Reputation rolls can be rolled with one or more boons or banes depending on a number of circumstances. An NPC who is already positively disposed towards your group has maybe mainly listened to positive things, they roll with a boon. Your rivals, who mainly seek for leverage against you roll with a bane.

**SPREADING RUMORS:** If you try to spread lies or rumors about you or your group, or sing songs of your heroic deeds, make a PERSUASION or PERFORMANCE roll. If you succeed, you can write down an fake deed, or increase the line count of one on the list, decide whether you portray it as heroic or villianous. You can also try to flip a bad deed to the good list, or vice-versa, this way.

**SETTING THINGS RIGHT:** If you have committed a crime or wronged people, you can try to make amends and make things right again. If you do, you can strike through the bad deed. Whenever someone rolls it again, they have heard that you paid your dues.

## EXAMPLE LIST OF DEEDS

### D20 ↓ GOOD DEED

1	Saved village from ogres	
2	Found the lost children	
3	<del>Won the chicken race</del>	← got caught cheating
4	Gave 100 gold to the...	
5	...burnt-down orphanage	
6	Mediated peace between...	
7	...blood-feuding clans	
8	Returned the holy shroud	
9	Helped a ghost find peace	
10	Slayed a dragon that...	Ate a sentient rabbit
11	...attacked the city	Used evil magic to...
12	Saved two children...	...interrogate a suspect
13	...from a forest witch	Killed a prisoner
14	What they might know	Released an angry...
15		...demon into the world
16		Intimidated a witness
17		Sold cursed item
18	Cleaned it up again →	<del>Committed in the well</del>
19		Started tavern brawl
20		Enslaved a goblin

### D20

### BAD DEEDS ↑



# REPUTATION OPTIONS

## FACTION-BASED REPUTATION

Different groups or factions might have differing opinions about what counts as good or bad deeds. One way to deal with this is to have a general list tracked by the players, which normal folk, villagers and the like roll on, and separate lists, written by the GM, for faction members to roll on. What counts as good or bad depends on the interests and creed of the group in question.

## STARTING REPUTATION

You can give your player characters a number of deeds to begin with, work out what they have already achieved before the start of your game, as part of their backstory, and make a list of deeds. If you are young, you get 2 deeds, 4 if you are adult, or 6 if you are old. If you only have a group list, take the highest number in the group, and each member provides at least one deed to the list.

## DARK SECRETS

If you want to spice things up, you can have each player character start with a dark secret. Roll on the table below or make up your own for every member of the group.

On the deed list, take the line with number 20 and write "Dark Secret" on it. Now, whenever a demon is rolled on a reputation roll, the person recognizes one of you and knows their dark secret. They might be someone from your past or knows someone you know. The GM can either decide who they know, depending on what makes most sense in the narrative, or number each PC through and roll a dice on it.

## LOCATION-BASED REPUTATION

You might have become famous in one area of the world, but nobody has heard of you on the other side of that large mountain range – or beyond the ocean. When you move to a place that is far enough away that your reputation did not spread there, but close enough that people might have heard some rumors, make a new list of deeds, lower the line count of every entry by one (or 2 if it's really far), and only keep the deeds that remain.

### EXAMPLE MOVE

D20 ↓	OLD LIST	↓ NEW LIST
1	<del>Saved village from ogres</del>	Gave 100g to orphanage
2	<del>Found the lost children</del>	Mediated peace btw. clans
3	<del>Won the chicken race</del>	
4	Gave 100 gold to the...	
5	...burnt-down orphanage	
6	Mediated peace between...	
7	...blood-feuding clans	
⋮		

## DARK SECRETS BY PROFESSION

D6	ARTISAN	BARD	FIGHTER	HUNTER	KNIGHT
1-2	You are known for shoddy work	You were once booed off the stage	You started many fights while drunk	You were outcast by your own village	You never finished your initiation trials
3-4	You hit customers and apprentices	You actually have a family back home	You are brutal and desire to inflict pain	You were scarred by a demon attack	Your family lost their wealth & title
5-6	You killed someone with that tool	You once escaped a jealous husband	Cultist hunt you for killing one of theirs	You left a friend to die in the woods	You have assumed a knight's identity
D6	MAGE	MARINER	MERCHANT	SCHOLAR	THIEF
1-2	You were technically dead for an hour	You used to be a feared pirate	You have large gambling debts	You plagiarized your graduation thesis	You ratted out your former gang
3-4	You were caught doing dark rituals	You're sworn to keep a treasure secret	You have ripped off a lot of people	You consumed a lot of halfling weed	You stole from an influential person
5-6	You accidentally got your master killed	You are wanted in another port	You sold weapons to both sides of a war	You are accused of libel by a petty noble	You have a huge open bar tab