

PARAGON

SYSTEM

EXPERIENCE

80 (D8) 160 (D10) 240 (D12)

Experience dice pool: 80 (D8) 160 (D10) 240 (D12)

NAME

Name input field with a D4 die icon.

STYLE

Style input field with a D4 die icon.

BACKGROUND

Background input field.

LOOK & PRONOUNS

Look & Pronouns input field.

DOMAINS

Domain input field with a D4 die icon.

Domain input field with a D4 die icon.

Domain input field with a D4 die icon.

Domain input field with a D4 die icon.

BONDS

GRIT

GRIT track with 10 slots, each with a D4 die icon.

FATE

FATE track with 10 slots, each with a D4 die icon.

ACHIEVEMENTS / ASSETS

Achievements / Assets track with 10 slots, each with a D4 die icon.

STRENGTHS

Strengths table with 4 rows and 3 columns. Each cell contains a D4 die icon.

DICE

Dice pool table with columns: NAME, STYLE (optional), DOMAIN, 2ND DOMAIN (1 Grit), BOND (Support/Bolster), ADVANTAGE, Sum best 2 dice, +, STRENGTH (D4).

NOTES

Notes section with 5 horizontal lines.

WHEN YOU USE A BOND, ASK FOR ONE:

BOLSTER: Add a copy of their Name die to your dice pool.
BLOCK HARM OR FATE FOR YOU
FOLLOW YOUR LEAD

WHEN YOU SUPPORT ANOTHER HERO:

Earn 1 Experience, take 1 Bond with them, and give them a copy of your Domain die to roll.

DURING AN INTERLUDE:

Give and receive 1 Bond with another hero character by playing a brief personal scene with them.

BOONS

Boons section with 4 items, each with a D4 die icon:
Advance a d8 Domain die to d10
Advance a d6 Domain die to d8
Advance your Style die to d8
Add another Style
When you support or bolster, the die you give counts as one size larger.
When you mark Grit for an extra Domain, take two extra dice instead of one.
When you expend a Strength roll +2d4 and keep the highest.

SPECIAL

ARDUOUS: Mark Grit to enter contest.
CHALLENGING: Expend Strength to enter contest.
DANGEROUS: Mark Grit if you suffer.
RISKY: Expend Strength if you suffer.

VIRTUES

Virtues section with 3 horizontal lines.