PARAGON
SYSTEM

SYSTEM REFERENCE DOCUMENT

V1.0

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CREDITS

The Paragon System was developed and authored by John Harper and Sean Nittner.

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You may also use the Paragon System logo on your game, which is available at **www.agon-rpg.com**.

INTRODUCTION

The Paragon SRD is a condensed version of the game system from AGON (2nd Edition) that you can use to create your own standalone Paragon System games.

Some of the text can be easily re-used in your game, but several elements need to be customized to suit your game's themes, style, and approach. Terms which you should customize are indicated in bold, underlined, color text, like **this**.

THE GAME

This game is designed for fast-paced, tabletop roleplaying about heroic adventure, suitable for newcomers and veterans alike. The rules are simple to learn and easy to use, focusing on the epic actions of the heroes against the perils they face.

SIMPLE CHARACTERS AND MECHANICS

Characters in the game are simple, with only a few traits, so they're quick to create and easy to play. Players don't need to digest a lot of rules before they jump in to the game. Each mechanic can be learned as it comes up in play, with system mastery developing naturally over time.

BRIEF LOCATION-BASED ADVENTURES

Each session of the game covers a short adventure in a location threatened by danger or villainy known as a **Hazard**.

> In the original Paragon game, *AGON*, Hazards are called *Islands* — mythical lands afflicted by strife from gods and monsters. In other Paragon games, Hazards might be a strange space **anomaly**, a monster's **hunting grounds**, or a **catastrophe** from which victims need to be rescued.

The purpose of Hazards is to present brief, easily digestible material for the **Hazard Player** to use for a fun session of play — everything the group needs for the session is included in the Hazard materials (see the example Hazard PDF, the island of Kryos, from *AGON*).

ONE-ROLL RESOLUTION

Each scene in the game revolves around a **trial** — a conflict between the heroes and a dangerous obstacle or foe. To resolve a conflict, everyone rolls dice together in a single **contest**. The results of the contest determine all the outcomes at once: which side gets their way, who is best, and who suffers.

The result of a contest is final — the situation is resolved and a new circumstance arises, leading to a new trial and contest to overcome it. In this game, you don't linger over things — you face the challenge and then move on, win or lose.

One-roll resolution gets everyone involved in the action and keeps the pace of the game high. As soon as trouble arises, the group meets it head-on. They either defeat it or succumb, with either outcome immediately leading into a new scene of adventure.

THE PLAYERS

This is a game for three to six players (four is ideal). One of you takes the role of the **Hazard Player** — you present the Hazards and contests to the heroes. The rest of you are **Hero Players** — you each portray a hero who faces the challenges of the Hazard.

> In your Paragon Game, the Hazard Player will have a different name, depending on the style of your game. In *AGON*, they're called the *Strife Player*, since they portray the strife caused by gods and monsters on the islands the heroes visit.

THE HERO PLAYERS

When you're a Hero Player, you create and portray a **hero** who goes on perilous adventures. Your job is to make your hero larger-than-life — a memorable character worthy of an exciting story. You face danger and overcome Hazards, competing with your fellow heroes to earn Experience and forge your legend.

The Hero Players are kind of like the members of a sports team. You're all working together toward a common goal against the opposition, but each of you wants to be the star of the team.

THE HAZARD PLAYER

When you're the Hazard Player, you don't play a hero. Instead, you present a dangerous location to the other players so their heroes can contend with its challenges. You portray all of the the villains, dangers, and regular people that the heroes encounter, and describe the places they visit.

The Hazard Player is like a guide and a referee. You point out the interesting and challenging features that the heroes come across, then help adjudicate contests to find out what happens when the heroes clash with the perils of the Hazard.

You might be the Hazard Player for one Hazard and then a Hero Player for the next. Or you might decide to be the Hazard Player for several Hazards in a row. It's up to you and the other players to decide which roles to take on.

CYCLE OF PLAY

This game is played in a number of phases, starting with the **origin** of the heroes. Then each game session includes the trials of a Hazard then a brief **interlude** and period of **recovery**. After a number of Hazards have been encountered, heroes end their tales and forge their **legends**.

ORIGIN

Players create their heroes, giving them **Names**, **Styles**, **Domain** ratings, and other advantageous traits. They also establish **Bonds** with one another which can aid them during contests.

TRIALS

Game play begins when the heroes arrive at a Hazard. Each Hazard provides an immediate **contest** upon arrival that establishes the situation and demands heroic action — like the opening teaser for a thrilling TV show.

After the initial conflict, the heroes explore the Hazard location, befriend allies, confront enemies, and attempt to overcome the trials they encounter.

Finally, the heroes face a **showdown** to to finally resolve the situation — whether the Hazard persists or is dealt with once and for all.

INTERLUDES

When the heroes complete a Hazard, their **Achievements** and **Virtues** are recorded in the ongoing tale. These help to define the heroes' **legends** when the series comes to an end.

The heroes spend time together during **interludes** to rest and recuperate and forge new **Bonds** with each other. When the interlude is done, the heroes once again find themselves facing a new Hazard, and the cycle starts again.

LEGEND

When a hero's tale comes to an end — whether with a glorious retirement or meeting their **Fate** — their player takes the measure of their name, deeds, and virtues to forge their **legend**.

THE DICE

Five kinds of dice are used in the game: **d4s** (four-sided dice), **d6s** (six-sided), **d8s** (eight-sided), **d10s** (ten-sided), and **d12s** (twelve-sided).

Each Hero Player needs at least one die of each size, but it's best if each player has **1d4**, **3d6**, **3d8**, **2d10**, and **1d12**. The Hazard Player should have multiples of each die size to use for foes as well as for bonus dice when the players need them.

Key traits of the heroes and their opponents are rated with dice. Your hero might have a Name of d6 and a Domain rated at d8. An opponent might have a Name die of d10 or the Style "Smooth Talker" rated at d8. The bigger the die size, the more powerful the trait.

CREATING A HERO

To create your **hero**, choose a **Style**, record your **Name**, determine your **background** and favored **Domain**, and highlight your **Strengths**. You'll also record your hero's **look** — their overall appearance, fashion, and favored tools or weapons.

Finally, you'll establish your starting **Bonds** with the other heroes.

STYLE

To distinguish themselves in the narrative, each hero has an special **Style** — a short, evocative phrase that describes the key feature that boosts that hero in conflicts. Perhaps your hero is a *Daredevil*, *Pure-Hearted*, or *Tough As Nails*. Each hero has a unique Style all their own.

▶ **Your hero's Style die is a d6.**

NAME

Your hero's name is a crucial part of who they are. If your deeds are great, it will ring out in legend down through the ages. Every contest roll in the game involves your hero's Name die — it's essential to their heroic identity.

▶ **Your hero's Name die is a d6.**

BACKGROUND & DOMAINS

Your **background** describes your former occupation, special training, or lineage. Choose a favored **Domain** of conflict that reflects your hero's background. Each contest in the game falls into one of the Domains.

▶ **Your favored Domain is a d8.** The others are d6.

> In *AGON*, the Domains of conflict are: *Arts & Oration, Blood & Valor, Craft & Reason*, and *Resolve & Spirit*. In *Deathmatch Island*, they're *Challenge Beast, Deathmatch, Redacted, Social Game,* and *Snake Mode*. For your Paragon Game, you'll choose Domains that reflect the conflicts and themes of your setting.

STRENGTHS

Hero characters can call on specific reserves of **Strength** to improve their result in a contest. A Strength might be a character trait, special training, a fantastic ability, or a powerful piece of equipment.

To employ a Strength, it must first be **charged**. A charged Strength is marked on the character sheet with a slash through the diamond next to the Strength, like this: ⬦

▶ **Your hero begins with four charges to assign to Strengths.**

For example, your hero might start with two charges in a Strength called *Daring*, one charge in *Danger Sense*, and one charge in *Jet Pack*.

Your hero can gain more charges during **recovery** as well as some other means during play. See page page 17 for details.

> In *AGON*, the heroes' Strengths are called *Divine Favor*, representing supernatural power bestowed by the gods. In *Deathmatch Island*, Strengths are represented by the competitor's *Aquisitions*: weapons or equipment to help them survive. Think about what kind of Strengths are appropriate for your Paragon Game.

LOOK

Next, develop an image of your hero — their physical appearance, personal fashion, interesting gear, and outward demeanor. Focus on a few key features — how can we recognize your hero at a distance?

BONDS

Once everyone is finished, introduce your hero to the other players. Tell them your Style, Name, heritage and pronouns, your Strengths, and the features by which they recognize you.

Write the other heroes' names in the Bonds section of your hero sheet.

▶ **You begin with 2 Bonds with each other hero.**

CONTESTS

The action of the game always drives toward conflict — because each Hazard is filled with danger, the efforts of the heroes inevitably bring them into confrontations with dangerous opponents. To resolve a conflict, we engage in a **contest**.

A contest has four steps:

1. DOMAIN	**3. HERO ROLLS**
2. HAZARD ROLL	**4. ACTIONS**

If there's no dangerous opponent in a situation, the heroes simply accomplish what they're trying to do — it's an automatic success, not requiring dice rolls.

1. DOMAIN

The Hazard Player determines the **Domain** of the contest based on on the details of the situation and the actions of the characters involved. If the heroes initiate the action, focus on their approach and actions when choosing the Domain. If the heroes are resisting an opponent, the Domain should reflect the opponent's action.

2. HAZARD ROLL

The Hazard Player rolls first, to establish the difficulty of the hero rolls. Roll the dice for their **Name** and any applicable **Styles** as well as any relevant **advantage dice** (see below).

ADVANTAGE DICE

Advantage dice are a way for specific fictional details to impact a contest, such as having superior numbers or striking where a foe is weakest. Some opponents have **special abilities** that grant Advantage dice. The value of an Advantage die depends on how well it applies to the situation, from d6 up to d10. Both heroes and opponents may use Advantage dice.

Roll all the dice in the Hazard Player's pool. Keep the **single highest die** and **add the current Hazard Level**. Hazard Level is usually **+5** (but may be reduced to +4 or increased to +6 due to occurrences during the adventure).

Announce the final total as the **target number** for the contest.

> **For example:** The Hazard Player rolls 1d8, 2d10 and gets 2, 6, 7. Adding the Hazard Level of +5 to their highest die gives a target number of 12.

If there are **multiple opponents**, roll all of their dice together, keep the single highest, and add the Hazard Level. *The Hazard Player never counts more than one die on a roll.*

The Hazard Player doesn't yet describe the actions of the opponent. All the narration of action happens in the fourth step of the contest — after all the players have rolled and the outcomes are known.

3. HERO ROLLS

Each Hero Player who's participating in the contest gathers their dice pool, consisting of:

▶ Their hero's **Name** die

▶ Their **Domain** die for this contest

▶ The hero's **Style** die (if they think it applies to the situation)

▶ Any **advantage** dice you have

▶ Any **extra** dice you choose to include (see below)

EXTRA DICE

▶ Mark **1 Grit** to include the die from a second **Domain** in your pool

▶ Expend a charged **Strength** (⬦) and add **+1d4** to your pool

▶ Spend a **Bond** to add a copy of that hero's **Name** die to your pool

The players don't need to discuss or explain the dice they're gathering. All of the details of Style, advantage, an extra Domain, Strengths, etc. are revealed during the narration of actions after the roll. Just gather your own dice pool and wait to roll until everyone has their dice ready.

Once all the Hero Players have their dice pools assembled, everyone rolls at once. Roll your hero's dice pool and sum your **two highest dice**, not counting d4s. Then **add the number on the d4** (if you have one) to your two highest dice to get your hero's final result.

> **For example:** Allison rolls 1d8, 2d6 and gets 6, 5, 3. Her two highest dice sum to 11. Her 1d4 from a Strength rolls a 3, which is added to the total, so her final result is 14.

OUTCOMES

To determine your hero's fortune in the contest, compare your hero's result to the Hazard Player's target number:

▶ **Equal to or greater:** Your hero **prevails**. Their action goes well and they overcome the challenge. The prevailing hero with the highest total is **best**. (Roll Name dice to break a tie.)

▶ **Less than:** Your hero **suffers**. Their action goes awry or they have to endure hardship to persevere.

If all the heroes suffer, **the opponent wins** the contest.

4. ACTIONS

After the rolls, the Hero Players take turns narrating their heroes' actions and effect on the contest, starting with the heroes who **suffer**, then the heroes who **prevail**, then finally the hero who is **best**. Use your outcome to guide your narration, including your Style, Strengths, advantages, etc. as details.

During the narration of actions, the Hazard Player responds with the actions of the opponent, either overcoming a hero or being thwarted, depending on the outcome.

REWARDS

A contest results in **Experience** for the heroes. The prevailing hero with the highest result is **best**, and earns **Experience equal to the target number**. The other heroes that **prevail** each earn **half** that amount (round up). Each hero that **suffers** earns **1 Experience**, and may take **harm**. To break a tie, each hero rolls their Name die until a clear winner is established.

SUPPORT

A hero may choose to sit out of a contest to provide **support**. They pass a copy of their Domain die to the Hero Player of their choosing (who includes it in their dice pool). The supporting hero gains **1 Bond** with the hero they support and earns **1 Experience**. If your hero is supported in a contest, invite the supporting Hero Player to describe how they aid you when you narrate your actions.

HARM

A contest may result in **harm** to the heroes, depending on its nature and the qualities of the opponents.

▶ If a contest is **Arduous**, mark **1 Grit** to participate.

▶ If a contest is **Challenging**, expend a Strength charge (⊘) to participate.

▶ If a contest is **Dangerous**, mark **1 Grit** if you suffer.

▶ If a contest is **Risky**, expend a Strength charge (⊘) if you suffer.

> Some Paragon Games change the harm labels to suit their theme. In *AGON*, an *Arduous* contest is called an *Epic* contest.

Opponents can have harmful traits connected to their Name or a Style, so that harm is threatened whenever they roll those dice in a contest. **For example:** A bandit in the wasteland has the *Dangerous* trait connected to their Style: *Razor Wheels*, so a contest against them is *Dangerous* when their car with razor wheels is involved.

You may spend a **Bond** to ask that character to block harm for you. They say how they defend you and neither of you suffer the harm.

If you have to mark Grit or expend a Strength and have none remaining, you mark **Fate** instead.

A **hero may choose to die** (or otherwise leave play) to prevail in a contest, regardless of their roll.

TRYING AGAIN

A contest cannot be attempted again unless the situation changes in significant ways — different time or place, different approach and goal, and/or different characters involved.

SHOWDOWNS

By winning a contest, the heroes overcome an obstacle to achieve an immediate goal. But to defeat a Hazard once and for all, the heroes must engage the source of the danger in a **showdown**.

A showdown is a series of linked contests, arranged in three phases:

1. Clash: The heroes and the opponent make their opening moves, maneuvering against each other for a superior position. The winner earns a **1d10 advantage** die, which they may use once during the battle.

2. Threat: The opponent lashes out, threatening **disasters**. In this phase, each hero chooses to either **Defend** against a disaster or **Seize** control of the showdown. The winner of the Seize contest chooses the Domain and stakes of the Finale and the ultimate fate of the opponent.

3. Finale: A concluding contest to determine the victor.

CLASH

The Hazard Player describes the circumstances of the battle and any details that might be used to gain an advantage. The Hero Players describe how their heroes are joining the showdown — what maneuver they attempt to gain an edge against the opponent before battle is joined. Then the **Clash** contest is rolled.

Unlike a normal contest, **each Hero Player may choose the Domain they roll for the Clash**, based on the action their hero is taking to seize an advantage.

The winner of the Clash contest (the Hazard Player or best Hero Player) earns a **1d10 advantage die** for any roll in the showdown. It may be given to another Hero Player in exchange for a Bond.

Heroes earn **Experience** as normal in this contest — and all showdown contests.

THREAT

During the **Threat** phase, the heroes and the opponent (the cause of the Hazard) collide. The opponent lashes out, menacing the world, while the heroes stand in defense or strive to take control. There are two contests during the Threat phase, and each hero may only participate in one or the other.

First, the Hazard Player announces the **disasters** that will happen unless a hero thwarts them. An opponent will usually make two or three disastrous moves — often one against all the unnamed bystanders at the Hazard, one against a single named character, and sometimes one against the heroes or the location itself.

Then each Hero Player chooses whether their hero will participate in the contest to **Defend** against the disasters or join the contest to **Seize** control of the showdown and set the Domain and stakes of the **Finale**.

Start with the contest to Defend. Follow the normal contest procedure (but allow each Hero Player to roll the Domain most appropriate to the disaster they're opposing — they don't all have to roll the same one). **Each hero who prevails may stop one disaster from happening.**

Then resolve the contest to Seize control of the showdown. Follow the normal contest procedure. If the heroes win, **they decide what's at stake for the opponent** in the Finale. They may choose death, imprisonment, exile, a change of heart, eternal grief and torment — anything that suits the showdown and is within their ability to impose.

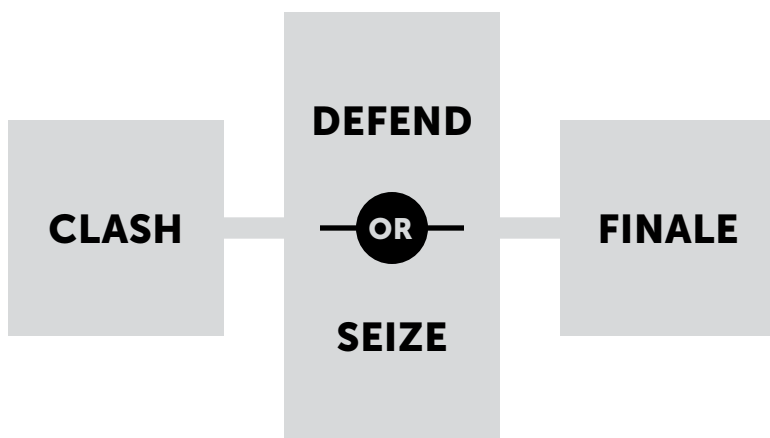In addition, **the winner of the Seize contest determines the Domain of the Finale contest**.

If the opponent wins the contest to Seize control, they get to determine their own fate in the Finale — they may avoid the full consequences of the showdown even if they lose.

FINALE

The conclusion of the showdown is the **Finale** contest. The winner of this contest is the victor in the showdown — their foe is defeated and they are triumphant. Because a showdown is conducted to complete an adventure, the Finale determines the destiny of the location emperiled by the Hazard — whether the menace is ultimately defeated or if things get even worse.

Resolve the Finale using the normal contest procedure. The final outcome of the showdown is then judged by considering both the result of the Seize contest and the Finale contest together.

▶ **The heroes lose the Finale:** The opponent is the victor and they avoid punishment or trouble from the showdown. The danger and suffering at the location of the Hazard gets even worse.

▶ **The heroes win the Finale, but lose the Seize contest:** The Hazard is defeated — for now — and the location is set on a path of recovery, but it will not be easy. The heroes are victorious, but their enemy is not vanquished as they wished — the opponent remains as a diminished source of potential future trouble.

▶ **The heroes win the Finale and win the Seize contest:** The Hazard is overcome and resolved. The heroes win the day and their opponent suffers the fate the heroes chose for them.

```
CLASH    DEFEND
         — OR —     FINALE
         SEIZE
```

INTERLUDE

After the **showdown** with a **Hazard**, resolve the four phases of the **interlude**:

1. ACHIEVEMENTS	**3. RECOVERY**
2. VIRTUES	**4. BONDS**

ACHIEVEMENTS

Each Hero Player records an **Achievement** for which their hero will be remembered or an **asset** they seized in the adventure.

Achievements and trophies can be used as an **advantage die** later on, if they apply to a contest. Like all advantages, their value is based on how potent they are given the situation.

Once an Achievement or asset is used this way, check the box beside it on the hero sheet. It's still a part of the hero's history, but it won't sway the outcome of future challenges. If a hero wants to call upon it again in the future, they can propose a contest to make the deed or trophy relevant again and uncheck the box.

VIRTUES

Each Hero Player records **Virtues** for their hero to assess the nature of their actions while they faced the Hazard. Virtues are used to judge the hero's character when they reach the end of their tale.

The Hero Players take turns receiving Virtues. On your turn, ask the other players which Virtue your hero most embodied during the Hazard, and why. Each player gives you a mark in a Virtue. The players don't have to agree on a single Virtue—they each have a free choice of which virtue to give.

> The specific Virtues vary in each Paragon Game.
>
> In *AGON*, the Virtues reflect the ideals of the mythic age: Acumen, Courage, Grace, and Passion. In *Deathmatch Island*, Virtues are called Jury Votes, reflecting the reality survival show aesthetic: Outbrave, Outsmart, Outtalk, and Outlast.

RECOVERY

During the **Recovery** phase, the heroes rest and recuperate.

▶ Clear all marks of **Grit**

▶ Gain **3 charges** to assign to your **Strengths**

> The method of recovery and number of Strength charges restored varies in Paragon Games. In *AGON*, heroes restore charges of Divine Favor by making sacrifices and gain additional charges by accomplishing quests given by the gods.

BONDS

▶ Give and receive **1 Bond** with another hero by playing a brief personal scene with them

EXPERIENCE

Experience is the measure of expertise, understanding, and hard-won lessons that make your character great — it sets heroes apart from ordinary people.

> In *AGON*, Experience is called *Glory* — a measure of epic renown. In *Deathmatch Island*, Experience is called *Followers:* the number of fans a Competitor has on the survival TV show.

EARNING EXPERIENCE

Every time a hero participates in a contest, they earn Experience, which is tracked on the hero sheet. The hero who is **best** in the contest earns an amount of **Experience equal to the target number**. Each other hero who **prevails** earns **half** that amount (rounded up). Heroes who **support** or **suffer** in the contest each earn **1 Experience**.

ADVANCING YOUR NAME DIE

On the Experience track on your hero sheet, there are markers for certain Experience amounts (by default, at 80, 160, and 240). When you hit a marker, you **advance your Name die** to the indicated level (d8, d10, d12), then **reset your Experience back to zero**.

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FATE

Every hero must meet their **Fate** — glorious death in battle, peaceful old age at home, or a tragic end filled with sorrow. One thing is certain: Fate is inexorable and cannot be resisted.

In play, the span of a hero's tale is measured with the **Fate track** on the hero sheet. You mark a box of Fate when:

▶ You need to mark **Grit**, but all your Grit is already marked

▶ You need to expend a **Strength** charge, but don't have any remaining

When a Hero Player marks ▣ on the Fate track, they earn a **boon**. When your final Fate box is checked, your hero's story has ended. You'll discover their heroic **legend** and describe their epilogue.

BOONS

Heroes grow in power by receiving **boons** as their Fate increases and when they achieve particular **goals**.

There are benchmarks on the Fate scale, indicated by ▣. When you mark ▣, you earn a boon.

When you earn a boon, mark one of the boxes on your hero sheet and permanently gain that benefit. Choose your first five boons from the initial set, below:

☐ **ADVANCE D8 DOMAIN TO D10**	☐ **ADVANCE STYLE TO D8**
☐☐ **ADVANCE D6 DOMAIN TO D8**	☐ **ADD ANOTHER STYLE**

When you've marked all five of the initial boons, you may select from these options when you earn a boon:

☐ **YOUR HELP OR SUPPORT DIE COUNTS AS ONE SIZE LARGER**

☐ **WHEN YOU ADD A SECOND DOMAIN, TAKE 2 DICE**

☐ **WHEN YOU USE A STRENGTH, ROLL 2D4, KEEP THE HIGHEST.**

LEGEND

When you've marked all your Fate boxes, your hero's tale is almost at an end. Your hero may finish the current Hazard (any further Fate they suffer is ignored) and then they retire from the game. Your hero's story also comes to an end if you choose to die in a contest.

At the end of a game session in which any heroes have met their end, their players determine the **legend** for each hero by assessing their **Name**, **Achievements**, and **Virtues**.

Writing your hero's legend also completes their Name. While they were on their adventures, they were known by their Style, Name, and background. Now they will also be called by the titles they earned and their Achievements.

LEGENDARY TITLE

Look to your two highest virtues and choose one of the titles from the appropriate list to discover what your hero is called by the people who remember them.

> Each Paragon Game will have its own list of legendary titles, depending on the Virtues that game uses. For example, in AGON, there are examples like:
>
> **Acumen & Courage:** *Conqueror, Warlord, Vanquisher*
>
> **Courage & Grace:** *Crusader, Savior, Vindicator*
>
> **Grace & Passion:** *Liberator, Peacemaker, Prophet*
>
> And so on. Think about what kind of titles your chosen virtues might bestow.

If none of the titles appeal to you, feel free to create your own. The list is there to help spark ideas, not limit your options.

GREATEST DEED

Look over your list of Achievements and find the one that was the most meaningful to you. If there are a few deeds that stand out, that's okay, you can blend them together in your epilogue.

YOUR NAME

The final factor in your hero's epilogue is the size of their Name die. The larger the die size, the more epic the hero's epilogue should be. Consider the following guidelines:

- ▶ **d6: A notable character**. You were a stalwart companion to the greatest of the heroes. You will be remembered by your family and companions and their children.

- ▶ **d8: A great hero**. You will be remembered for generations and your tales will be told far and wide.

- ▶ **d10: A legendary hero**. Civilization will forever use your name to instruct those seeking virtue.

- ▶ **d12: An epic hero.** You shall never be forgotten. Your glory is writ in the stars for eternity.

EPILOGUE

Once all the pieces are in place, describe your hero's epilogue to the other players. You might even play a brief scene showing your hero later in life, or with characters in the future talking about what their legacy means to them.

MAKING A NEW HERO

After one your hero meets their Fate, make a new hero to join the group in their further adventures. Make a hero following the origin system, as usual, with one additional option:

- ▶ **You may advance your Fate track** as far as you like and take the boons now to represent previous experience.

Describe how your hero appears and joins the team.

BONDS

During their trials, the heroes lend aid to each other and expect their companions to do so in kind. The loose currency of oaths, favors, and gratitude are recorded on the hero sheet as **Bonds**.

GAINING BONDS

▶ In character creation, heroes get **2 Bonds** with each other hero.

▶ In a contest, a hero may sit out to provide **support** for another hero. They pass their Domain die to the Hero Player of their choosing (who includes it in their dice pool). The supporting player earns **1 Bond** with the hero they support plus **1 Experience**.

▶ In a showdown, the Hero Player who earns the **advantage die** from the Clash phase may give it to another Hero Player in exchange for **1 Bond** with them.

▶ During the **Interlude** phase, the heroes have fellowship with each other and create new Bonds.

SPENDING A BOND

When you spend a Bond, ask for one of the following:

▶ **Help you:** Your companion describes how they assist your action in a contest and gives you a copy of their **Name** die.

▶ **Block harm for you:** They say how they defend you and the harm is avoided (they don't suffer it either).

▶ **Follow your lead:** Spend a Bond with the leader of the group to sway them to your idea or plan.

You may spend more than one Bond in a contest roll.

ADVANTAGES

A character can seize an **advantage** when circumstances favor them — sometimes by winning a contest, but the Hazard Player may also grant an advantage if a hero has a particular **Strength** that applies to the situation at hand.

The Hazard Player assigns a die size to an advantage based on how well it applies to the situation. The more applicable the advantage, the larger the die. If the advantage is moderate, make it d6. If it's strong, assign a d8. If it's extreme, assign a d10.

The advantage die from the Clash in a battle is always a d10.

GRIT

In their trials, heroes endure pain, despair, and exhaustion. A normal person would succumb to these hardships, but heroes posses an inner fire that lets them press on, known as **Grit**.

> In *AGON*, Grit is called *Pathos*, to reflect the aesthetic of the mythic world of legends. In *Deathmatch Island*, Grit is called *Fatigue*, representing the endurance of the Competitors.

MARKING GRIT

Mark a Grit circle (O) on your charcater sheet to push yourself in a contest and include the die from a **second Domain** in your dice pool.

You also mark Grit when you suffer **harm** in an *Arduous* or *Dangerous* contest.

RESTORING GRIT

During the **recovery** stage of an **Interlude**, the heroes remove all their marks of Grit.

STRENGTHS

When you use a Strength, erase its charge (⬦) and roll **1d4**. Add the result to your hero's final total in a contest. You might also earn an **advantage die** if your Strength is especially potent or suitable in the current situation.

You may use a Strength that isn't charged, but you don't get to add a d4 to your total. You may still earn an advantage die, however, if the Strength applies.

Strengths vary in Paragon Games, depending on the nature of the characters and setting. In *Storm Furies*, Strengths include the various *weapon systems* of your Stormcraft interceptor as well as expressions of human qualities like *Bravado* or *Devotion*. Think about what kind of special features you want to highlight as Strengths of the heroes in your design.

HAZARD LEVELS

In a contest, the **Hazard Level** manifests as a bonus to the **Hazard Player**'s dice roll.

The bonus provided by the Hazard Level can be +4, +5, or +6. **By default, the Hazard Level is +5.** The majority of contests and battles should use a +5 Hazard Level. A lower and higher level is provided to reflect changes in the situation.

RAISE THE HAZARD LEVEL

▶ When the heroes enter a **larger scale** of conflict. Raise the Hazard Level for that contest only, then reduce it back to its previous level. *For instance, if the heroes decide to go into battle against a horde of enemy warriors, raise the Hazard Level for that battle.*

▶ When the heroes **fail to stop an opponent** that makes the situation worse. When this happens, leave the Hazard Level at the new higher bonus until the heroes do something to reduce it.

LOWER THE HAZARD LEVEL

▶ When the heroes **remove a source of danger**. *For instance, if the heroes destroy the Warlord's cache of rare military armaments, leaving his minions with only makeshift weapons, lower the Hazard Level when the the heroes fight them.*

The Hazard Level never goes below +4 or above +6.

GIVE ADVANTAGE OR RAISE THE HAZARD LEVEL?

When an opponent has a specific edge in a contest, give them an **advantage die**. When the situation at large has gotten worse, increase the Hazard Level.

LIST OF CUSTOM TERMS

Customize these terms to suit the theme of your Paragon Game.

- ▶ **Boons**
- ▶ **Domains** (the specific labels)
- ▶ **Fate**
- ▶ **Achievements**
- ▶ **Grit**
- ▶ **Hazard**
- ▶ **Hazard Player**
- ▶ **Hazard Level**
- ▶ **Hero**

- ▶ **Hero Player**
- ▶ **Homecoming**
- ▶ **Interlude**
- ▶ **Legend**
- ▶ **Recovery**
- ▶ **Showdown**
- ▶ **Strength**
- ▶ **Style**
- ▶ **Virtue**

STYLE CONVENTION

Traits which have assigned values are capitalized, while game terms without assgined values are not. For example, a Domain like **Blood & Valor** is capitalized because it has an assigned die size, while a hero's **background** is not capitalized.