



# PARAGONS

THE ROLEPLAYING GAME

QUICKSTART  
GUIDE



**PARAGONS**  
THE ROLEPLAYING GAME

**DESIGN, DEVELOPMENT, AND WRITING BY:**

Joshua M. Simons

**ADDITIONAL WRITING:**

Austin Taylor, Eugenio Vargas, Kris Strader, and Vee Mus'e

**ADDITIONAL GAME DESIGN:**

Austin Taylor and Taylor Navarro

**EDITING:**

Taylor Navarro

**PRODUCTION:**

Joshua M. Simons

**INTERNAL ART:**

Artcher Artwork (Jan B.), Claudio Pozas, Dakota Curry, Jenny Tan, Madelezabeth Arts, Polluxery, and Samara Ligia

**ART DIRECTION:**

Vee Mus'e

**MAPS CREATED USING:**

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**LAYOUT DESIGN:**

Samantha Vondrum

**CULTURAL CONSULTANTS:**

Emma Yasui, Kris Strader, Richard E. Averbeck (professor emeritus of Old Testament and Semitic Languages, Trinity Evangelical Divinity School)

Our consultants lent their expertise to this project, but are not responsible for any shortcomings in the final product.

**CHARACTER SHEET DESIGN:**

Travis Howell of Creative Grenade

**BROKEN DOOR ENTERTAINMENT DESIGN:**

Travis Howell of Creative Grenade

**PARAGONS DESIGN:**

Meredith Gerber

**PLAYTESTERS:**

Andrew Wang (Rakolai), Blizzb3ar, Dax, Derek Sword, DropTheDie, Dylan H. Ford, Eva Serrate, Jabren Barclift, James Qian, John "OnlyPlayWizards" Bultena, Jorge Martinez, Lissa "Selinye" Boyer, Madelyn Collins, MaverickToo, Mitch Dee, Sachiko Morita, Sam Seum, Shannon McCormick, Simriya Sandhu, Stryk Redkite, and Thaddeus K.

**SPECIAL THANKS**

To my wife, Atheena, for your love and support during this process, for offering a listening ear as I talked through various problems, and for not getting sick of me rambling about superheroes.

To Michael Holik for your feedback and encouragement throughout this journey. Your insight helped turn a half-baked idea into the game it is today.

**-Josh**

To my true ride or die crew, thank you for the support and the excitement you showed for this. It means so much to know the people I love are rooting for us. Big hearts especially to TD, KB, DD, EV, TB, TM, NM, MW, GK and JI.

**-Vee**

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# 1

## THE WORLD OF PARAGONS

Since humanity's first days, there have been people with unique abilities. These paragons and their powers have their places in history and mythology: Solomon's wisdom, Kintarō's bravery and strength, Gilgamesh's force of presence and power. Speculation over the source of their abilities ranges from divine gifts to dark pacts with nefarious powers to accidents of fate. The legacies of these powered individuals are equally as varied: some chose to stand out and lead nations, their abilities making them attractive leaders and champions, while others lived out their lives in relative obscurity, only using their powers in secret. Constant among all paragons, however, is the potential to single-handedly change the course of history, for better or worse.

### Paragon, *Paragons*, and paragons Explained

Welcome to the world of Paragons! To get you started, here is a breakdown of the three different types of "Paragon" and what they mean throughout the book.

**Paragons:** Whenever Paragons (capital P, plural, italics) appears, we are talking about the game system and its world.

“Welcome to the world of *Paragons*.”

paragon(s): paragon/paragons (lower case p, plural or singular) refers to the player characters, not including the Game Master (GM). In some instances it may refer to powered individuals within the setting.

“A paragon’s ability to get around the battlefield is called Movement.”

“The Alliance is filled with paragons wielding many different abilities.”

Paragon: Paragon (capital P, singular) is the most powerful superhero of this generation and a non-player character (NPC) controlled by the GM. For more information, see the “Heroes” section.

## ALTERNATE UNIVERSES

The world of *Paragons* is much like our own in many ways: It is a world filled with everyday people who work ordinary jobs and live ordinary lives. This provides the backdrop for the stories of powered-up heroes and villains portrayed in this game, and it’s important to highlight the uniqueness of the characters alongside the mundane elements of the world they inhabit because that is what makes the characters truly exceptional.

Your *Paragon*’s story can take place on Earth in an alternate timeline or on a planet of your own design. The setting and NPCs presented in this chapter are suggestions to populate the world and give it life, but they are not set in stone. If you choose to play in your own setting, feel free to modify the following setting information to fit your world.

## ORGANIZATIONS

These are organizations in the world of *Paragons*. They appear in the sample episode, *Space Metal*, included as part of the Quick Start.

### THE ALLIANCE

The Alliance was originally founded as a top secret division of the allied forces in World War 2. A small group of paragons agreed to work under the command of military commanders from several nations to end the war as quickly as possible. To this day, while most people know the organization played an important role in ending WWII, The Alliance’s specific activities that lead to V Day are not known to the general public.

After the war, The Alliance languished; while heads of state argued over

the organization’s peacetime role and chain of command, the paragons were relegated to minor missions and petty spying operations, sometimes aimed at their own allies. It quickly became clear that without a global conflict identifying an enemy everyone could unite against, governments could not be trusted to make responsible use of the paragons and their incredible gifts. Unwilling to bow to the petty, selfish, and often corrupt motivations of world leaders, the paragons of The Alliance declared themselves independent of any and all nations and began their own efforts at crime fighting and peacekeeping. These efforts continued to win the general public’s favor despite various governments’ concerns about losing control over such powerful individuals, and the organization thrived and expanded, welcoming new paragons from around the world into the fold.

Today, The Alliance is an enormous, global organization with thousands of member paragons and offices in dozens of major cities including New York City, Atlanta, Chicago, London, Dubai, Hong Kong, Nairobi, and more. Its activities span beyond those cities however, and its members may be assigned to deal with problems anywhere on Earth.

Run by an ever-changing committee of paragons elected by the members with strict term limits, The Alliance has managed, against all odds, to remain an unequivocal force for good in the world. That isn’t to say every member is completely above reproach, but the organization as a whole has remained dedicated to fighting evil without succumbing to it.

### ✦ USING THE ALLIANCE

Any or all of the paragons in your story can be members of The Alliance if they choose. For most members, The Alliance functions as a job board, a central place for paragons to get information on active villains, natural disasters, and other situations where their abilities can be put to good use. Remember: The Alliance and its leadership are genuinely dedicated to doing good in the world, and their resources and mission goals should reflect that.

The Alliance’s resources are not unlimited, however. Less powerful, less established, and/or less famous paragons may not have access to everything The Alliance has to offer and need to rely on themselves and their own support networks to fill in the gaps.

## V.I.P.E.R.

Founded in the late 1980s in Atlanta, Georgia, the Villainous Institute for Planning, Executing, and Reaping (V.I.P.E.R.) has never been party to a crime. Technically. Instead, V.I.P.E.R. offers consulting services for a wide variety of villainous organizations and individuals, providing contacts, media connections, strategy consulting, and more. Business at V.I.P.E.R. is *extremely* regulated to ensure none of the company's consultations cross the legal line. Employees are strictly forbidden from accepting bribes, gifts, or kickbacks, consultations always begin with a signed affidavit attesting to the fact that anything discussed during the meeting is purely hypothetical, and any connections the organization facilitates amongst its clients consist of a concise introductory email, after which V.I.P.E.R. removes itself entirely from future communications.

V.I.P.E.R. HQ (headquarters) remains in Atlanta. Satellite offices have opened in particularly villain-rich metropolitan areas (Washington DC, Paris, Tokyo), though expansion has been slow as younger villains are eschewing the traditional paths to power and recognition and making their own ways. Ironically, the proliferation of social media in general, and its darker, bot-filled side in particular, can be traced back to a handful of consultants within V.I.P.E.R. in the early 1990s—it is this very technology that has empowered younger villains to begin rendering V.I.P.E.R. obsolete. As with any good villain, however, V.I.P.E.R. has no intention of going down without a fight.

## HEROES

These heroes exist in the world of *Paragons* for you to use in your own games as inspirational or adversarial figures for your paragons. More heroes are available in *Paragons: The Roleplaying Game*.

## PARAGON

Paragon is the most powerful hero of this generation who became a household name after defeating Callahan, a high profile villain, live on TV during Callahan's attempt to rob several Federal Reserve locations at once. During the heist, a news reporter described him as a paragon of bravery and strength, and Paragon took the name for himself, prompting aspiring heroes all around the world to begin referring to themselves as paragons too. Paragon's superior strength, speed, and ability to fly allowed him to

stop the heist in all three locations single-handedly. His powers even drew the attention of the U.S. Government, although he declined to work with them.

Paragon is a force for good both in and out of costume. He believes his powers are best used serving the people that helped shape him and is active in his community. Many speculate the President has his number in case of a National Emergency.

**HOME BASE:** Atlanta, USA

**SECRET IDENTITY:** Walter Watson

**AFFILIATION:** Unaffiliated

## CORYLON

**We are not alone in the galaxy.** Located in the Sculptor Galaxy (NGC 253), Corylon is the homeworld of the Corylian Federation, a collection of planets committed to sharing resources and information for the betterment of all. Corylon is known for its vast mineral resources, including a rare metal known as Corylium that has been essential to the Federation developing cutting edge scientific equipment. Since Corylium cannot be found in many other places, other spacefaring factions often seek to obtain it by trade or by force.



# 2

## BASICS OF THE GAME

*Paragons* is a tabletop roleplaying game (see “What is a Tabletop Roleplaying Game?” below) where a group of 1-6 players each create and play as a super-powered character, referred to as a paragon, under the guidance of a Game Master (GM) as they collaborate to overcome obstacles, fight villains, and tell a story together. The GM serves as a narrator and guide throughout this experience by creating the challenges the characters will face and then helping the players navigate them.

### WHAT IS A TABLETOP ROLEPLAYING GAME?

Simply put, a tabletop roleplaying game (TTRPG) is a game that encourages cooperation and creativity as players and the GM work together to tell a story. The rules of the game provide a framework for you to adjudicate what happens and to keep the story moving. While many TTRPGs are intended to be played with a group of friends around the table, *Paragons* can also be played with just two players: one with a character and one as the GM (For more information, see the “Running the Game” chapter).

### EPISODES

One session (the period of time your group plays the game) of *Paragons* is referred to as an episode, because the analogy of a TV series is great

for explaining how *Paragons* works! In a single episode of both *Paragons* and your favorite superhero show, there is often a plot or through line that the characters follow, which can sometimes be connected to an overarching plot across a series of episodes or even an entire show’s run. There can also be one-off episodes unconnected to the main plot.

Whether your game is a single episode or a series of interconnected episodes, it’s helpful to remember the pacing of an episode of television when thinking about how to structure a tabletop game session. While many of the rules and abilities in the game focus on fighting, a powerful action sequence needs narrative setup, dramatic reveals, and character conflict to make that fight meaningful. An ideal episode spends more time outside of action scenes so the players can explore the characters’ motivations, relationships with one another, and the struggles they face both individually and as a group. Physical fights are only one type of conflict in this game—explore clever ways to use your abilities and talents in social encounters and character scenes.

### SCENES

Each episode contains a number of scenes determined by the GM. There are three main types of scenes: Action scenes, Character scenes, and Montage scenes. For more details about scenes, refer to the “Running the Game” chapter later in this Quick Start.

#### ⚡ ACTION SCENES

In an action scene, paragons face off against opponents on the battlefield in an effort to stop villains, save civilians, or accomplish other objectives.

Unlike in other scenes, paragons and non-player characters (NPCs, often controlled by the GM) take turns to act, with all the members on one team taking their turn before the other team goes. Once everyone in the scene has acted, roughly 10 seconds has passed.

On your turn in an action scene you can use your Movement, speak, and make a move. Your move can be anything, but you just get one. Usually, that would include making an attack or using an ability, but you can get creative too! An extensive list of moves can be found in the “Creating Characters” section of the Quick Start.

## ⚡ CHARACTER SCENES

In character scenes, the paragons' individual and collective stories take the forefront. Most move rolls made during a character scene are to accomplish a specific task: to convince or intimidate another character, make a move during a conversation, or to determine someone's true intentions. These are great scenes for roleplaying conversations, internal monologues, and narrating how characters interact with their surroundings.

## ⚡ MONTAGE SCENES

Montages are the perfect opportunity to fast forward through a period of time without playing through everything. Whether it's a few hours of busy work or a few days of downtime, you can montage through the key moments bogging down the game. During a montage, give each character a moment in the spotlight to share what one or two goals they want to accomplish during this time and have them make a move roll to determine how successful each endeavor is.

## SESSION ZEROES

Having a first session together to make their characters and set expectations for the game can lead to a better experience for everyone at the table. This is also a great time to talk about topics that players might feel uncomfortable about including in the game.

## SAFETY AT THE TABLE

Just like every episode of television and every movie has a rating to let audiences know what content to expect, it is best practice for a group to discuss what types of content they want in their game. Topics worth discussing as a group playing *Paragons* include:

- ⚡ Sexual and romantic content
- ⚡ Depictions of violence (including domestic violence)
- ⚡ Horror themes (i.e. gore, spiders, etc.)
- ⚡ Real world analogues (i.e. politics, religion, war, etc.)
- ⚡ Harm to animals, children and/or the elderly
- ⚡ Phobias
- ⚡ Mental and physical illnesses

⚡ Player character death, death of other characters, “player versus player” (pvp) conflict and betrayal

It may be helpful to rate each of these categories—along with any other specific topics are important to your players—with your group from the following options:

- ⚡ G - General Audiences
- ⚡ PG - Parental Guidance Suggested
- ⚡ PG-13 - Parents Strongly Cautioned
- ⚡ R - Restricted
- ⚡ NC-17 - Adults Only
- ⚡ N/A - Content Not Included

While you can use any set of safety tools you like, we recommend the Deck of Player Safety. You can either purchase a physical deck or use the freely available digital deck from [www.deckofplayersafety.com](http://www.deckofplayersafety.com).

## DICE POOLS

Any time you want to do something where the outcome is uncertain, the success of your move is determined by rolling one or more six-sided dice (d6s). When you roll a d6, a result of 5 is considered a success, meaning your character succeeds in what they were trying to do. If a die result is a 6, this is a “critical” and counts as two successes.

Successes are cumulative. If you roll more than one die and have multiple results of 5 or 6, you add the number of successes together. The more successes you have, the better—your move succeeds with style and results in other potentially helpful side effects. Any roll that has no successes (i.e. where the highest die result is a 4 or lower) is a failure.

To make a roll, you assemble a pool of dice from several sources: stat dice, ability or talent dice, gear dice, and circumstance dice.



## ⚡ STAT DICE

Your character has 5 statistics or “stats”: Physique, Finesse, Stamina, Acuity, and Presence (for more information see “Stats” below). All paragons and NPCs have a number associated with each stat that reflects their capability. For example, strong characters have a high Physique stat, whereas smart characters have a high Acuity stat. The GM decides what stat is the starting point for your dice pool depending on the type of roll or move you are making. Your dice pool begins with a number of d6s equal to your stat in the associated area.

## ⚡ ABILITY AND TALENT DICE

Some abilities and talents your character has add dice to your dice pool when you make a move using them.

## ⚡ GEAR DICE

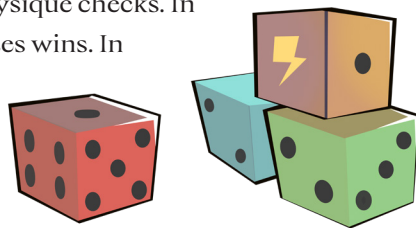
Having the right gear for the job makes it a lot easier to succeed. Improvised gear adds 1d6 to your dice pool, and gear designed for the task at hand adds 2d6. In some scenarios, especially powerful gear suited for the job adds 3d6 to your dice pool.

## ⚡ CIRCUMSTANCE DICE

Any circumstantial benefits or detriments are reflected in the circumstance dice, such as if an enemy is distracted, making them less alert, or if an ambush you laid is working to surprise your opponent. Unlike other dice pool sources, circumstances can remove dice from your dice pool (however your dice pool can never be lower than 1 die). The GM decides if any circumstance dice are added or removed from your pool when they call for the roll—it is never more than 2d6.

## OPPOSED ROLLS

In some cases, your GM might call for an opposed roll, where both you and an opponent roll at the same time. For example, if two characters are arm wrestling, they would make opposed Physique checks. In this scenario, whoever has more successes wins. In the event of a tie, the character being targeted wins, or the struggle can continue and both characters can roll again.



On a failure, your move doesn't go as intended. The player and GM can work together to narrate how that plays out.

## TYPES OF ROLLS

There are four main types of dice rolls you make in *Paragons*: move rolls, resist rolls, team rolls, and attack rolls.

### ⚡ MOVE ROLLS

Any time a character wants to do something and the outcome is uncertain, the GM calls for a move roll. In most cases, you only need one success for your move to happen. If no successes are rolled, the move fails. On a failed move, the result is never “nothing happens”. There must be some consequence, however minor, such as alerting an enemy to their presence or breaking a piece of gear. The exact nature of additional benefits or consequences is decided by the GM, but players are encouraged to make suggestions and embrace failure as part of the story.

### RESIST ROLLS

In some instances, you must make a resist roll to counter an attack or effect. This is just like making a move roll, with one crucial difference: If you fail the roll, you can spend a point from your Resist score to succeed instead.

A resist roll is usually prompted by an ability, although the GM may decide a resist roll is necessary in other scenarios, such as when a character holds their breath for a long time or endures the impact of a falling building. In these instances, if you fail the roll, your paragon suffers some negative effect the same as with a move roll.

### ⚡ TEAM ROLLS

In some scenarios, a team of paragons needs to all act together. At times like this, the GM calls for every character on the team to make the same roll. The most common example of this is at the start of an action scene, when every character needs to make a Physique roll to determine which team acts first.



## ⚡ ATTACK ROLLS

Attack rolls are, simply, a move roll to hurt an opponent. Like any other move roll, all you need is a single success to hit your opponent. Additional successes on an attack roll mean you deal additional damage.

## ⚡ DEATH ROLLS

A (hopefully) rare roll, death rolls are required on a character's turn or immediately after taking damage while in the **dying** state. Unlike other rolls, a death roll only uses the Stamina stat. No other dice are added to the dice pool. On a failure, the character dies.

## DAMAGE

When you make an attack roll in an action scene, each success represents one damage dealt to your opponent. Similarly, when an opponent attacks you, you take damage equal to the number of successes rolled against you. You can choose to take damage with your Will or Resist score.

## WILL

Will is a reflection of your character's mental and physical ability to stay in the fight. When you take damage to your Will you have been hurt. If your Will is ever reduced to 0, you are **knocked out** of the fight. If you take another hit after that, it could be fatal.

The most common way to regain Will is by taking a break. A break (usually about an hour) lets you regain Will equal to your character's level once per day. Your character is restored to full Will after getting a full night's rest. Some characters are able to restore Will using abilities or talents.

## RESIST SCORE

Your Resist score is a reflection of your character's ability to resist or avoid incoming attacks and damaging effects, either by gritting through it or dodging the worst of a blow. When you take damage to your Resist score, you are not injured, but you can only resist so much before you get hurt. If your Resist score is ever reduced to 0, you are vulnerable to attacks and effects that might hurt you.

Any time you are attacked, and your opponent rolls a number of successes to hit you, you can spend points from your Resist score to mitigate those

successes. Each point you spend reduces the number of successes against you by one. There is no limit to how many Resist points you can spend at one time, provided you have that many points in your pool.

You regain Resist points by taking a break. A break lets you regain a number of Resist points equal to your character's level once per day. Your character fully regains their Resist score after getting a full night's rest.

Sometimes, a character might need to resist a specific type of attack or temptation (such as Stamina when resisting the effects of a poison or Presence when resisting mind control powers). In this case, you make a roll using that stat. On a success, the effect fails. However, if you do not roll any successes, you can spend Resist points instead to resist the effect.

## DAMAGE "TYPES"

In Paragons, all damage is the same no matter the source. While some abilities like Elemental Control or Material Control might ask you to choose an element or damage type, the only mechanical impact it has is to determine whether someone else can take the damage for you (ie. a physical attack vs. a psychic attack).

## CALLED SHOTS

If you "call a shot" in an attempt to strike your opponent in a specific spot (e.g. their leg), or want to accomplish an additional effect with an attack (e.g. disarm your target), the desired result only occurs if your attack deals damage to the target's Will. If the target of the attack spends enough Resist points to negate the damage, any additional benefits from a called shot are also resisted.

## COOL POINTS

Cool Points represent that certain something that sets the paragons apart from normal people in the world. You can use Cool Points in one of three ways:

⚡ Spend 1 Cool Point to automatically gain 1 success when you aren't satisfied with the result of a roll. When you do this, the GM gains 1 Story Point to use at their discretion.

⚡ Spend 1 Cool Point to initiate a Flashback, which allows you to go back in time to prepare for the current scene in some way.

✦ You can spend your last Cool Point during an action scene to Dig Deep, allowing you to regain 1 Will and 1 Resist.

You get a number of Cool Points equal to your character's level + your Presence stat per episode, and can spend as many Cool Points as you want at one time. They are a limited resource and do not carry over between episodes. Try to use them all before the episode ends!

The GM can award additional Cool Points for things like exceptional roleplay or a particularly clever or successful move.

## STORY POINTS

The GM has a pool called Story Points. The pool starts with 1 point per paragon and increases by 1 any time a player uses a Cool Point to add a success to a dice roll. The pool resets at the start of a new episode.

Story Points are a tool the GM can use to increase the stakes of the narrative or introduce a new plot device to help move the story along. They can be used in one of three ways:

- ✦ Spend 1 Story Point to add 1 success to a roll.
- ✦ Spend 2 Story Points to introduce a consequence from a previous scene in the episode, such as an escaped villain returning, or a civilian who was treated poorly revealing themselves as the villain.
- ✦ Spend 3 Story Points to add a complication to the narrative, such as introducing a new villain to the scene, the arrival of a villain's underlings, or a trap being sprung.

## MOVEMENT

A character's ability to get around the battlefield is simply called Movement. Unless otherwise noted, a character has a Movement of 8. This is represented by eight hexes if you're using a gridded map during an action scene, and is loosely equivalent to 40 feet (or 5 feet per hex tile).

Some abilities can increase your Movement, increasing it to 16, 24, or even 32. Certain effects or moves limit a character's freedom to move and can reduce their Movement by half.





## RANGE AND DISTANCE

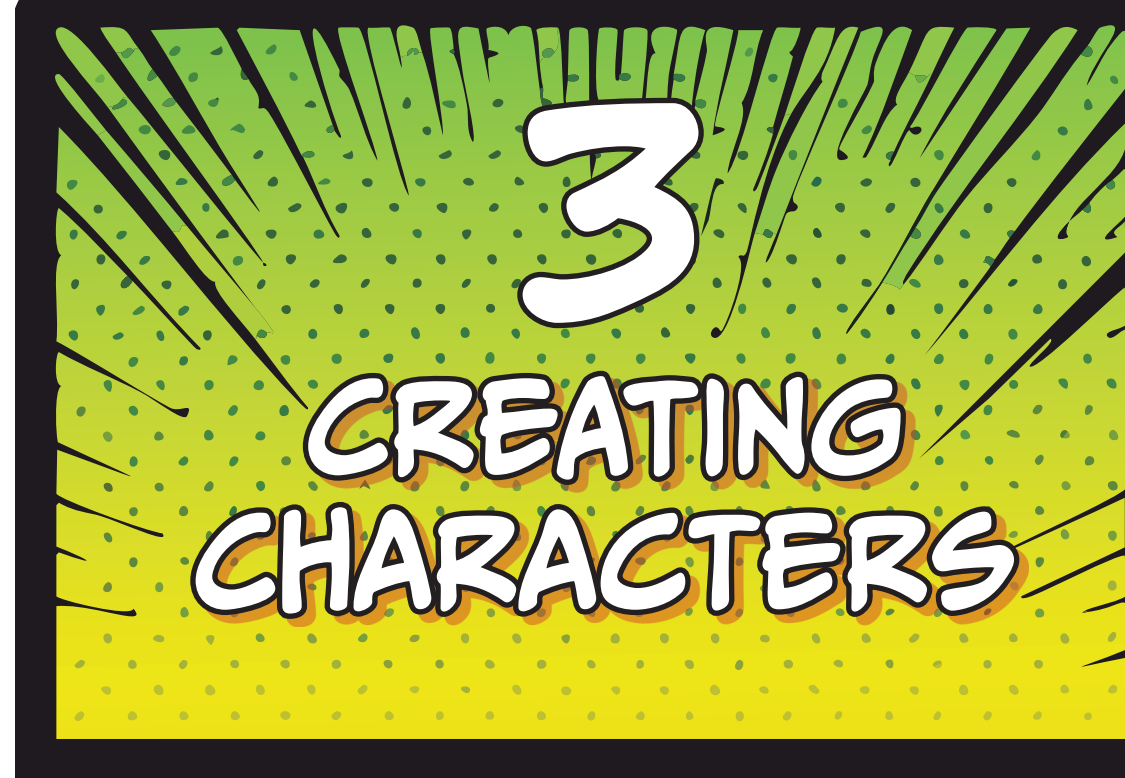
Attacks and abilities in *Paragons* don't have a specific distance tied to them. Instead terms refer to a range of distances at which an ability or weapon could be used. While your Movement may change, an ability or weapon always works at a range of Movement 8 (ie. close is always 5 feet, near is always 40 feet, etc.).

✦ **Close:** Anyone or anything within arm's reach, or in an adjacent space on a hex grid.

✦ **Near:** Anyone or anything you could reach with Movement 8 on one turn. Most attacks made with a thrown object would only be able to hit targets that are near or closer.

✦ **Far:** Anyone or anything farther than you could move to in a single turn, but still in range for a long distance attack, such as a gunshot or other projectile (approximately 100 feet or 20 spaces on a hex grid).

✦ **Distant:** Anyone or anything you could reach with your Movement in three or more turns but still not beyond the horizon. The only attacks that can reach distant targets require specialized gear or abilities (such as a sniper rifle or a drone).



Before creating your character, talk with your group and especially your GM about the type of game you want to play (usually this is done in a session zero alongside establishing safety tools). Will the game be gritty and dark or will it be light-hearted and fun? Do you want to play heroes who save the day or a group with mixed morals and goals? Discussing the type of game you want to play gives you a framework for understanding how your character fits into the world around them.

Here are five easy steps to create your Paragon:

1. Develop your concept
2. Choose your stats
3. Choose an Archetype
4. Choose your abilities and Archetype talents
5. Calculate other scores (Movement, Will, Resist, Cool Points).

You don't have to follow this order but do make sure you complete every step. Character sheets are freely available for download online at [brokendoor.shop/paragons](http://brokendoor.shop/paragons).

## CONCEPT

Your character concept is what makes your character unique in a world full of powerful heroes and villains. Other characters may have similar stories, but this one is uniquely yours.

There are three components to your concept that go on the character sheet: origin story, motive, and flaw. You can write as much or as little of your character concept as you want. The prompts in this section should help get you started with what's necessary to go on your sheet.

### Building Pixie Sticks

To demonstrate what each step of the process might look like we will create a character together called Pixie Sticks (Secret Identity: Ana Oliveira).

#### Origin Story

Ana's parents prayed for a child for many years. Eventually, something answered their prayers but its otherworldly power left a mark on her. She doesn't know it yet, but Ana's fairy-themed powers come from the powerful fae being that granted her parents' wish.

#### Motive

Ana doesn't know the full extent of them or where they came from. She is on a journey of self discovery. She also desperately wants to make her parents proud (although she hasn't told them about her powers yet).

#### Flaw

Ana is a daredevil; she always has been. Whether it's pushing herself to land a challenging trick on her skateboard or testing the limits of her powers, Ana often doesn't recognize the dangerous situations she puts herself into until it's too late.

## ORIGIN STORY

Your paragon's origin includes how they discovered their powers, their life as a child, and other formative events. Pick at least one of the following questions to answer for your origin, or create your own:

- ✎ What was a formative moment of your paragon's childhood? How did it impact their outlook on the world?
- ✎ How did your character discover their powers?

- ✎ Who was someone your paragon could have saved if they had their powers, but didn't?
- ✎ How has developing powers changed your character's life? Was it for the better?

## MOTIVE

Your character's motive is what drives them. Our characters have things they want to accomplish just like us, but not every action they take is in pursuit of their goals. Pick at least one of the following questions to answer for your motive, or create your own:

- ✎ What ideal or virtue does your paragon value most?
- ✎ What is a past mistake your character made they now seek to make amends for?
- ✎ Who is someone important to your paragon and how do they inspire them?
- ✎ How does it make your character feel when they help someone or use their powers for good?

## FLAW

Your character's flaw makes them human: nobody is perfect, and paragons are no exception to that. Your paragon's flaw should be something players relate to and your GM can use against you to create narrative tension. Pick at least one of the following questions to answer for your flaw, or create your own:

- ✎ Who would your paragon become reckless for, endangering themselves and others to keep that person safe?
- ✎ How does your character handle strong emotions like fear or grief? Do they distance themselves from others, lash out, or take needless risks?
- ✎ How can one detail of your paragon's origin or motive be used to manipulate them?
- ✎ What is a secret your character doesn't want the world to know?





## CHOOSING STATS

There are five stats that inform how capable a character is in each area: Physique, Finesse, Stamina, Acuity, and Presence. Here's a quick summary of what each stat represents.

✎ **Physique** is a measure of the strength and power of your body. It's an important stat for anyone who likes to get up close and personal in a fight. You can use Physique to hit hard and lift heavy objects.

✎ **Finesse** encompasses your speed, precision, and balance. It's an important stat for anyone who wants to be stealthy or deal damage at range. You can use Finesse to make ranged attacks, avoid detection, and do anything involving fine motor skills.

✎ **Stamina** is a reflection of your body's durability. It's an important stat for anyone who might find themselves taking hits or resisting toxins. You can use Stamina to increase your Will, to resist some sources of damage, and to accomplish feats like holding your breath for a long time.

✎ **Acuity** represents your ability to problem solve, recall information, and understand things quickly. It's an important stat for anyone who might not use a weapon in a fight. You can use Acuity to recall key information, learn new information, and piece together clues to solve a puzzle.

✎ **Presence** is a reflection of how you carry yourself, your ability to take in your surroundings, and how others perceive you. It's an important stat for those who may prefer to intimidate or negotiate with a foe, rather than fight them. You can use Presence to persuade, deceive, and manipulate others, as well as observe the world around you.



## DISTRIBUTING STATS

When creating your paragon, each of the five stats (Physique, Finesse, Stamina, Acuity and Presence) start with 1 point in them. You have 7 points to distribute between them to best represent your paragon's abilities, plus an additional 2 points granted by your Archetype. You cannot boost any of your stats above 6 unless you take an ability that increases your stat cap. Your stats should total across 14 after assigning stats and adding your Archetype bonus, unless you take an ability that increases a stat.

Consider your paragon's concept and their Archetype when distributing your stat points. For example, when creating an Acrobat make sure they have the most points in Finesse, rather than in an unrelated stat like Physique.

ARCHETYPE	STAT BOOSTS
Acrobat	+1 Finesse, +1 Presence
Defender	+1 Acuity, +1 Stamina
Facilitator	+1 Stamina, +1 Presence
Striker	+1 Physique, +1 Finesse

## CALCULATE YOUR WILL

Your Will reflects both your physical health and your mental ability to keep going even after taking a beating.

To calculate your Will, add your character's level and your Stamina stat. If a chosen ability impacts your Stamina stat remember to adjust your Will before the episode starts!

## CALCULATE YOUR RESIST SCORE

Your Resist score represents your ability to shrug off damage and stay out of harm's way.

To calculate your Resist, add your Physique and Acuity stats. If a chosen ability impacts your Physique stat, remember to adjust your Resist score before the episode starts!

## ⚡ CALCULATE YOUR COOL POINTS

Cool Points set the paragons apart from everyone else. They are heroes after all.

You get a number of Cool Points equal to your character's level + your Presence stat. This pool resets at the start of every episode and you lose any unspent Cool Points. If a chosen ability impacts your Presence stat, remember to adjust your Cool Points before the episode starts!

### Building Pixie Sticks

**Pixie Sticks (Secret Identity: Ana Oliveira)** is an Acrobat who uses her skateboard to navigate around cities and battlefields with ease. She doesn't shy away from danger and knows that by keeping her opponents distracted and off-balance, she'll find openings to hit them where it counts.

From her 7 stat points, Ana adds 3 to Finesse and 1 to Physique, Stamina, Acuity and Presence.

From her Archetype, Ana adds 1 to Finesse and 1 to Presence.

Her final stats are: Physique 2, Finesse 5, Stamina 2, Acuity 2, and Presence 3.

For her level 1 Archetype talents, she has Accurate Strike and Quick Reflexes.



## ARCHETYPES

Your Archetype is a reflection of how your paragon faces adversity and works in a team. Think of it as their approach to conflict. Your Archetype doesn't determine what kind of person your character is, how they got their powers, or what their powers are but you do choose between several unique talents specific to your Archetype.

There are eight Archetypes in *Paragons*, however only four are available in the Quick Start.

**Acrobats** are highly skilled, with years of training under their belts. They combine fluid movements with trained precision to gracefully dodge out of harm's way until they see the perfect opening to strike.

Often in the thickest part of any fight, **Defenders** specialize in taking a beating so others don't have to. They trust that by keeping the enemy's attention, their allies will be freed up to save the day.

It takes a special kind of person to look out for others. **Facilitators** make this their primary goal. They focus on giving their teammates an edge in battle, making the entire group more efficient in the process.

With a keen eye and concentrated energy, **Strikers** hit their enemies hard. They need to watch their backs in a fight, because sometimes their focused strikes leave them vulnerable to attacks from behind.

# ACROBAT

*Gracefully dodging past the robot's attacks, a dancer slips a knife into the cracks of its armor, severing the power cable. She pushes off of its falling form, flipping in the air before landing gently.*

## LEVEL 1

Acrobats are highly skilled, using fluid movements with trained precision to outpace their opponents and slip in close enough to land their own strikes. As an acrobat, you get a +1 to your Finesse and Presence stats.

Choose two of the following talents:

### ⚡ ACCURATE STRIKE

When making a Finesse-based melee attack, add 1d6 to your dice pool.

### ⚡ NIMBLE FOOTWORK

Your grace and precision in motion allows you to evade detection and avoid danger. When you are attempting to stay out of sight or bypass an obstacle, you add 1d6 to your dice pool.

### ⚡ QUICK REFLEXES

Moving quickly to stay away from danger is like second nature to you. Twice per episode, when you fail a Physique roll, you can reroll your dice pool for a second chance at success.

## LEVEL 4

At level 4, choose one talent from the following options:

### ⚡ SUPERHUMAN FEAT

You push yourself to the limits to aid your allies. Once per episode, you can make two moves on your turn.

### ⚡ SUPERIOR STEALTH

You are skilled at going unseen. Add an additional 2d6 to your dice pool when rolling to hide or avoid detection.



# DEFENDER

*A woman in worn out tactical armor stands up from the ground. She always gets up, no matter how many times she gets knocked down because if she can't stop this supervillain from hurting others, who will?*

## LEVEL 1

Defenders take on the toughest bad guys by outmaneuvering or outlasting them. They protect others at all costs because they know nobody else can do the job as well as they can. As a Defender, you get a +1 to your Acuity and Stamina stats.

Choose two of the following talents:

### ⚡ INTERCEPTOR

If an attack would hit an ally Close to you, you can step in front, shielding them from harm and taking the damage instead. If you need to move to do this, you can choose whether to take a new position protecting your ally or return to your previous one.

### ⚡ NOT MY FRIEND

When attacking an opponent that hurt an ally of yours on their last turn, add 1d6 to your dice pool.

### ⚡ PRINCIPLED

When you take a move driven by your motive, you can add 1d6 to your dice pool.

## LEVEL 4

At level 4, choose one talent from the following options:

### ⚡ BATTLE SCARS

Your experience in battle has toughened you. Increase your Will by 5.

### ⚡ UNPARALLELED INTERCEPTOR

*Prerequisite: Interceptor*

After using the Interceptor ability, add 2d6 to your next dice pool (total 3d6).

# FACILITATOR

*A trickle of blood runs down the man's forehead. He ignores it, pauses to take a deep breath before charging headfirst into the line of fire to reach his downed ally. Kneeling behind a smoldering car, his hands glow as her eyes flutter open.*

## LEVEL 1

Facilitators are the glue holding a team together, often choosing to sacrifice personal glory for the greater good. There's no 'I' in team but a Facilitator has two eyes on the battlefield so they can assist their teammates. As a Facilitator, you get a +1 to your Stamina and Presence stats.

Choose two of the following talents:

### ⚡ BOLSTER

You always seem to have the right thing to say. You can encourage each ally once per action scene, allowing them to reroll up to 2 dice in a single dice pool.

### ⚡ MEND

When an ally is injured, you can heal their wounds long enough to keep them in the fight. You can heal each ally once per action scene, restoring 1d6 will.

### ⚡ MISDIRECT

You perform a clever trick, temporarily confusing your opponents. Make a Presence roll. For each success you roll, you can misdirect one enemy Near to you, causing them to spend their next turn poorly, such as pursuing a decoy, attacking the wrong target, or wasting a turn entirely. If you use this talent on the same opponent during an action scene, they can make a Resist Presence roll on subsequent attempts to misdirect them.

## LEVEL 4

At level 4, choose one talent from the following options:

### ⚡ REASSURANCE

People know they can rely on you. Whenever you act as an emotional or physical support for an ally, they gain a 1d6 Circumstance bonus on their next roll.

### ⚡ SUPERHUMAN FEAT

You push yourself to the limits to aid your allies. Once per episode, you can make two moves on your turn.



# STRIKER

*Fire burns in his eyes as he feels the distance between him and his target close. He winds up and sends a blast of energy hurtling towards them.*

## LEVEL 1

Strikers channel their energy and emotions into powerful strikes. They tend to hang back in dangerous situations, biding their time until they see an opportune chance to attack their enemies. As a Striker, you get a +1 to your Physique and Finesse stats.

Choose two of the following talents:

### ⚡ CHARGE UP

You can charge up on your turn, causing your attack to be even more devastating on your next turn. When you spend your move charging an attack, you can release it on your next turn, adding an additional 3d6 to your dice pool for that attack.

If you take damage while charging up you must spend points from your Resist score or your attack is interrupted and you don't get the additional dice to your next attack roll.

### ⚡ QUICK BLAST

You can split your focus while attacking, targeting two opponents at once. Make separate attack rolls for each opponent.

### ⚡ THRILL OF THE FIGHT

The adrenaline of a fight fuels your attacks. The first time you get hit in a fight, add 1d6 to your next attack roll.

## LEVEL 4

At level 4, choose one talent from the following options:

### ⚡ DESTRUCTIVE WAVE

Your attack sends ripples across the battlefield. All enemies Near to you must spend 2 points from their Resist score or be thrown back 2 hexes and lose 2 will.

### ⚡ OVERCHARGE

*Prerequisite: Charge Up*

Your charged attacks are now even stronger. When you make a charged attack, add an additional 3d6 to your dice pool (total 6d6).

## ABILITIES

Abilities explain how your paragon's Archetype and Concept manifest. Whether your powers come from an accident involving biochemicals, a magic sword from a distant planet, or a high-tech supersuit, the combination of your abilities and Archetype talents define how your powers work.

The Quick Start presents a limited number of ability options. These are not an exhaustive list, but a starting point. More options are available in *Paragons: The Roleplaying Game*.

If you like what one ability does—like Blaster, for instance—but want to change it to specifically be attacks made with a firearm, feel free to make that change. Similarly, if you like Energy Control, but want to instead control gravity with it; you can do that. Work with your GM to make the abilities presented here work with your concept and Archetype.

## SELECTING YOUR ABILITIES

When you create a level 1 paragon, you start with two abilities. When you level up, you can choose to take one ability of a level equal to or lower than your new level. I.e. When you reach level 2, you can only take a level 1 ability, however when you reach level 4, you can choose either a level 1 or level 3 ability as part of your advancement. Unless otherwise specified, you cannot take an ability more than once.

### PREREQUISITES

Some abilities have prerequisites, meaning your character must meet the requirement stated to take the ability.

### OUTSIDE OF THE ACTION

Abilities are primarily designed for use in action scenes but they can be used in character or montage scenes too. Some abilities have an “Outside of the Action” addition to them, explaining any changes or additions to your abilities when using them outside of action scenes.

### Building Pixie Sticks

Since her powers come from a powerful fae creature, her abilities reflect that part of her nature. Her two level 1 abilities are Energy Control (Specialist, using concentrated visible light) and Flying.

Since neither of these abilities impact her stats, we can calculate her Will, Resist score, and Cool Point totals.

Will: 1 (Level 1 character) + 2 (Stamina) = 3 Will Total

Resist Score: 2 (Physique) + 2 (Acuity) = 4 Resist Score Total

Cool Points: 1 (Level 1 character) + 3 (Presence) = 4 Cool Points per Episode

## LEVEL 1

The level 1 abilities are presented in alphabetical order.

### BLASTER

*Prerequisite: Finesse 3*

With powerful damage from a distance and deadly aim, your attacks from a distance are lethal. Add 1d6 to your dice pool when making ranged attacks.

### CLOAKING

*Prerequisite: Finesse 3*

You have trained yourself in the art of stealth. When you use the Hide move (see “Moves” below) to avoid detection, you gain one automatic success. Roll your dice pool as normal, counting any additional successes.

### Outside the Action

When using this ability, civilians (Power Level 0) never spot you.

### DETERMINED RESISTANCE

Your determination and grit let you shrug off powerful blows. When calculating your Resist Score, double your Acuity stat.

### DUELIST

You excel at taking on enemy combatants with technical precision. When you take damage from a sentient creature, make a Presence roll to focus on that opponent. If the result is a success, add 1d6 to your dice pool for attacks against that target. The effect ends either when you attack an opponent other than your target or an opponent other than your target attacks you.



## ⚡ ENERGY CONTROL

You have control over specific types of energy (e.g. fire, ice, lightning, or thunder). When using this ability, make Attack rolls with either Acuity or Presence (your choice). When you take this ability, choose one of the following options:

**Generalist.** You can control all energies equally. Add 1d6 to your dice pool when performing any moves using the energy of your choice.

**Specialist.** You have mastered control of one specific energy. Add 2d6 to your dice pool when performing any moves using your chosen energy.

## ⚡ FLY

You can fly. How fast you can fly is determined by your Movement. Flying uses your Movement, so you cannot use your Movement and then fly on the same turn. If you are flying, you don't have to land at the end of your turn.

## ⚡ HEALING TOUCH

Your touch is a soothing balm to your injured allies. You may spend 1 Will to heal an ally for 1d6 Will.

## ⚡ HEAVY HITTER

*Prerequisite: Physique 3*

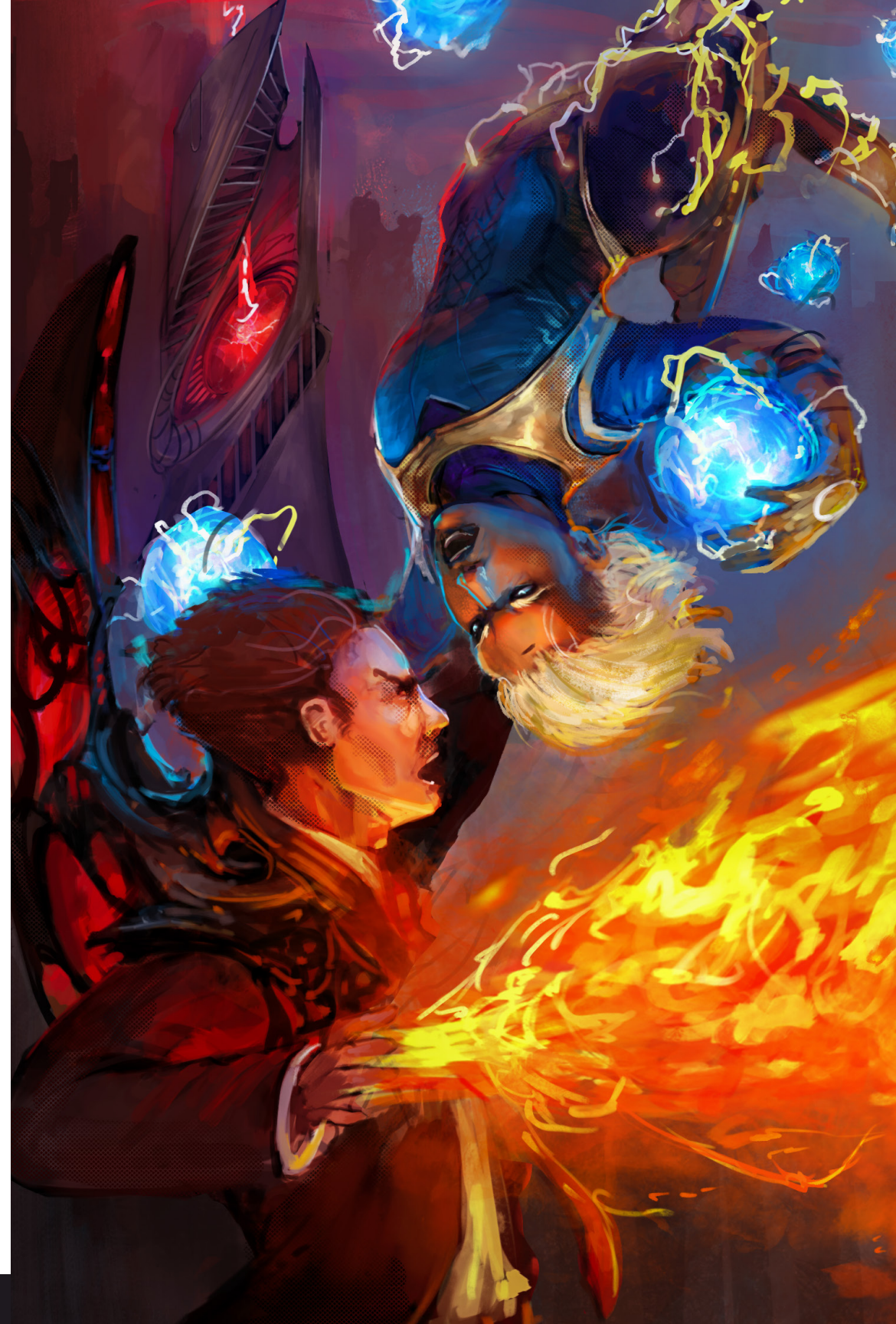
Your strength makes your melee attacks hit hard. Add 1d6 to all Physique-based melee attacks.

### Outside the Action

You are stronger than most normal people. You can easily do things other characters might need to make a Physique roll for, including lifting up to 400 lbs.

## ⚡ HEROIC ARTIFACT

A mighty artifact empowers you. You determine what the object is and how it looks. The artifact has a personality that encourages you to help others, and if your actions fail to live up to its standards, it withholds its powers from you.



While using your artifact to perform a move or make an attack, add an additional 1d6 to your dice pool. Additionally, the artifact grants you the benefits of another Level 1 ability.

### ⚡ INVISIBILITY

You have the ability to become invisible and visible at will. Add 2d6 to all Hide move rolls when you are invisible.

### ⚡ ILLUSIONIST

You have the ability to create minor harmless illusions. They look real at first glance but with inspection it quickly is apparent they have been constructed in some way. Creatures who are Near can make a Resist Acuity roll to determine the illusion is fake; they have a 1d6 Circumstance penalty to their roll. Creatures Far or further away have a 2d6 Circumstance penalty.

#### Outside the Action

With time to concentrate, your illusions hold up to initial inspection, but a closer look reveals they are fake.

### ⚡ MATTER CONTROL

You have control over a specific type of matter (e.g. metal, rock, or wood). When using this ability, roll with either Acuity or Presence (your choice). Add 2d6 for any moves using your chosen material.

### ⚡ PHASING

Your body can transition from being fully physical to another state. It takes your move to phase out. You can phase back in freely. Work with your GM to decide whether you phase into a different plane or simply become immaterial but stay on the same plane. While phased out, physical attacks cannot harm you, but you cannot interact with physical objects either.

### ⚡ SEER

You have seen this before... You have very limited precognitive abilities related to the vast web that is the unwritten future, seeing probabilities fanned out in front of you. Roll a d6. You can subtract or add that many

successes to any one roll, possibly turning a success into a failure or vice versa. You may do this twice per episode.

### ⚡ SHAPESHIFTER

You use a move to change your form to take on the shape of something else. You can revert back to your paragon form at any time. Work with your GM to determine what you can shapeshift into and use the Creatures stat blocks in Appendix A as a starting point to determine the stats your different forms use.

If you took damage in your shifted form before reverting to your paragon form, any remaining Will and Resist from your shifted form replaces the Will and Resist score in your paragon form, provided they are lower than your maximum Will and Resist score.

### ⚡ SPEEDSTER

Your Movement is 24. Add 1d6 to your dice pool when making a melee attack after moving in a straight line towards your target on your turn.

### ⚡ TECHNOLOGIST

You are experienced with technology and all its functions. Add 1d6 to your dice pool when rolling to operate technology, or when using technology to perform another move.

### ⚡ TELEKINESIS

*Prerequisite: Acuity 3*

You can manipulate objects around you with your mind. You may use your Acuity stat for any moves normally rolled using Physique.

### ⚡ TELEPATHY

*Prerequisite: Acuity 2*

You can speak into the minds of others and hear the thoughts of willing characters. To read the mind of an unwilling character, you must succeed on an opposed Acuity check.



## ⚡ THICK SKIN

You are resilient to incoming damage. Double your Physique stat when calculating your Resist score.

### LEVEL 3

The level 3 abilities are presented in alphabetical order.

## ⚡ CLAIRVOYANT

*Prerequisite: Seer*

Your ability to track the flow of time has increased, you may now use the Seer ability up to four times per episode.

## ⚡ ENERGY MASTERY

*Prerequisite: Energy Control*

Your skill with controlling the energies has increased. Add 2d6 to your dice pool for energy attacks and moves, on top of your dice from Energy Control (total of 3d6 for Generalists and 4d6 for Specialists).

## ⚡ EMPOWERED ARTIFACT

*Prerequisite: Heroic Artifact*

Your artifact increases in power. Add 1d6 to your dice pool for attacks or moves made using the artifact (total 2d6).

## ⚡ ENHANCED STAT

Choose one stat. Increase it by 1 and its maximum to 7.

You can take this ability multiple times, choosing a different stat each time.

## ⚡ MATTER MASTERY

*Prerequisite: Matter Control*

Your skill at controlling material has increased. Add 2d6 to your dice pool for material attacks and abilities, on top of your dice from Matter Control (total of 3d6).

## ⚡ POWERFUL BLOWS

*Prerequisite: Heavy Hitter*

When you make a melee attack, add 2d6 on top of your dice pool from Heavy Hitter (total of 3d6).

### Outside the Action

Your strength improves. You can lift up to 600 lbs with ease.

## ⚡ PSYCHIC INFLUENCE

*Prerequisite: Telepathy*

When you exert your influence on others, it is difficult to resist. If you use Telepathy to make a Manipulate move against a single target, add 2d6 to your dice pool. If the target fails their resist roll, you can hold the effect for up to a minute. At the end of your target's turn each round, they can make their resist roll again, needing only 1 success to break the effect. While you can make your target act against their will, they cannot be manipulated to harm themselves or their allies.

### OUTSIDE THE ACTION

Without distraction, you are able to hold your influence more easily. When you use this ability, the effect doesn't end until the target achieves a number of cumulative successes equal to the number of successes on your Manipulate roll. Their successes accumulate each round until they can eventually break free.

## ⚡ SHARPSHOOTER

*Prerequisite: Blaster*

When you make a ranged attack, add 1d6 on top of your dice pool from Blaster (total 2d6).

## ⚡ SIGNATURE MOVE

As your fighting style has developed, you have created a "signature move". You must name a move and define what makes it special. When you perform a signature move, nearby opponents must make a Resist Presence roll. On a failure, they become demoralized and have a 1d6 Circumstance penalty to all rolls until the end of your next turn. Additionally, if any

onlookers see you use your signature move, it can help boost your reputation (see “Reputation” in *Paragons: The Roleplaying Game*).

This ability can be taken multiple times.

### ⚡ SURVIVOR

You can take a hit and get back up again against all odds. Once per episode, when your Resist score is 0 and you would be reduced to 0 Will, you instead have 1 Will remaining.

### ⚡ SUPERSONIC

*Prerequisite: Speedster*

Your Movement is 32. When making a melee attack after moving towards your target in a straight line, add 2d6 on top of your dice from Speedster (total 3d6).

### ⚡ WEAPONS EXPERT

Whenever you add gear dice to your dice pool, add an additional 1d6.

## LEVEL 6

The level 6 abilities are presented in alphabetical order.

### ⚡ DEADEYE

*Prerequisite: Sharpshooter*

When you make a ranged attack, add 2d6 on top of your dice from Sharpshooter (total of 4d6).

### ⚡ DESTRUCTIVE BLOWS

*Prerequisite: Powerful Blows*

When you make a melee attack, add 2d6 on top of your dice from Powerful Blows (total 5d6).

#### **Outside the Action**

Your might is the stuff of legend. You can lift up to 900 lbs with ease.



## ⚡ ENERGY SUPREMACY

*Prerequisite: Energy Mastery*

Your skill with controlling energy is unmatched. Add 1d6 to your dice pool for energy attacks and moves, on top of your dice from Energy Mastery (total of 4d6 for Generalists and 5d6 for Specialists).

## ⚡ ILLUMINATED ARTIFACT

*Prerequisite: Empowered Artifact*

Your artifact increases in power. Increase one of your stats by 1. Add 2d6 to attacks and moves made using the artifact (total 4d6).

## ⚡ MASTERED EASE

Prolonged practice has given you mastery over certain types of violence. When you use the Attack move, you may Attack in an identical way a second time against either the same or a different opponent as part of the same move.

## ⚡ MATTER SUPREMACY

*Prerequisite: Matter Mastery*

Your skill at controlling matter is unmatched. Add 3d6 to your dice pool for material attacks and abilities, on top of your dice from Matter Mastery (total of 5d6).

## ⚡ ORACLE

*Prerequisite: Clairvoyant*

You have mastered the art of reading the flow of time: you can now use your Seer ability once per scene.

## ⚡ REGENERATION

*Prerequisite: Survivor*

Keeping you down can prove difficult as your powers always seem to start stitching you back together. When you aren't fighting, over time your wounds always heal: twice per episode when your Will is below its maximum, you recover 1d6 Will.

## ⚡ SIGNATURE FINISHER

*Prerequisite: Signature Move*

Your fighting style has become a thing of legend. When you use a Signature Move to defeat an opponent, nearby foes quake in fear. If they fail their Resist Presence roll, they attempt to flee the scene. If you make an attack against a foe who is fleeing in this way, gain a 2d6 Circumstance bonus.

## ⚡ SUPREME STAT

*Prerequisite: Enhanced Stat*

Choose one of your Enhanced Stats. Increase the stat and its maximum to 8.

## MOVES

There are standard moves every character can perform. Some abilities and Archetype talents rely on or incorporate standard moves. Most standard moves have uses in all scene types, however a few only have applications in one type of scene.

This is not an exhaustive list of everything you can do, simply a starting point. Work with the GM to decide what type of roll to make when doing something not on this list. Unless stated otherwise, you can make one move per turn.

## ⚡ AID THE FALLEN

Assist or care for someone when they are **knocked out**. Spend your turn helping someone who has 0 Will and Resist. When you do so, they regain 1 Will.

## ⚡ ATTACK

Strike at your opponent using the stat associated with the type of attack you want to make. Unless you have an ability that says otherwise, Physique is used for attacks relying on power, like punching a villain or throwing a car. Finesse is used for attacks relying on accuracy, like making a sniper shot or striking an opponent with nun-chucks.



## ⚡ DEFEND

Prepare yourself to fend off an incoming attack. Make a Physique or Acuity roll. Before your next turn you can ignore an amount of damage equal to the number of successes you roll.

## ⚡ HELP

Aid an ally in a difficult attempt. When they make a roll on the same turn that you help them, they can add 2d6 to their dice pool.

## ⚡ HIDE

Keep a secret. Whether you're telling a lie, hiding an object, or trying to stay out of sight, Hide is normally an opposed move against an opponent's Observe or Understand move. The more successes you roll, the better you are at hiding. The GM decides which stat is the basis of your move roll to Hide. Commonly, Finesse is used to avoid detection and Presence is used to lie.

## ⚡ INTERACT

Lift an object, use a piece of technology, or engage with your surroundings in some way. The GM may call for a roll depending on how difficult the interaction is. For example, hacking a computer may require a roll while opening a door may not.

## ⚡ MANIPULATE

Cleverly outmaneuver your opponent to get what you want. Make a Presence roll opposed by either a Resist Acuity or Presence roll by your target.

## ⚡ MOVE

Using your Movement, take a new position. If you're attempting to move past an obstacle, the GM may call for a Physique or Finesse roll to succeed. For more information, see "Movement".

## ⚡ OBSERVE

Take a moment to gather useful insight and information. Make a Presence

roll. On a success, you learn something new about your situation, another character, or the environment around you.

## ⚡ PERSUADE

Make a Presence roll to convince someone to listen to you.

## ⚡ RECALL/RESEARCH

When you seek more knowledge or information, make an Acuity roll. If the GM determines the information you're seeking is difficult to uncover, they might require multiple successes to learn it.

## ⚡ TRAIN

Through dedicated practice, you can gain a new skill or hone an existing one. This move can only be used during downtime in montage scenes. When a player comes up with a clever new way to use an ability which stretches the limits of their powers, they need to practice it.

For instance, if a paragon wishes to use an ability that only works on themselves so they can use it on another character in their stead (ie. Time Manipulation or Invisibility), they need to train first. Training pushes your body past its normal limits, and requires a Stamina move roll. The GM determines how many successes the paragon needs to accumulate before they can use their ability in this way (if it's even possible).

**Easy.** It takes 5 successes training a single ability to practice an easy use for it.

**Medium.** It takes 8 successes training a single ability to practice a medium use for it.

**Hard.** It takes 12 successes training a single ability to practice a hard use for it.

**Difficult.** It takes 15 successes training a single ability to practice a difficult use for it.

You can also use training as part of the leveling up process for characters to showcase new abilities or improved stats. The GM determines what type of roll you need to make for this.



## UNDERSTAND

Piece together context clues to learn about your situation. Make an Acuity roll. On a success, you realize something you previously missed about your situation, another character, or a piece of a puzzle.

## USE AN ABILITY

Use one of your abilities to perform a move. No roll is required unless the ability specifically calls for one. If you would use an ability to perform another move (ie. attack), use that move instead.

## GEAR

While some characters may not rely heavily on equipment, others benefit from having specific gear and tracking those items on their character sheet.

The GM decides whether to carefully track or handwave most general objects a character might possess like street clothes, a cell phone, or cash; However, specific gear—like weapons, powerful artifacts, and specialized equipment—should be recorded on the relevant character sheet for easy management. When making a roll, you can add a number of gear dice based on how helpful the item is in that situation (see table below).

Some gear also takes the form of defensive items, like armor or a shield. You can add points to your Resist score based on the Gear Dice for defensive items. For example, an improvised shield gives your Resist score

GEAR DICE	EXAMPLE ITEM
1	<b>Improvised item:</b> Using a bobby pin for picking a lock or a frying pan as a weapon.
2	<b>The Right Tool:</b> Such as using a knife or gun as a weapon, or a computer to hack into a secure database.
3	<b>Specialized Equipment:</b> Such as using equipment in a science lab to counteract a chemical weapon or a rocket launcher to destroy a vehicle. Specialized equipment is often difficult to acquire.

a boost of 1 point while a magically imbued shield made of Corylium gives 3 additional points.

Most characters won't have or need specialized gear, especially at early levels, but characters who want The Right Tool at character creation should be encouraged to explain how and why they have that gear in their character's concept. Powerful and unique gear can make a great motivation for a hero or villain to pursue as motivation or a reward for completing a major story arc.

## Building Pixie Sticks

Aside from Pixie Sticks' signature skateboard (which counts as an improvised weapon with a +1 gear bonus to attacks made with it), she has no other gear that needs to be carefully tracked on her sheet.

Pixie Sticks is ready for her first episode!

## ADVANCEMENT

In *Paragons*, characters level up after reaching the end of a narrative arc in the game's story. In some cases, that might only take a few episodes. Some arcs are longer than others, especially at higher levels when you're taking on threats of a grander scale.

Each time you level up, you can choose between one of the following options:

- Choose a new ability of a level that is available to you. New ability options unlock at level 3 and level 6.
- Increase one of your stats by 2 or two of your stats by 1.
- Take an Archetype talent that you did not previously choose. New Archetype talents unlock at level 4.

At level 4, you get one free Archetype talent from the level 4 options in addition to your choice from the above options.



# 4

## RUNNING THE GAME

As a Game Master (GM), your role is like a facilitator or a project manager: you get the distinct privilege—and challenge—of tracking what each player is trying to accomplish and determining how the story unfolds based on rolls and what will best drive the game forward. You also get to decide what happens in the world, what challenges the players face, and how difficult those challenges are. It's a lot of responsibility, but can also be tons of fun.

This section of the Quick Start contains helpful advice on managing scenes and tips to help set you up for success.

### SCENE OVERVIEW

Here is a quick breakdown of the types of scenes in Paragons, and specifics for running them.

### ACTION SCENES

In an action scene, teams take turns acting, with all characters on one team taking a turn followed by all characters on another team taking their turn. Some fights may include more than two teams—there could be three or more different teams each acting in turn. Players can determine whose character acts first when it's their team's turn, and change this order each

round throughout the action scene. On their turn, each character can move and make one move. Each round in an action scene takes roughly 10 seconds. The scene ends when either there is only one team left standing or all other teams have fled.

### ⚡ **KNOCKED OUT**

If a paragon's Will is reduced to 0, they are **knocked out** of the fight—even if they have Resist points remaining. This doesn't necessarily render them unconscious, however your character has lost the ability to fight. The player decides whether they are unconscious or merely defeated.

While **knocked out** you cannot take moves, although if you are not unconscious you can move at half speed. You must rest for at least an hour or receive healing to recover. If you take any additional damage before you recover, you enter the **dying** state.

### ⚡ **DYING**

When in the **dying** state, your allies have one last chance to save you, either by succeeding on an Acuity roll to return you to the **knocked out** state or by restoring your Will to return you to fighting shape. If, after entering the **dying** state, you have not been saved by your next turn in an action scene, you must make a Death roll. Make a Stamina roll. If you roll a success, you hang on for another round. If you fail, your character dies. If you take additional damage while **dying** you must immediately make a Death roll.

## CHARACTER SCENES

In character scenes, the paragons and both their individual and collective stories take the forefront. Most move rolls made during a character scene are to accomplish a specific task: to convince or intimidate an NPC, perform a move during a conversation, or to determine someone's true intentions. These are great scenes for roleplaying conversations, internal monologues, and narrating how characters interact with their surroundings.

Remember: stories are most powerful when we can connect to the human elements of the characters. Feel free to embrace the emotions and motivations of your characters to really embody them.

## MONTAGE SCENES

Montages are the perfect opportunity to fast forward through a period of time without playing through everything. Whether it's a few hours of busy work or a few days of downtime, you can montage through the key moments bogging down the game. During a montage, give each character a moment in the spotlight to share what one or two goals they want to accomplish and have them make a move roll to determine how successful each endeavor is.

## INVESTIGATIONS

A key part of *Paragons*, especially for games with multiple episodes, is the process where the paragons try to piece together the clues needed to identify and stop a villain. Investigation montages help drive the plot forward as the group uncovers the information they're looking for without playing out every step of the investigation.

Either the players or GM can call for an Investigation montage. Similar to action scenes, Investigations play out over a series of rounds, with each character focusing on one thing in a round. This process continues for as many rounds as are needed for the characters to decide to move on. However, there may be consequences for taking too long to complete an Investigation.

For each round of the Investigation, the players can ask the GM one question. The GM then determines how difficult it is to uncover the answer and how many successes are needed to find the answer.

All paragons can contribute to each round in some way, such as by interrogating criminals, hacking into the dark web, patrolling the streets, starting a social media campaign, etc. Each character must make a move roll for their contribution, working with the GM to determine how they contribute to the Investigation.

DIFFICULTY	SUCCESSES NEEDED
Easy	1 success per paragon
Medium	2 successes per paragon
Hard	3 successes per paragon
Extreme	4 successes per paragon



All of the characters' successes are pooled together and, if they have enough cumulative successes, the GM gives them the answer to their question. If they fail, then the paragon can either choose to use a second round for the same question, or ask a different question for the second round.

If it seems like the players are asking the wrong questions, the GM can also introduce a piece of information to point them in the right direction, either as part of a successful round or as a consolation prize for the players not getting the answer they wanted.

If the players spend too long on the Investigation, there could be negative consequences, such as:

- ✦ The villain's plan moves to the next phase. The paragon is too late to stop it and must react to the new development.
- ✦ Another crime happens nearby during the Investigation, and the paragon has a chance to help (failure to do so might impact their reputation).
- ✦ A journalist asks a character what they're doing about the problem at-hand and is skeptical of their efforts in an interview.
- ✦ The villain taunts the paragon for not being able to stop their plans.
- ✦ The villain creates a distraction to try and throw the paragon off their scent.

After resolving whatever consequences have occurred, if the paragon still doesn't know enough to go after the villain, they can pick up the Investigation where they left off.

## GM PRINCIPLES

Paragon shines brightest when the players are immersed in the fun happening at the table. That isn't to say you shouldn't know or reference the rules, or that you should avoid calling for dice rolls—in fact, it's quite the opposite! Paragon thrives on cooperative storytelling and, while you can and should lean on the rules, if your gut says something should happen (even if the rules don't necessarily allow for it) go with your gut and figure the rules out later.

## TRICKS OF THE TRADE

As you run the game, here are some helpful tips to guide you each step of the way:

- ✦ Describe things in an evocative way.
- ✦ It's okay for the story and characters to be larger than life.
- ✦ Allow the players to feel like the heroes of the story (or the villains!)
- ✦ Speak to the characters, not to the players.
- ✦ Treat all life as being valuable and worth saving.
- ✦ Make the stakes apparent and the threats very real.
- ✦ Give the characters tangible goals to keep the story moving.
- ✦ The villains are smart—let them have contingency plans.
- ✦ The villains are also people, humanize them when you can.
- ✦ Challenge the players' sense of right and un! Embrace the silly moments alongside the serious moments.

These are all good things to keep in mind when running a game, but how often you integrate these tips depends on your group's needs. As the GM, you know your players and should do whatever allows everyone at your table (including you) to have the best experience.

## SAFETY AT THE TABLE

As the GM, it is your responsibility to make sure all of your players are comfortable with what's happening in the game. It can be rewarding to shock and surprise your players during an episode, but it's important to make sure you don't violate their trust in the process.

When you use safety tools like those recommended in the "Session Zero" section, you have the foundation to know what buttons you can press to elicit a reaction without crossing any boundaries. Doing this in a session zero allows everyone to start the game with the same expectations. However, safety tools should be used throughout the duration of a game, not just at the start.

It can be beneficial to do regular check-ins with your group to get feedback about what the players like the most about the game and what things they're less enthusiastic about. This is helpful for you as the GM to lean into the scenes and story beats that best fit your group's wants and





needs (see “Balancing Scenes” in *Paragons: The Roleplaying Game*). This is also a great time to make sure nobody’s answers about the game’s content preferences have changed over the course of the game.

## PLANNING AN EPISODE

When preparing for an episode, it’s important to leave space for the players to interact with and explore the world around them. For this reason, it’s helpful to keep the following in mind about each type of scene:

- ✦ An action scene can take anywhere from 30 to 90 minutes, depending on the level of players, the number of opponents, and secondary objectives in the scene (e.g. recovering an artifact or protecting civilians).
- ✦ A character scene can take anywhere from 15 to 45 minutes, depending on the amount of information being conveyed, the number of characters involved, and the players’ urgency.
- ✦ A montage scene can take anywhere from 15 to 60 minutes, depending on the amount of time that passed. Investigation montages can run longer than 60 minutes, if there are more than 3 or 4 rounds.

Until you get a better feel for how your group plays together, it can be helpful to plan for approximately 45 minutes of play for each narrative beat in an episode. Using the sample episode, *Space Metal*, as an example, there are three narrative beats, which means an episode of *Space Metal* takes about two and a half hours to play.

## RUNNING ACTION SCENES

When planning for action scenes, it’s important to think about the strength of your paragons and build your fights in ways to challenge them. Who they are fighting is a big factor in that.

If the characters are fighting low-level antagonists, they will probably win easily unless you give the antagonists a numbers advantage. Depending on how tactical your players are when fighting, adding 1-3 antagonists should be enough to make the encounter interesting without being too challenging.

If the characters are fighting a villain, especially one major to the plot, you may want to reference the “Creating NPCs” section in the GM Toolkit (see *Paragons: The Roleplaying Game*) to make sure your villains are strong enough to challenge the paragons. Every villain needs a couple of minions



to keep the paragons from being able to focus fire and defeat them too quickly. If you don't want your villain to be defeated the first time the paragons face them, you may want to make them even stronger or save some Story Points to give them a quick escape if the tide turns against them.

### ⚡ PRE-EPISEDE PREPARATION

To keep the action moving, you may want to make Team Rolls for your NPCs before the episode starts. Optionally, for all NPC dice pools during an action scene, you can choose not to roll and give them a number of successes equal to half their dice pool (rounding up) minus 1. For an attack with a dice pool of 8, you can say the attack has 3 successes to keep things moving.

### ⚡ DESCRIBING THE ACTION

It can be hard for players to stay focused during action scenes, especially if the scene is taking a while. To help keep players engaged, try to narrate how things resolve in a cinematic way. For instance, if a player rolls to hit an opponent, it can be helpful to describe how the opponent reacts, what the player sees in the moment before or after making their attack, and how other people in the world respond to seeing villains and heroes fighting in front of them.

### ⚡ USING MAPS

For action scenes taking place in an environment where things can be interacted with or used tactically, players may benefit from having a visual representation of the room, like a map. Whether this is a battle map with hex tiles for the characters to navigate or simply a quick drawing for players to use as a reference, being able to see where things are in relation to each other is helpful for some players.

While many fights in an open environment, or with a few simple terrain pieces may not need a map, be sure to still describe the environment and where the characters are in the room to help the players visualize the scene in their minds.

### ⚡ HANDLING CHARACTER DEATH

Sometimes, if a fight goes poorly, a paragon will die during an episode. This can be a hard thing to run as a GM, because players grow close to their characters and killing a paragon can feel like you did something wrong.

As the action scene rages on, it's important to give the fallen paragon a short character scene. Here are a few possible ways to handle this in the moment:

⚡ Give the paragon a chance to say some final words to their teammates.

⚡ Ask the paragon what goes through their mind as they realize the blow is fatal.

⚡ Have the paragon describe an important memory and what it means to them in their final moments.

After the action scene is over, it may be appropriate to give the other paragons a few moments to say their final goodbyes to their fallen friend.

Once the episode is over, take a few minutes with the players to reminisce on the fallen paragon's best moments and check-in with the player. While oftentimes stories end with death, there are ways for paragons to come back from the dead if the player wishes to continue their story, but there's always a cost. Perhaps there's a villain with an experimental medical procedure that resembles necromancy or a powerful god or otherworldly entity offers the paragon's soul a chance to return in exchange for a costly favor. This can be a great tool for you to introduce a new, more dangerous villain or give a powerful enemy a bargaining chip to use against the paragons.

# 5

## SAMPLE EPISODE: SPACE METAL

*Space Metal* is a single episode designed for a group of four level 1 paragons.

After a recent train derailment, the midwest branch of The Alliance is tracking leads. To this end, they have given a team of prospective heroes the location of a warehouse potentially linked to the crime. If the mission goes well, the paragons will be offered provisional Alliance membership.

### OVERVIEW

This adventure is divided into the following sections:

**Part 1: Unwelcome Visitors.** The adventure begins as the paragons arrive at the warehouse. Characters must find a way inside, and can explore the outside of the building and search for information about the business operating there.

**Part 2: Hot on the Trail.** Once inside, characters must investigate ties to the villains behind the train derailment and uncover their evil plot.

**Part 3: The Getaway.** After securing as much evidence as possible, the paragons must escape before the villains arrive.

### EPISODE BRIEF

A few days ago, a train was derailed in rural Indiana. While nobody was harmed, the damage took several days to clean up. Officially, it was ruled an accident. In truth, the train was the target of a heist planned to steal a rare space metal on-board called Corylium. Corylium isn't supposed to be on Earth, therefore it cannot officially be reported stolen from the wreck.

A nefarious consultation service called The Villainous Institute for Planning, Executing, and Reaping (V.I.P.E.R.) has organized a project with three low-level villains with experience developing experimental technology. Those villains executed the heist and delivered the stolen metal to a V.I.P.E.R. warehouse. Once it has been refined, they will each get a sample to use in their work.

Dark Pilot is working on a prototype engine for a personal fighter jet. Red Storm is developing a more powerful recoilless rifle; and Steel Bastion is working on cloning technology to develop their own personal army.

In exchange for resources and lead about Corylium, V.I.P.E.R. will get a copy of the designs for each of these projects to use for their more prominent clients. The villains have no other affiliation with V.I.P.E.R.

#### ⚡ THE WAREHOUSE

The warehouse doubles as a logistics hub for V.I.P.E.R. and a workshop for Dark Pilot, Red Storm, and Steel Bastion to experiment with Corylium and uncover uses for it in their work.

The logistics half of the operation includes shipping and storage of weapons and raw materials to other V.I.P.E.R. locations and clients. There are offices attached to the warehouse where staff handle the day-to-day operations of sending and receiving inventory. The workshop contains some basic scientific equipment, but is primarily geared towards smelting and forging Corylium into parts for the villains' projects.

#### ⚡ ABOUT CORYLIUM

As a rare metal originating from Corylon (a distant planet whose existence is not common knowledge), Corylium is sought after in many galaxies for its unique properties. Corylon's advanced scientific developments can be largely attributed to its rich Corylium mines. Recently, a team of Corylian scouts arrived to man their outpost on the dark side of the moon, and sent

one member of their party to check in with Earth's government. Local scavengers stripped parts from his ship while the delegate made contact with the United Nations. The delegate was able to repair the ship and return to the moon but the Corylium was never recovered.

The Alliance is aware of this predicament and working to recover the Corylium samples for their own purposes.

## Agent Daniels

In this episode, Agent Daniels is a generic handler who works for The Alliance's midwest branch. They have no powers, but are on comms with the paragons during the mission, which makes them a tool for the GM to help nudge the players in the right direction if they need any help. Agent Daniels can be portrayed as any gender, so feel free to take this character and give them a personality that feels right to you.

## OPENING SCENE

Use the following plot hook to introduce the scenario to your players. Read or paraphrase the following:

You have been recruited by the midwest branch of an international hero organization called The Alliance. The Alliance is responsible for overseeing superhuman activity worldwide and, as prospective members, you need to perform a trial mission before you can officially join. You have been assigned to Agent Daniels, a handler, who will coordinate with you over comms and monitor the mission remotely. Your task is to infiltrate a warehouse that may be tied to a recent train derailment and recover evidence of any criminal activity there

- ✦ As the episode begins, introduce the paragons to Agent Daniels, and brief them on the following key information:
- ✦ There was a train derailment in rural Indiana three days ago. While it was officially ruled an accident, The Alliance knows it was a cover-up for something more nefarious.
- ✦ Alliance intel indicates several crates that went missing during the accident have resurfaced, and all are tied to a shell company operating out of a small warehouse bordering Chicago's city limits.
- ✦ This is an information gathering mission, and while it would be nice to recover any missing goods from the train crash, the higher priority is finding out who was behind the heist.

## PART 1: UNWELCOME VISITORS

The mission begins with a character scene as the paragons arrive at the warehouse. Read or paraphrase the following text:

From the outside, the warehouse appears like any other business here in this industrial neighborhood of Chicago. The two-story, cold brick exterior with tinted windows hides any sign of activity within. A brisk wind picks up as a sign by the building's office door reads "Office Hours: Monday to Friday 9am to 5pm. Trucks please drop-off at the back."

There are three entrances to the building: the front office door, a side door that doubles as the emergency exit, and the loading docks at the back of the building.

## BREAKING AND ENTERING

Each entrance has different information to offer about the types of business occurring here, and allow for characters with different skill sets to potentially break in.

### ✦ OFFICE DOOR

The office door is a standard metal door with a single, narrow pane of glass that reveals a glimpse of an entryway and reception desk inside. The door can be unlocked with four successes on a Finesse roll. It can also be broken open with two successes on a Physique roll or similar attack.

A single success on an Observation roll here reveals a note stuck in a mail slot on the door reading "I picked up my piece. Thx -Red."

### ✦ SIDE DOOR

The side door is a windowless metal door with cigarette butts scattered on the ground around it. The door can be unlocked with four successes on a Finesse roll. It can also be broken open with one success on a Physique roll or similar attack because the lock mechanism is faulty. It is also possible to open this fire door by hacking the system with two successes on an Acuity roll.

The cigarette butts on the ground are from the villains and staff who take breaks outside this door. A success on an Observation roll lets a character determine nobody has smoked here in the last few hours.



## ⚡ LOADING DOCK

The large metal garage doors at the loading dock allow trucks to back in and unload cargo. There are two docks, each with their own loading bay door. There are no locks on the outside, but the doors can be opened with five successes on a Physique roll to lift one. However, one of the door panels is slightly damaged and can be damaged further to allow the characters in with four cumulative successes on attacks made against it.

There is a truck parked in the second loading bay, seemingly left there for the night. It has branding on it for VPR LLC, a trucking company. If told this, Agent Daniels looks it up and confirms this is a shell company potentially tied to V.I.P.E.R.

## SECURITY SYSTEM

There are two security drones inside the warehouse and workshop portion of the building. Upon being alerted to the presence of intruders, they set off a silent alarm and attack the paragons. Transition to an action scene.

For groups of more than four players, add one drone per additional character.

When the paragons enter the warehouse or when the security drones become alerted to their presence, read or summarize the following information:

The interior of the warehouse is split into two sections. Closest to the loading doors are rows of shelves with crates and boxes stacked to the ceiling. There is a workshop area closer to the front office, with a few scraps of metal left out on a workbench. It appears to be a machine shop with other specialized equipment that seems out of place, like a high school chemistry class mixed with a basic forge for metalworking. Before you can get a closer look, you hear a loud wailing klaxon sound as two drones equipped with laser guns fly towards you.

### SECURITY DRONE

POWER 1

*Programmed to prevent anyone without security clearance from entering a restricted area.*

#### Stats:

**Phy 3, Fin 4, Sta 3, Acu 4, Pre 1**

**Will 4, Resist 7**

#### Abilities:

*Fly*

#### Moves:

Slam Attack (Melee): 5 (Physique 3 + Gear 2)

Laser Attack (Ranged): 6 (Finesse 4 + Gear 2)

## ⚡ SILENT ALARM

The silent alarm notifies V.I.P.E.R. of the intrusion. They alert Dark Pilot, Red Storm, and Steel Bastion who rush to the warehouse and make their entrance in **Part 3: The Getaway**.

## ⚡ RESOLUTION

Once the security drones have been defeated, the paragons have a chance to look around the building fully, but Agent Daniels reminds them that the drones likely alerted someone else to their presence, so they are on the clock.



## PART 2: HOT ON THE TRAIL

Inside the building, the paragons must conduct an Investigation montage scene to uncover evidence about what evil plans are in motion here and how it connects to the derailed train.

This is a medium difficulty Investigation, which means that it requires 2 successes per character to gather enough information to complete it. After three rounds, the Investigation ends as Part 3 begins.

### INVESTIGATION OVERVIEW

There are many different ways to uncover the following information. This section includes some of the most common ways a character might uncover each piece of information, but if your group tries something different, you can reward them with the same information from a different source:

- ✦ V.I.P.E.R. is currently in possession of several pieces of Corylium from the train that was recently derailed in rural Indiana.
- ✦ The Corylium samples are on the workbench. They were transported in a crate with a serial number from the derailed train. One sample appears to be missing.
- ✦ V.I.P.E.R. has been in contact with three villains who were responsible for the derailment: Dark Pilot, Red Storm, and Steel Bastion.
- ✦ Correspondence records (phone records, texts, etc.) in the office confirm this.

- ✦ The Corylium samples are being used by the three villains each to develop advanced experimental technology.

- ✦ Records from meetings or contract paperwork can be recovered to indicate each villain is developing a product in exchange for resources and will deliver a blueprint to V.I.P.E.R. upon completion.

- ✦ Research is being done on Corylium and what its unique properties are.



Dark Pilot

It is extremely lightweight, impact resistant, flexes under extreme pressure, and can absorb and redistribute certain energies (ie. heat resistant, cold resistant)

Other activities taking place in this facility include the transportation of advanced weapons and dangerous materials (explosives, chemicals, etc.).

Nothing technically illegal; the paperwork is in order, but this is a clue to what V.I.P.E.R. is planning.

Records indicate that V.I.P.E.R. has an upcoming meeting with a very well-known villain called Bullrush. They plan to pitch him on one of the items being developed with Corylium.

Paragons can also learn more about the villains and the V.I.P.E.R. staff working here.

### ✦ DARK PILOT (HE/HIM)

A former air force pilot, Steven Meyer flew on dangerous and classified missions during his time in the service. After returning to civilian life, he was radicalized by a group of political extremists who believe the government is creating superheroes for some secret agenda. After all the propaganda, he decided to take on the moniker of Dark Pilot and hunt heroes.

With help from V.I.P.E.R. Dark Pilot is building his second personal fighter jet prototype. Smaller than an airplane, his prototype is perfect for patrolling a city's airspace, but can't match a fighter jet's speed or weapons capacity. Corylium will help him improve the design dramatically.

His first prototype was destroyed during a fight with a local Chicago hero called Ivy Man who took out the jet and saved Dark Pilot's life. His ultimate goal is to get his revenge and kill Ivy Man.

### ✦ RED STORM (SHE/HER)

Raised by supervillain parents, Red Storm's primary goal in life is to become unfathomably rich. Rather than work for a living, she decided to follow in her parents



Red Storm



footsteps and train with weapons extensively.

Growing up with parents who often went toe-to-toe with superheroes and frequently lost, Red Storm tries to fly under the radar and carry out her work in relative obscurity. Very little is known about her; even her legal name is a mystery. But when V.I.P.E.R. approached her about Corylium, she simply couldn't turn down the opportunity to develop a new generation of weapons to patent and sell.

### ⚡ STEEL BASTION (THEY/THEM)

After a freak accident at a chemical plant, Wren Mathis found their body took on the qualities of the titanium alloy involved in the accident. With their newfound strength and resilience, Steel Bastion was born.

Initially Steel Bastion turned to crime to pay off their medical bills, but as time went on, they found new goals to accomplish. Currently researching a way to use Corylium in cloning technology, Steel Bastion believes that, with an army of clones, they could make a better world governed by the principles of science and logic.

### ⚡ V.I.P.E.R. STAFF

While not the target of the investigation, here is some information that can be learned about each person who works in the warehouse on V.I.P.E.R. staff.

#### DONNA (SHE/HER)

The office manager and occasional socialite, Donna Davis is incredibly organized, with multiple journals and a binder for each ongoing project. Her office and desk area are neat and tidy and decorated with pictures of family and friends.

Her boyfriend was killed in the crossfire of a bloody fight between Paragon and an invading alien army and Donna holds a grudge against Paragon for not saving him.



Steel Bastion

#### JONATHAN (HE/HIM)

Fresh out of college, Jonathan Walters knew he wanted to work in inventory management, and found this job appealing for its pay and benefits. He doesn't personally have anything against heroes, he just likes the pay.

## CONCLUDING THE INVESTIGATION

Most groups should be able to complete the Investigation in less than three rounds. If they finish before the third round, offer them a chance to go over the information they've gathered or talk as a group. If the Investigation has not been successfully concluded after three rounds, interrupt it at the end of the third round and move on to **Part 3: The Getaway** as the three villains arrive.



## PART 3: THE GETAWAY

The villains storm onto the scene in hopes of stopping the intruding paragons. Read or paraphrase the following:

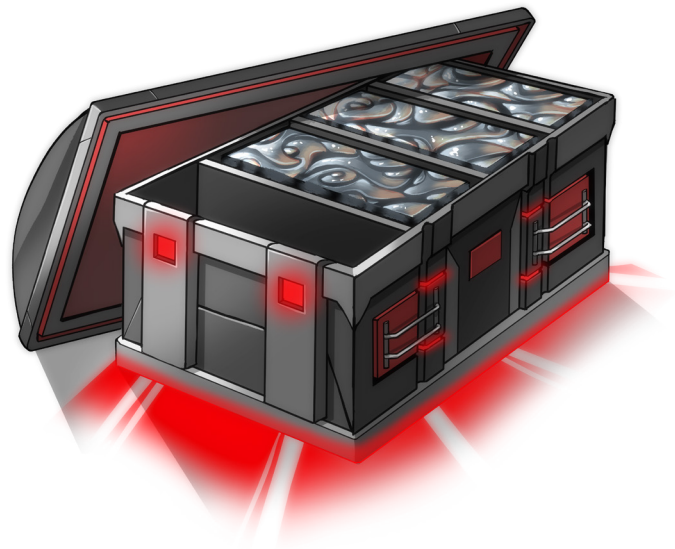
There is a commotion outside as Agent Daniels chimes in, "You've got company. Three villains incoming. ETA 30 seconds. We've got what we came for, let's get out before things get messy." The warehouse rumbles as a loud vehicle approaches.

The paragons have a brief moment to escape without notice, otherwise they're in for a tough fight. If the group moves quickly to leave the warehouse, call for a team Physique roll. If there is at least one success per character in the group, they are able to make it out the door before the villains arrive. Each paragon must successfully use the Hide move to avoid detection, otherwise their cover is blown.

If they are unable to leave fast enough or choose to stay, read or paraphrase the following information:

The warehouse door flies open as a person made of metal, a woman holding a strange weapon that appears to be made of Corylium, and a man in a black flightsuit rush in poised to strike.

This action scene is not unwinnable, but it is intended to be a significant challenge to the paragons, who might be better served taking some time to train and hone their abilities for taking on three villains at once. The villains are not inclined to negotiate with the intruders, but a very persuasive argument or three successful Persuade moves could change that.



## VILLAIN STAT BLOCKS

Use these stat blocks for the fight.

DARK PILOT	POWER 1
<i>"Heroes are no good living."</i>	
<b>Stats:</b>	
<b>Phy 2, Fin 4, Sta 3, Acu 4, Pre 3</b>	
<b>Will 4, Resist 6</b>	
<b>Abilities:</b>	
<i>Blaster</i>	
<b>Moves:</b>	
Knife Attack (Melee) 4 (Physique 2 + Gear 2)	
Gun Attack (Ranged): 7 (Finesse 4 + Blaster 1 + Gear 2)	

RED STORM	POWER 2
<i>"You're not taking me down!"</i>	
<b>Stats:</b>	
<b>Phy 5, Fin 6, Sta 3, Acu 4, Pre 2</b>	
<b>Will 5, Resist 9</b>	
<b>Abilities:</b>	
<i>Blaster</i>	
<i>Duelist</i> (Add 1d6 to attacks against the opponent who last hit you)	
<b>Moves:</b>	
Knife Attack (Melee): 7 (Physique 5 + Gear 2)	
Experimental Gun Attack (Ranged): 10 (Finesse 6 + Blaster 1 + Gear 3)	

*“You’ll make a fine servant in my titanium utopia.”*

**Stats:**

**Phy** 7, **Fin** 2, **Sta** 5, **Acu** 4, **Pre** 2

**Will** 7, **Resist** 18

**Abilities:**

*Heavy Hitter*

*Thick Skin*

**Moves:**

Fist Attack (Melee): 8 (Physique 7 + Heavy Hitter 1)

## RESOLVING THE ACTION SCENE

The paragons can win the fight, getting each villain down to a combined Will and Resist score of 3 or less, or perhaps **knocking them out**. In either scenario, the villains retreat if possible before being **knocked out**, choosing to fight another day. If the paragons win, they can return to The Alliance with the evidence they found.

If the paragons lose the fight, the villains interrogate them about their motives before retrieving any evidence from their bodies and kicking them to the curb with a warning never to return. Dark Pilot would greatly prefer to kill them, but he is outvoted.

If the paragons try to flee in the middle of the fight, they must make three successful rolls in a row to escape: Physique rolls to run, Finesse rolls to use the Hide move, or a hero’s abilities may be used to make another type of roll if appropriate to successfully get away.

## REPORTING BACK TO THE ALLIANCE

Regardless of how the action scene and getaway play out, Agent Daniels urges the paragons to visit the local Alliance office to meet for an in-person debriefing. The Alliance is interested in any physical evidence brought back from the warehouse, and is especially interested in Corylium if the paragons took it.

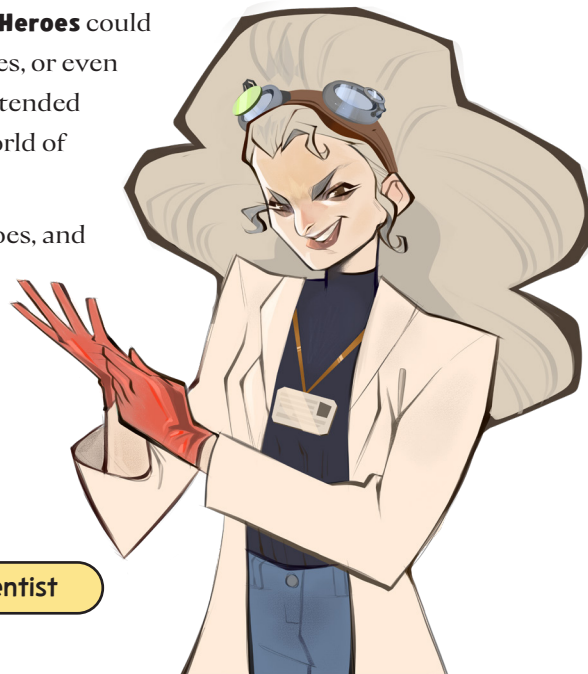
The Alliance’s ulterior motive this whole time has been to recover the Corylium and use it for their own technological advancement. They offer the paragons a sum of \$5,000 for any recovered samples.

After debriefing, Agent Daniels instructs the paragons to rest, recover, and await further instructions—this is just the first thread of a tangled web that may reach farther than any of them suspect.

# APPENDIX A: NPCS

Here are some stat blocks of antagonists, creatures, and Paragon for you to use or modify for your own episodes. These stat blocks are split into three groups: **Antagonists** are the equivalent of henchmen or very minor villains, who often fight in groups or work for another, more powerful villain. For paragons with the Shapeshifter ability, a selection of **Creatures** is available. **Heroes** could be a rival group of “good guys”, allies, or even foes in some scenarios. They are intended as established characters in the world of Paragons to help populate it.

More Antagonists, Creatures, Heroes, and Villains can be found in *Paragons: The Roleplaying Game*.



Evil Scientist

## ANTAGONISTS

### EVIL SCIENTIST

POWER 1

*By performing unethical tests, they hope to develop a powerful new weapon.*

#### Stats:

**Phy 2, Fin 2, Sta 1, Acu 4, Pre 3**

**Will 2, Resist 6**

#### Attack Moves:

Gun (Ranged): 4 (Finesse 2 + Gear 2)

### HIRED MUSCLE

POWER 1

*When you want someone roughed up, you better pay up.*

#### Stats:

**Phy 4, Fin 3, Sta 3, Acu 1, Pre 1**

**Will 4, Resist 7**

#### Attack Moves:

Unarmed (Melee): 4 (Physique 4)

Gun (Ranged): 5 (Finesse 3 + Gear 2)

### ROBOT ASSASSIN

POWER 2

*01. COMMAND: KILL*

#### Stats:

**Phy 4, Fin 4, Sta 3, Acu 2, Pre 1**

**Will 5, Resist 6**

#### Abilities:

*Sharpshooter*

*Technologist*

#### Attack Moves:

Hidden Blade (Melee): 6 (Finesse 4 + Gear 2)

Laser (Ranged): 8 (Finesse 4 + Sharpshooter 2 + Gear 2)



# CREATURES

## BEAR POWER 1

### Stats:

**Phy** 4, **Fin** 2, **Sta** 4, **Acu** 1, **Pre** 1

**Will** 5, **Resist** 6

### Abilities:

*Heavy Hitter*

### Attack Moves:

Bite (Melee): 5 (Physique 4 + Heavy Hitter 1)

Claw (Melee): 5 (Physique 4 + Heavy Hitter 1)

## EAGLE POWER 1

### Stats:

**Phy** 2, **Fin** 4, **Sta** 2, **Acu** 2, **Pre** 2

**Will** 3, **Resist** 6

### Abilities:

*Flying*

### Attack Moves:

Claw (Melee): 4 (Finesse 4)

## MOUSE POWER 0

### Stats:

**Phy** 1, **Fin** 3, **Sta** 1, **Acu** 2, **Pre** 4

**Will** 1, **Resist** 2

### Attack Moves:

Squeak: deals no damage, but it's cute

# HEROES

## PARAGON POWER 5

*The most iconic superhero in this universe, his face is the face of good. While he might be impressively powerful, he can only be in one place at a time.*

### Stats:

**Phy** 8 (with Herculean Bracers), **Fin** 4, **Sta** 9, **Acu** 3, **Pre** 4

**Will** 14, **Resist** 48

### Abilities:

*Destructive Blows*

*Fly, Speedster* (Add 1d6 after moving in a straight line)

### Gear:

**Herculean Bracers** Simple bronze bracers that mold to fit the wearer's arms. These bracers grant the wearer Herculean strength. Your Physique stat is increased to 8.

### Attack Moves:

Unarmed (Melee): 14 (Physique 8 + Destructive Blows 5 + Gear 2)