

# RACIAL PARAGONS

This short article introduces a new type of character grade - the paragon grade. Paragons are a way of levelling up in your race rather than your career, becoming an archetypal ideal of your race. Much like a career grade, a paragon grade increases a character's overall grade, and adds to attributes and skills.

## BUYING A PARAGON GRADE

A paragon grade costs the same as a career grade. It can be purchased with XP or time (1d6 years, or 3d6 years for a long-lived race, which is defined as any race which enters adulthood at 50 years of age or later), just like a career grade, or it can be selected as one of a character's starting grades during character creation (although it may not be used as the character's origin).

You can take as many paragon grades as you wish. However, it is important to remember the rules on ageing - if time is being spent, eventually a character will be unable to increase STR, AGI, or END.

## BENEFITS OF A PARAGON GRADE

When you take a paragon grade, you gain the race's attribute increases (but not penalties) and skill choices an additional time. For example, taking a paragon grade in Grand Elf gives you an extra AGI +2, LOG +2, and MAG +3, as well as two of the Grand Elf's list of skill

choices.

A paragon grade does *not* grant new exploits. The attribute increases are generally higher than you would get from a career grade, however. For example, the Grand Elf example, above, gains 7 attribute points rather than the 4 offered by a typical career grade.

Additionally, your overall grade increases by one grade

