

The Paragon

A bare-chested human strides across the field towards a fever-mad bull, his sculpted musculature gleaming in the summer sun. When the bull charges, the man sets himself and seizes it by the horns, feet digging deep into the earth as he brings its rush to a halt. Straining against the beast's wild strength, he slowly, slowly lowers its head to the ground. At last, he flips it onto its back, then ties its hooves with a length of rope. The onlooking crowd, waiting at a safe distance with bated breath, erupts in cheers.

A half-orc stands in the market square, towering head and shoulders above all passersby, even others of his kind. With his intimidating size and visage, he is given a wide berth, but to anyone who meets his eye he offers nothing but a kindly smile. Finally, a group of children, bolder than the rest, approach him. In moments their laughter fills the square, as he hoists them onto his wide shoulders four at a time and gives them a raucous ride around the carts and stalls.

A dwarf, nearly as tall as a human and three times as broad, works at her anvil. She has been there for hours and will be there for hours more, but shows no sign of fatigue, nor does she seem bothered by the great clouds of sparks that fly up from each of her ringing hammerfalls. Every blow is as precise as it is powerful, and in time, the raw steel begins to take the shape of a fine axe, one worthy for a queen of the dwarves.

A paragon is a hero of physical perfection, possessing strength beyond what even the mightiest warriors can muster and capable of feats that are the stuff of legends. The source of their vast power varies: they may claim descent from a celestial or giant, or have received a divine blessing, or maybe they're freakishly huge for no reason at all.

Although paragons are sometimes viewed as slow, clumsy, or stupid, they are not to be underestimated on any of these fronts. However, it is true that their capabilities are defined by their muscles more than any other adventurer. A paragon is in their element when they are lifting a burden no one else can budge, or wrestling down a monster twice their size, or sending multiple enemies flying through the air with a single sweep of their weapon. Paragons don't believe in limitations: when a task seems too difficult for them, they simply strain themselves even harder until they triumph, die trying, or both.

THE PARAGON

Level	Proficiency		Muscle	Features
	Bonus	Mass	Mass	
1st	+2	—	—	Heroic Stature, Brawler, Unarmored Defense
2nd	+2	+1	+1	Muscle Mass, Straining Sinews
3rd	+2	+1	+1	Paragon Archetype
4th	+2	+2	+2	Ability Score Improvement
5th	+3	+2	+2	Heavy Hit (1 die)
6th	+3	+3	+3	Mighty Throw
7th	+3	+3	+3	Archetype feature
8th	+3	+4	+4	Ability Score Improvement
9th	+4	+4	+4	Great Cleave
10th	+4	+5	+5	Demolish, Tireless
11th	+4	+5	+5	Heavy Hit (2 dice)
12th	+4	+6	+6	Ability Score Improvement
13th	+5	+6	+6	Archetype feature
14th	+5	+7	+7	Mythic Stature
15th	+5	+7	+7	Straining Resolve
16th	+5	+8	+8	Ability Score Improvement
17th	+6	+8	+8	Heavy Hit (3 dice)
18th	+6	+9	+9	Epic Cleave
19th	+6	+9	+9	Ability Score Improvement
20th	+6	+10	+10	Archetype feature

Class Features

As a paragon, you gain the following class features.

Hit Points

Hit Dice: 1d12 per paragon level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per paragon level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons, improvised weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Animal Handling, Athletics, Intimidation, Religion, and Survival

Heroic Stature

Your prodigious size and strength make your blows powerful, but imprecise. Whenever you make an attack roll using Strength, add only half your Strength bonus, rounded down, to the roll. But whenever you make a damage roll using Strength, you can add double your Strength bonus to the roll. If you double your Strength bonus this way, you can't add your Strength to any other damage rolls you make this turn.

You also count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift (doubling those values).

Brawler

You are a fearsome fighter with your bare hands or with any object that comes to hand. You can roll a d6 for your unarmed strike damage and a d8 for improvised weapon damage.

Unarmored Defense

While you are not wearing armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Muscle Mass

Starting at 2nd level, your physical power begins to grow without limit. Your Strength score increases by an amount equal to half your paragon level, rounded down, as shown in the Muscle Mass column of the Paragon table. Your maximum Strength is 20 + this amount.

Straining Sinews

Also starting at 2nd level, you can push yourself beyond your already extraordinary capabilities. Whenever you fail a Strength check, you can roll 2d6 and add the higher of the two dice to the result of the roll. However, you take strain damage equal to the *total* of the two dice. Strain damage is psychic damage, but it cannot be resisted or prevented, and it also reduces your hit point maximum by the amount rolled until you finish a long rest. If the result of the Strength check is still a failure, you can strain yourself further, repeating this process. On a single check, you can strain a total number of times equal to your Constitution modifier (minimum of once).

When you attempt to push, drag, or lift an object, you can use your reaction to take 2d6 strain damage. If you do, for the next minute you count as two size categories larger, rather than the one provided by your Heroic Stature feature (doubling your capacity again).

Paragon Archetype

At 3rd level, you choose an archetype which shapes how you seek to exercise your power. Choose Challenger, Gentle Giant, or Master Smith, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 20th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature, except for your Strength, the maximum of which is increased by your Muscle Mass feature.

Heavy Hit

Whether you wield oversized weapons or simply swing them with tremendous force, your blows do massive damage. Starting at 5th level, whenever you deal damage with a weapon or unarmed strike using your Strength, roll one additional damage die (or two additional dice if your weapon normally has two damage dice, like a greatsword).

This increases to two additional dice at 11th level and three additional dice at 17th level (or four and six with a two-dice weapon).

Mighty Throw

Starting at 6th level, you can accurately hurl objects immense distances. When you make a thrown weapon attack, triple the weapon's normal and long range values.

Great Cleave

Starting at 9th level, you can use your action to make a melee weapon attack against two creatures within 5 feet of each other and within your reach. Make a separate attack roll and damage roll for each target.

Starting at 18th level, you can attack every creature of your choice within your reach this way, rather than just two.

Demolish

Starting at 10th level, you have advantage on Strength checks to break objects and structures, and deal double damage to them with attacks using your Strength.

Tireless

Also starting at 10th level, whenever you would gain a level of exhaustion, you can choose to take 2d6 strain damage instead.

Mythic Stature

At 14th level, your reach increases by 5 feet. You now count as two sizes larger when determining your carrying capacity and the weight you can push, drag, or lift. When using your Straining Sinews to increase your effective size, you count as three sizes larger rather than two.

Straining Resolve

Starting at 15th level, when you fail a saving throw, you can strain to succeed instead. Roll 3d6, add the highest die to your saving throw result, and take the total as strain damage. On a single save, you can strain a total number of times equal to your Constitution modifier (minimum of once).

Paragon Archetypes

A paragon is by definition an exceptional person, and the feats they set out to accomplish are unique to them. However, over the ages, certain recurring archetypes can be discerned among these singular heroes.

Challenger

Challengers are enthusiastic warriors and athletes, forever testing their strength against ever-greater trials. They may strive to prove their worthiness to a monarch or a god or some other authority figure, or they may simply find thrill in the challenge itself.

Wrestling Trial

Starting when you choose this archetype at 3rd level, you can attempt to grapple or shove a creature as a bonus action. You count as one size larger for the purpose of grappling. You can use your Straining Sinews feature to increase your effective size as a reaction when you grab a creature, and this size increase also counts for the purpose of grappling.

When you successfully grapple or shove a creature, you deal bludgeoning damage to the creature equal to your unarmed strike damage. You don't add your ability modifier to this damage, but do roll any additional damage dice you gain from your Heavy Hit feature.

Athletic Conditioning

Also starting at 3rd level, you become proficient in the Athletics skill. If you were already proficient, you can

choose a proficiency in another skill instead. In addition, climbing and swimming no longer cost you extra movement.

Racing Trial

Starting at 7th level, when you take the Dash action, triple your movement instead of doubling it, and also double your jump distance for the turn. You can choose to take 2d6 strain damage to quadruple your movement instead of tripling it, and triple your jump distance instead of doubling it.

Endurance Trial

Starting at 13th level, as a bonus action, you can take 1d6 strain damage a number of times of your choice up to your Constitution modifier. You gain 10 temporary hit points for each die of strain damage you rolled.

Apotheosis

At 20th level, you have surmounted every challenge the mortal world could offer you and earned the reward of immortality. You no longer age and cannot die of old age. You have advantage on all saving throws, and your hit point maximum and ability scores cannot be reduced.

Gentle Giant

Some paragons have an amiable nature that belies their imposing physique. They use their strength not for their own benefit but to protect and aid those weaker than them—which is to say, everybody. The friendship of such gentle giants is truer and more valuable than diamonds.

Warding Arms

Starting when you choose this archetype at 3rd level, you can interpose your great arms and hands to defend your companions from danger. When a creature you can see attacks a target other than you that is within your reach, you can use your reaction to impose disadvantage on the attack roll.

Giant's Shoulders

Your friends can accomplish more standing on your shoulders, figuratively and sometimes literally. Starting at 3rd level, when you take the Help action, the creature you are helping can roll an additional 1d6 and add it to the result of its attack or check.

Calming Hug

Starting at 7th level, you have advantage on saving throws against being charmed or frightened. You can use your action to attempt to grapple another creature that is

charmed or frightened. If you succeed, the effect ends on that creature.

Go Away

Starting at 13th level, when you hit a creature with a melee weapon attack using your Strength, you can push that creature 10 feet away from you. You can choose to take 3d6 strain damage to push the creature 30 feet instead.

Tall Tale Hero

At 20th level, you have grown so far beyond ordinary folk that your size category increases by one and your reach increases by 5 feet.

Master Smith

Great strength can be used to create, not merely to destroy. So when a paragon takes up a craft, the results are spoken of for generations. Master smiths can be found at almost all times in their forges, hammering at raw metal with both power and precision to shape items that are as beautiful as they are enduring.

Craft Expertise

When you choose this archetype at 3rd level, you gain proficiency with heavy armor and blacksmith's tools. When you make an ability check to craft an item with any tool proficiency, add double your proficiency bonus to the check.

As Good As One's Tools

Also starting at 3rd level, you can maintain arms and armor to improve their effectiveness. When you finish a long rest, choose a weapon, suit of armor, or shield to maintain. For the next 24 hours, the item grants a +1 bonus to AC if it's armor or a shield, or a +1 bonus to attack and damage rolls if it's a weapon.

You can maintain two items each long rest instead of one if you crafted both items yourself.

Fire in the Blood

At 7th level, you gain resistance to fire damage. You can use your action and take 3d6 strain damage to become immune to fire damage for 1 minute.

Masterpiece

At 13th level, you complete a great work, crafting a magic item of your choice. You can choose an item of very rare rarity or less, or work with your DM to create a unique item of comparable power. If this item is lost or destroyed, you can reforge it by spending a month at work and using 1,000 gp worth of materials.

Smith of Legend

At 20th level, you craft an artifact of your choice, or enhance your Masterpiece item with the power of an artifact. You are forever bound to this greatest of your works: you automatically succeed all death saving throws for as long as it exists, but die immediately if it is ever destroyed.