



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.

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 barbarian level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons, improvised weapons

Tools: Strength, Constitution

Saving Throws: Strength, Intelligence

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

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a longbow, quiver, and 20 arrows or (b) 4 javelins
- studded leather armor explorer's pack

HEROIC STATURE

Your prodigious size and strength can make your blows powerful, but imprecise. Whenever you make an attack roll using Strength on your turn, you can attack with disadvantage but apply twice your Strength modifier to damage if you hit. You can use this feature only once per round.

You are considered one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

BRAWLER

You are a fearsome fighter with your bare hands or with any object that comes to hand. You deal bludgeoning damage equal 1d6 plus your Strength modifier when you hit with an improvised weapon or unarmed strike.

This damage increases to a 1d8 when you 9th level in this class.

THE PARAGON

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

HARD AS STEEL

You have trained your muscle to be as hard as steel. Beginning at 2nd level, when you are hit by a critical hit, you can choose to make it a normal hit instead. You can use this feature once and must finish a long rest before you can use it again.

MUSCLE MASS

Starting at 2nd level, your physical power begins to grow without limit. You gain a bonus to all Strength checks and Strength saving throws you make as shown on the class features table. You also gain a bonus to your Strength-based attacks equal to half your muscle mass bonus (rounded up).

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 6th, 10th, 15th, and 20th level.

STRAINING SINEWS

Beginning at 3rd level, you can push yourself beyond your already extraordinary capabilities. When you fail a Strength check, you can roll 2d6 and add the total to your check, possibly turning it into a success.

You can use this features a number of times equal to your Constitution modifier (minimum 1) and you regain all uses when you finish a long rest.

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. You can't increase an ability score above 20 using this feature.

HEAVY HIT

Beginning at 5th level, when you hit with a heavy weapon or a versatile weapon used with both hands, you can choose to deal maximum damage with the weapon.

You can use this features a number of times equal to your Strength modifier (minimum 1) and you regain all uses when you finish a long rest.

When you reach 13th level in this class, your heavy hit uses are regained after finishing a short or long rest.

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 single attack roll and use the result against both targets. Roll damage individually for each creature that you hit.

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

Beginning at 11th level, whenever you would gain a level of exhaustion, you can make a DC 20 Constitution saving throw to avoid the level of exhaustion.

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.

STRAINING RESOLVE

Starting at 17th level, when you fail a Strength, Dexterity, or Constitution saving throw, you can choose to succeed instead. You cannot use this feature again until you finish a short or long rest.

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.

CONDITIONING

Starting when you choose this archetype 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.

WRESTLING TRIAL

Beginning at 6th 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.

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 may use your Heavy Hit feature on this damage once you reach 5th level in this class.

RACING TRIAL

Starting at 10th level, your speed increases by 10 feet. When you take the Dash action, your speed is doubled until the beginning of your next turn and your jumping distances are also twice normal. You can take a level of exhaustion to triple your speed and jumping distances.

ENDURANCE TRIAL

Starting at 15th level, as a bonus action, you gain temporary hit points equal to your Constitution score plus your level in this class. Once you use this feature, you cannot use it again until you finish a short or long rest.

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, have advantage on all saving throws, and your hit point maximum and ability scores cannot be reduced by any means.

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 6th 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 10th 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 15th 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

Starting at 6th 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. Items treated by this feature are considered magical.

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

FIRE IN THE BLOOD

At 10th level, you gain resistance to fire damage and advantage on saving throws against any fire-based attack or effect. You can use your action to become immune to fire damage for 1 minute. Once you use this immunity feature, you cannot use it again until you finish a long rest.

MASTERPIECE

At 15th 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.