Relicborne Saga

PATHFINDER COMPATIBLE

Character Reputation Tracker

Hero_____ Player_____

Based on your actions during adventures and assignments, you may gain Fame (or Infamy) with various entities and groups.

Everyone begins with the Neutral +0 box. If you gain enough Fame, you receive the listed bonus on all Charisma-based checks with that entity, or any members of that group. If you accumulate Infamy, though, you take the listed penalties instead.

The bonuses and penalties are non-type modifiers, meaning that they stack with all other modifiers. If a target could qualify as being in more than one category, use the highest bonus, or worst penalty, that would apply.

Reputation changes apply directly to your current score for that subject, moving your standing right (for Fame) or left (for Infamy).

After each adventure, the GM will inform you what Reputation adjustments you receive, in the form of a '+' or '–' followed by a value. This indicates how many boxes you should shift your Reputation with that subject.

For example, let's say you had **[**the neutral +0 box**]** plus 5 more boxes of Fame checked for a category, putting you 1 box inside the Fame range to get the +1 bonus, and then accidentally do something catastrophically bad, receiving an incredible -12 Reputation to that group at the end of an adventure. You would shift your total down (left) by 12 boxes, putting you 3 boxes inside the Infamy range to take the -2 penalty, now with **[**the neutral box**]** plus 7 more boxes of Infamy. *(most adventures should be +/– 1 or 2)*

The center **[**neutral +0**]** box is counted, but never unchecked. Any Reputation changes beyond the +2 bonus or -4 penalty are lost.

Because this tracker will be modified frequently throughout play, using pencil is recommended.

| | | *Infamy* | | |