

INFAMY POINTS

Using Infamy Points

Use an Infamy Point no more than once an encounter to:

1. Choose the result of any single roll
Attack, ability check, skill check, saving throw, caster level check, crit confirm...
2. Act out of initiative order
Move your usual turn up to "now"
3. Get an additional standard action
Usable whenever during your turn
4. Cast a bonus spell
Swap: You know but don't have memorized today - uses a spell slot
Fork: You have already cast today - doesn't use a spell slot
5. Declare that a weapon or spell attack missed you
Anything that requires a hit roll
6. Throw off an adverse condition
Possessed, feared, paralyzed, charmed, entangled...
For the rest of the encounter if it's a long term/permanent thing
7. Use a feat or a class ability from one of your classes you don't have
Have to qualify for the feat
Up to your level +5 for level requirements
For one round or one use, whichever comes last
8. Pull off a cool stunt automatically
But this isn't superheroes - limit it to what a human could arguably achieve
9. Other game effect on request
10. Limited narrative rewrite - dictate a fact, introduce a story element, have someone show up at an opportune moment, have just the right piece of equipment around

You can also use an infamy point anytime to plain old avoid certain death, though there will likely be permanent impact of some kind (e.g. scarring/disability, equipment loss, capture, etc.).

You can use multiple infamy points in collaboration with the DM to add/change larger story elements, though the DM is usually up for interesting suggestions without spending points...

Gaining Infamy Points

Every character starts with two Infamy Points. You get one each time you level up and are awarded more by the DM whenever you do something significantly badass which would add to your fearsome reputation. This does not have to be an evil act; there is a fine line in people's perception between truly criminal acts and morally justified acts of bloody violence - single-handedly slaughtering a ship of pirates or a ship of the Chelish navy would both add to your infamy. It should be an impressive enough act to get the commoners talking...

"Did you see that guy slaughter everyone on the deck of that Chelish naval ship on his own?"

"Did you hear those guys are the only survivors of an attack by a ghost ship full of unkillable skeletons and they blew up the ship to escape?"

"Did you hear those guys are behind that entire street gang 'disappearing?'"

Often these will be group awards, but there is also room for particularly inspired individual acts of mayhem.

Needless to say, as your infamy grows the magnitude of the acts required to gain more Infamy go up. Slaughtering some merchant ships will get you started on the road to infamy, but after a while, it starts making less of an impression. "Yeah, they do that all the time."

Keep track of the total number of Infamy Points you have achieved over time, it will factor in to your overall level of infamy, affecting what others know about you and affecting use of your social skills in some situations.