The Paragon Papers

A Supplement for OSR SF and Supers Games
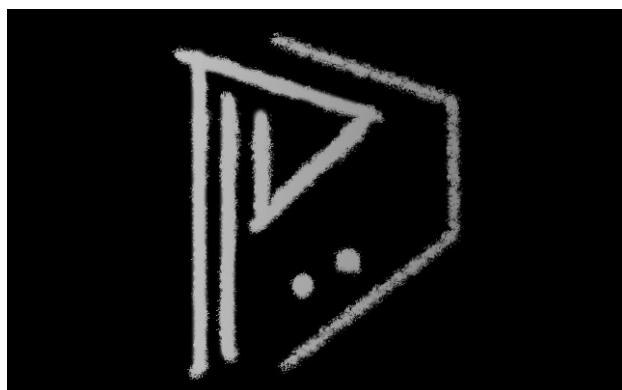
Written by

Robert Garitta
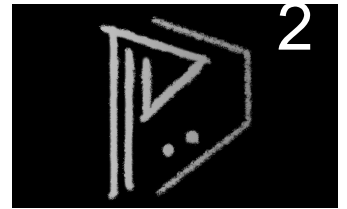
Legends

People everywhere have stories of the Paragons, strange humanoids from a distant planet. Paragons, gifted with abilities beyond those of normal life forms, were epic heroes and rarely, terrible foes. Legends and exaggeration blur the details and magnify their powers and abilities. Appearing as nearly perfect humans, Paragons possess inhuman strength, speed, and durability, holding their own against attack vehicles in combat. They are often described as defenders of the weak or beacons of hope. Evil Paragons seldom leave witnesses.

The default Paragon has the following abilities.

Paragon (from White Star) 6th Level
Armor Class   -2 [21]
HDE/XP   14/2,600
Total Hit Bonus   +14
Movement   36 (72 when flying)
Special   Near Invulnerability, Flight, Super Speed
Attack   Slam (2d6+3)
Hit Dice: 14 (50 hp)

Strength Lift 2 tons normally and without encumbrance. A Paragon can normally lift 1 ton and carry it in flight without encumbrance. Channeling their flight or super speed into their lifting power will allow them to increase their lifting power. Negating either flight or super speed allows a Paragon to lift four tons. Negating both will let a Paragon lift eight tons. In melee combat a Paragon can strike with their fists for 2d6+3. This damage is not reduced if the Paragon attacks a vehicle. It should be noted all Paragons have roughly the same strength as they draw upon universal forces for their powers. A skinny string bean is as powerful as a weightlifter if both are Paragons. The referee might want a Paragon to make an Athletics roll for a particularly difficult test of strength (tearing open a vault door, stopping a magno-train and such).

Near Invulnerability - A Paragon's steel hard skin gives them an armor bonus of - 5{+ 5]. The rest of this armor class is accounted for by their super speed. If immobilized or taken off guard a Paragon is +6 to be hit.

Super Speed- A Paragon is not merely strong and tough. They're fast, faster than the eye can follow, over short distances. Their speed gives them an additional attack or action each round and provides an additional armor bonus of - 6{+ 6]. It also lets them run at triple the speed of a normal human if they can't fly for whatever reason.

Flight - Through mental manipulation of gravity a Paragon can fly at six times running speed in close quarters. The flight is silent and does not result in sonic booms if the Paragon is careful (ST to avoid). Paragons can float at will and some never touch the ground. Paragons can fly in the vacuum of space or underwater (at half speed for the latter). Their movement is halved in Vehicle Combat.

Enhanced Recovery - Most attacks will not phase a Paragon. Even attacks scoring an effective hit seem to have no effect as wounds close up and vanish faster than the eye can follow. In game terms this gives them a saving throw to ignore the damage from most attacks. Paragons

do not ignore damage from ongoing sources, like the environment, which doesn't let up long enough for them to heal. Being thrown into molten lava, liquid nitrogen, or corrosive acid will cause damage without their save to negate. If there is a normal chance to save for half damage they are entitled to that. Paragons also do not receive a saving throw vs. blows from other Paragons. They are both powered by the Way and this negates some of their Recovery power. Certain conditions and weapons may also have special effects.

In space a Paragon can get by with a breathing mask and a belt fed air supply. A Paragon playing gremlin on your wing or hull can be disconcerting.

Paragons have half the life support requirement of a normal being their size. They only require four hours of sleep a night. Even Paragons dream.

Paragons look like your plain vanilla humans. A visual or thermal scan will detect nothing unusual. An internal scan shows several anomalous organs and is very fuzzy as though it was made through a force shield (lower tech scanners might be blocked entirely.)

Paragons and the Way

Few Paragons follow the Way of the Void. Most follow the Way of the Star. But there are no Paragon Star or Void Knights or Paragon Mystics. It is believed they are powered by the Way but such energies go entirely into their incredible powers.

Some crystals capable of storing meditations or the equivalent actually have a negative effect on Paragons. Sages theorize that the crystals work by storing energy from the Way and this interferes with a Paragon's own storing of energy.

Paragons possess no more resistance to Meditations than any other though they do have abnormally high saving throws. In addition, Star swords and Void swords ignore their saving throw vs. damage. Paragons are as vulnerable to Calling Down the Void as any others. However, they still take an enormous amount of damage and wounding a Paragon is a very bad idea.

Advanced Equipment

Advanced technology poses as many problems to Paragons as ordinary humanoids. Invisibility devices fool a Paragon the same as anyone else. A character in a Phase suit can't be grabbed. Atomizers can hurt a Paragon (and/or make them very angry). A Paragon who fails his save is not killed outright but does take 6d6 damage.

Plasma Projectors count as environmental damage. No save is allowed.

Freeze weapons do not immobilize a Paragon, but the first hit negates their super speed and flight abilities for one hour. A second hit will immobilize them for an hour.

Power Crystals have their effects listed separately (page 9.) Channeling stones -might- weaken a Paragon in the same way . But damage and ranges are halved.

The Truth
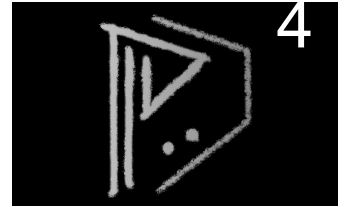
The ancestors of the Paragons were laborer stock, stolen or hired from various worlds, by a vanished empire to mine exotic crystals on Xemplar. A mining operation requires human hands and minds to repair and maintain numerous machines. The proto-Paragons might have even been genetically modified clones. The first generation could barely stand unaided and devised bio-shells to let them work.

Most of the laborers died in the harsh conditions of Xemplar. But a few always survived and they had children. Over the generations, the ancestors grew stronger and hardier, finally able to stand and fight. There were numerous revolts that came to nothing when the overlords could merely orbit Xemplar and rain death upon them.

Eventually the overlords' cargo ships stopped coming. Perhaps a disaster took their masters, or they decided to look elsewhere for crystals. Left to themselves the Paragons began to thrive.

Xemplar was very rich in the energies that powered Star and Void meditations and gifts. The Paragons developed organs to tap these energies, becoming stronger, tougher, and perhaps wiser. On Xemplar they were basic humans because most of these energies went to mere survival. Those who went off planet discovered they were virtual titans.

They were not invincible. Their greatest weakness, ironically, was crystals from Xemplar. Some of them could power Star knight or Mystic abilities by tapping into the same energies a Paragon used. When brought near a Paragon these crystals would drain their energies resulting in power loss, weakness and eventually death in a few minutes. This was the case on Xemplar as well but people have always dealt with dangerous commodities and their former masters considered it a benefit since it meant the laborers could not steal and use crystals for themselves. Lead or radiation shielding will protect a Paragon. This was how they mined and manipulated crystals to power their civilization.

Left to themselves the Paragons built an incredible civilization, and turned their hell into a paradise. By the time they could travel in space few wanted to. They preferred to be humans in paradise to being gods on lesser worlds. Their technology was beyond any today -dimensional travel, mentally controlled machines, virtual reality, and cloning to repair all injuries.

There are several theories about what happened to Xemplar. Some believe the high gravity and strange geology were due to Xemplar having a mini black hole and/or neutronium at its core. This is an unstable situation at best and often resulted in the planet imploding. Others say the Paragons dug too deep for crystals to power their cities and caused the core to explode.

A darker myth says an evil empire used a monstrous planetary laser to obliterate Xemplar because the Paragons were a threat to its tyrannical rule.

Some say Xemplar is not destroyed but hidden from the Galaxy and its petty concerns. Beneath a powerful cloaking field, under a deep foggy atmosphere Xemplar lives on!

The Sorus System and Xemplar (One Account of the Paragon Home World)
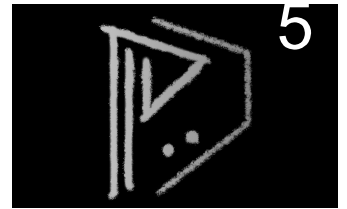
The following lists some locations on Xemplar and its star system. Xemplar -might- not be destroyed as said. The write up could also stand in for another planet with a lost colony of Paragons. Perhaps there were crystal mines in more than one place and there are several varieties of Paragons.

Temporal phenomena could also strand a ship in the past. A crew could be racing against time to get their ship flight ready before Xemplar explodes.

The Star System (Sorus)

Orbit
Radioactive Ring - offworlder term for the radiation and coronal ejecta thrown off by the star. Sorus is a flare star and its eruptions are dangerous to spacecraft. The ring is in a polar orbit around the star and further prevents safe travel to Xemplar, when the planet passes through it.

Xemplar
     Irregular Moon - formerly colonized moon, destroyed in a mining industry mishap. It may have some survivors.

     Magnetic Asteroid - orbits Sorus near Xemplar. It regularly passes close to the planet disrupting communications and technology.

Helio-Disk - ring of Asteroids around the sun. The disk is beyond Xemplar and orbits at a tilt, meaning ships entering the system choose between going through this hazard or the Dark Torus.

Omni-Comet - an unstable collection of ice, dust and power crystals. This comet returns every few months in a different configuration of lights and eruptions. The crystals generate a forcefield keeping it from disintegrating.

The Perils of the Sorus System

Referees may be wondering what the exact effect is for going through the Dark Torus or approaching the Magnetic Asteroid.

How hard do you want them to be? Odds are if you let your group find the Sorus system for whatever reason, that you want them to make it to Xemplar. Leniency is recommended in choosing to damage the group's ship or crew, if they take any precautions at all like running scans and making Navigation skill rolls.

Some of these phenomena can be used to the group's advantage. For example, the Magnetic Asteroid could be used to pull a disabled ship clear of Xemplar's gravity. the Omni Comet might lead the way to the system, by clearing a path through the Dark Matter cloud.

The Irregular Moon could hold treasures that would otherwise only be found on Xemplar, and require risking a landing. The referee should feel free to make the approach as difficult or deadly as they deem right for their campaign.

Dark Torus - a ring of dark matter surrounding the system and making travel to Xemplar very dangerous. Dark matter affects humanoids (and others) in strange ways, causing hallucinations, derangement, and fainting spells.

Xemplar

Gravity - Very high. Normal humans must make a ST every four rounds they undertake all but the lightest activity. The first time they fail the roll they take 1d6 nonlethal damage. The time between checks shortens to every two rounds. When they fail the next ST, they take another 1d6 nonlethal damage and then must make a ST every round. A person who passes out from this falls into a coma and will die in a matter of hours without medical aid.
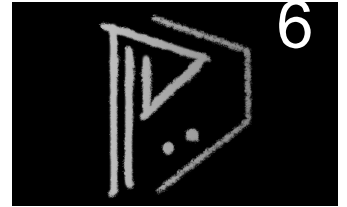
Geology - Extremely high concentrations of crystals and heavy elements. Heavy seismic activity and volcanism.

Atmosphere - High in inert gases, low in oxygen, and under high pressure. This will smother and debilitate most humanoids in short order. Normal humans may only make attacks or move every other combat round.

Climate -Arctic over most of the surface, temperate at the equator.

Weather - Generally calm, cloudy with occasional high winds and thunderstorms.

Geography - Glaciation, large ice caps with open seas on the equator. Several large urban areas in existence.

Population - ~10 million, mostly in arcologies and towns.

Resources - Metals and exotic crystals.

Advanced technology - biotech, dimensional travel and advanced energy technology.

Warning: Due to the extreme environment and high gravity, landing is strongly discouraged.

Survivors

Even if Xemplar is destroyed, by nature or human malice, there can still be survivors! Here are some possibilities:
1) Escape Rockets (a Paragon might survive in hibernation)
2) Astronauts
3) Bunkers or survival centers that were flung into space
4) Teleportation experiments
5) Abducted before the disaster (possibly by beings from a similar world -they have no idea what they are until they get to an Earth-like environment.)

Stranded on Xemplar

Eventually, even the most curious (and accomodated) visitors will want to leave Xemplar. This is easier said than done. The high gravity and thick atmosphere makes liftoff nearly impossible. Characters attempting to leave will need to make a Technology roll to keep their engines from melting or exploding due to the strain.

Two Fisted Technician may also make a Man of Science roll. Failure doesn't mean a fiery death so much as drifting without power while crew scramble to repair the engines.

A Navigation roll could be used to time the launch to make use of the Magnetic Asteroid for a boost.

As another alternative to damaging the engines, the crew might jettison equipment and cargo to lighten their load. This is a good way to ensure they don't bring a lot of game wrecking technology with them or a platoon of superhumans.

If Xemplar is in the process of being destroyed, a number of the locals might demand passage of the player characters. this can lead to the players playing God with gods.

Landmarks of Xemplar
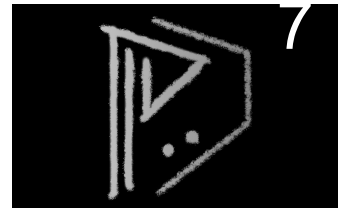
Blue Desert - a desert that is … blue! The sands were created from centuries of crystal mining and refinement and might have some use as a power source or to make energy weapons (+1 to damage).

Cloud Zone - settled by aerostats and some antigravity engines. Noted for the aero fauna.

Coronal Flux - Coronal energy and exotic particles are drawn from the sun to energize and refine power crystals in this great tower.

Destabilized White Mass - A catastrophe at one of the power crystal refinement centers resulted in the White Mass, an unknown form of matter that destroyed everything it touched and then 'evolved' into crude duplicates of the destroyed original (even people or Paragons). The mass was kept destabilized by generator stations forming a perimeter about it. The humanoids within the mass are often hostile or just weird.

Diabolu Hole - a sinkhole winding its way through the crust. There are two at different sides of the planet aligned with the blackhole's orbital axis.

Gas Disk -Xemplar is much more elliptical than Earth. The long axis runs through the axis of rotation. The poles have a lower gravity and less air pressure. This makes them more tolerable to ordinary humanoids (no penalties to hit or make saves).

Geyser-cano - this volcano has regular eruptions like some geysers on Earth. Only these eruptions produce different high grade liquid metals. Different metals erupt at different times of day.

Heavy gravity pockets - the orbiting black holes inside the planet have odd orbits and will occasionally increase or decrease the gravity in some areas.

Maelstrom - a permanent storm like Jupiter's Great Red Spot.

Ruins of the Yan - ruins of ancient alien origin. Vicious life forms and a remote location with numerous magnetic anomalies prevent easy access.

Ultra-Rift - a rift that could swallow the Earth. It has odd native life, jungles, thermal geysers and lakes.

Valley of the Behemoths - fossilized bones of truly gigantic creatures line the walls of this valley in the Ultra-Rift.

Veil Castle - ancient fortress that houses Veil research and a penal colony.

Xemplar's high gravity, thick atmosphere and exotic composition all will remove the abilities of a Paragon within 1-3 rounds.

The major factor in the power reduction is the presence of power crystals that leech the energies Paragons use for their amazing feats. Merely trapping a Paragon with high gravity and pressure is not enough to remove their powers entirely.

Duplicating Xemplos' gravity will negate a Paragon's flight and enhanced ground movement. A heavy, pressurized atmosphere matching Xemplos will negate their saving throws vs. damage.

They will still retain their increased hit dice. Armor class has a penalty of 6. Note that these conditions are much harder on normal humans. Controlled use of power crystals could reduce Paragons to normal human abilities.

Cities

Xemplos - Capital City and rudimentary space center. Characters might find some help here repairing a crashed ship.
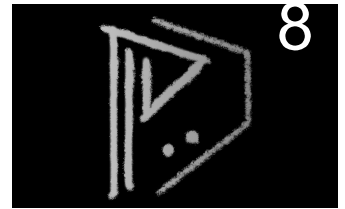
Kyru - City of Glass. Ruins of ancient crystalized buildings. Deadly predators.

Gelid - City in the Arctic. They worship the Lord Under the World, a huge living -something- sleeping beneath the ice. Perhaps Xemplar was destroyed (or will be destroyed) when this thing awoke (or awakes).

X'ultan - Charming and pleasant island city. People visiting who display great intelligence or vital information will be kidnapped and installed in the island's computer. This doesn't happen more than once or twice a standard year but surely aliens will have important information?

Ziulm - Military city and fortress. Center for planetary defense and military academy.
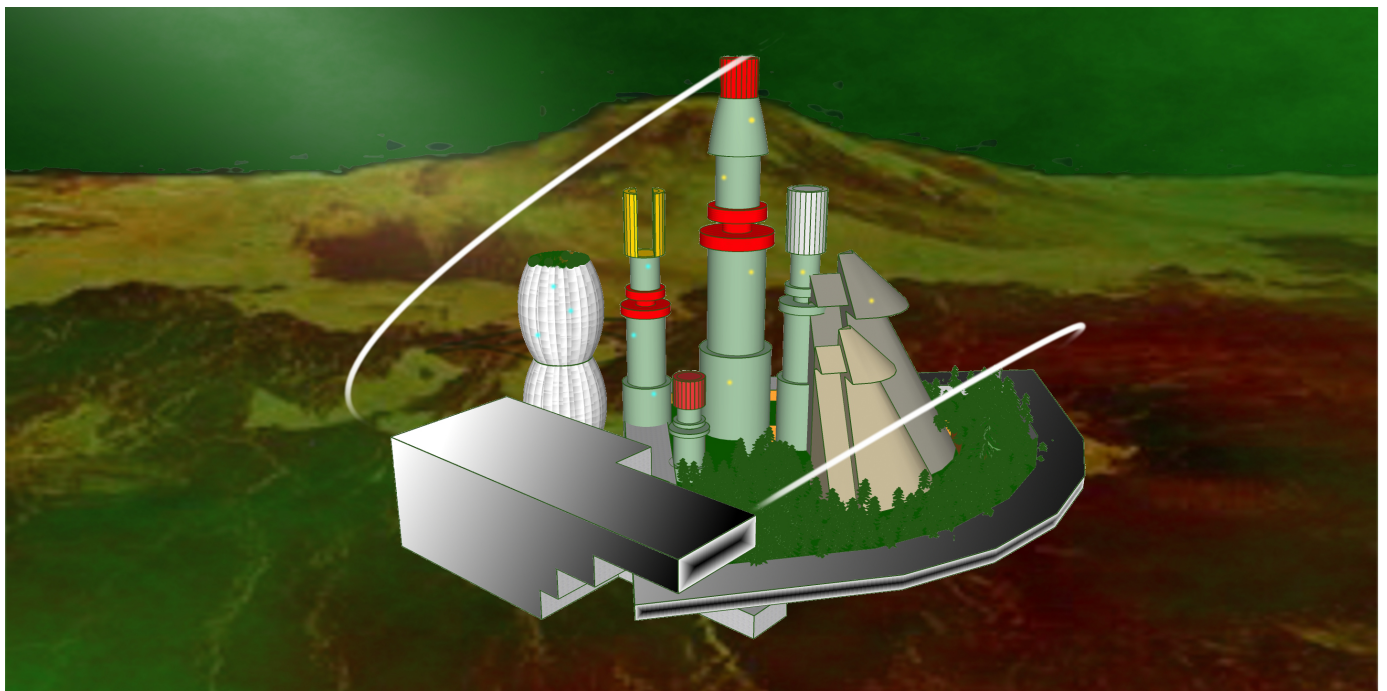
Xemplos - the capital of the United Republics of Xemplar contains the major spacecraft works and the leading scientists in many fields. It also is near the Northern Pole on an elevation. This gives players a +1 to Saves to resist gravity and reduces the hit penalty to -1.

Power Crystals
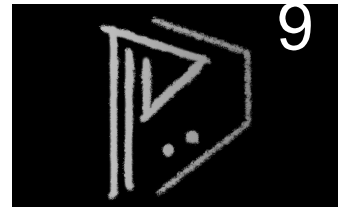
Xemplar crystals came in a variety of types. The natives had a variety of ways to sort, refine, and amplify different properties. Most crystals were refined into the types that store meditations and gifts, some generated and stored huge amounts of more mundane energies and some did both.

Crystal Type (choose or roll)
1-2 Crystal is similar to a channeling stone, storing one meditation. *

3 Crystal is similar to a channeling stone but holds two meditations. *

4 Crystal is similar to a channeling stone, storing one meditation and can power a handheld weapon like a laser pistol or piece of equipment, giving it +1 damage, and unlimited shots (you still have to let it cool down one round when you fire the equivalent of a clip). **

5 Crystal is similar to a channeling stone, storing two meditations, and can power a vehicle (giving it +1 shields or +3 movement). ***

6 Crystal can power a starship, giving it +1 shields or +3 movement. ***

* Does 1d6 damage to Paragons within 10 feet.
** Does 2d6 damage to Paragons within 10 feet or 1d6 within 100 feet.
*** Does 2d6 damage to Paragons within 100 feet.

Weapons powered with such crystals ignore a Paragon's save vs. damage and are +5 to hit them. Materials that block radiation, such as lead or force shields will shield a Paragon from the harmful effects.

White Matter

White Matter is a meta stable form of matter and energy. It has the disturbing ability to duplicate anything coming in contact with it, poorly. Machines will fail after 1d6 rounds. Living things duplicated will have issues. Sentient life that is duplicated will have its intelligence, wisdom, and charisma halved. After the disaster created the huge Destabilized White Mass Area it was cordoned off by force fields and laser defenses and some of it still got through. The duplicates were pallid and cracked in appearance.

Some scientists on Xemplar had the opinion White Matter had an evil intelligence and sought to duplicate intelligent life, though it did so badly. Generally White Matter takes 1d6 rounds to duplicate an object of similar mass once it comes into direct contact. With the possible destruction of Xemplar, fragments of White Matter might have survived and been blasted into space or survived the destruction in heavily shielded and reinforced containers.

The Veil
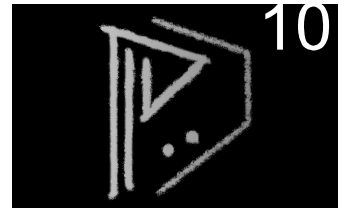
The Veil separates our Universe from hyperspace and possibly **other things**. Scientists on Xemplar sought to perfect travel for individuals through hyperspace using portals. The tests that were reported were in the early stages, and used convicts (in exchange for reduced sentences) as well as volunteers. Some of these experimental subjects might find their ways to other worlds and other times. Indeed an evacuation program might have sent dozens or hundreds of survivors to another dimension or world.

Lost Wonders of Xemplar

Shells
Shells were biological technology, exosuits used to protect the ancestors of the Paragons in their first days on Xemplar. Shells allow normal humans to stand and move on Xemplar without taking damage. Shells give the wearer the abilities of a first level Paragon and an extra hit die when worn.

Equalizers
Another trick the first settlers used on Xemplar were Molecular Equalizers. These tablets were costly to make and always rare. A normal human taking one receives the abilities of a Paragon of half their level for 12 hours. An equalizer used on a Paragon off planet has a synergistic effect with their existing powers reducing them to a normal human's strength and negating their powers for 1d6 hours. Most people, including Paragons may not know this.

Polarity Crystals
Some crystals not only cause pain to a Paragon, they have the reverse effect on a human giving them the strength of a Paragon. The human can usually operate at this level for 1d6 days before facing exhaustion.

Paragons As Player Characters

Paragons (from White Star) are assumed to be 7th Level. The referee can create Paragons of lower or higher levels to provide an appropriate challenge to their players.

Level	XP	HD/XP	THB	ST	AC[AAC}
1	0	2/30	2	17	5[14]
2	2,000	4/120	4	15	4[15]
3	4,000	6/400	6	13	3[16]
4	8,000	8/800	8	11	2[17]
5	16,000	10/1,400	10	7	1[18]
6	32,000	12/2,000	12	7	0[19]
7	64,000	14/2,600	14	5	-1[20]
8	128,000	16/32,900	16	3	-2[21]

If the referee decides to allow Paragons as Player Characters they should start at 1st Level. Paragon PCs and NPCs have the following abilities modified by level.

Strength The lifting abilities of the Paragon are halved with modifications as noted for limiting flight and super speed. Their fists do 1d6+2 damage.

Super Speed Basic hit bonus is halved when making two attacks.

Flight The Paragon can move at double their ground movement.

Enhanced Recovery The Paragon may save vs. non environmental damage to halve it. If a save normally halves damage, the Paragon takes no damage on a successful save.
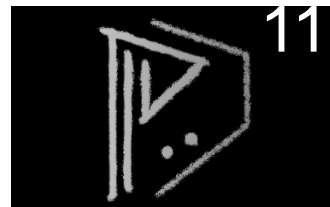
At second level the character has full super speed and may make two attacks a turn at their full to hit bonus. Their movement increases to 36 (72 when flying).

At fourth level the character negates damage with a successful ST.

At eighth level the Paragon gets a version of Calling Down the Void, projecting beams of destructive force from their eyes that do 1d6+2 damage. Other Paragons do not get a save vs. this damage.

A Paragon of fourth level or higher can perform a Feat. This does 1d6 (or more) damage to the Paragon (no save) and lets them basically suspend the laws of physics. A Paragon performing a feat could specify it as lifting an immense weight (like a starship), flying from orbit to a world's surface in a single round or shielding a crowd of hostages from heavy weapons fire. The referee has final say on what a feat can accomplish based on the Paragon's level and the campaign needs and some Feats may inflict more than one die of damage (moving an asteroid will hurt!) A Feat can't be used to simply defeat an enemy. It could allow an automatic hit or double damage on a hit.

XP and Paragons

In addition to their high experience costs per level Paragons don't always get experience points the same as other characters. As a rule if the Paragon took no damage in a fight, and wasn't up against vehicle scale weapons or poison power crystals, the Paragon should get very little for the fight. Paragon PCs can work around this to a degree by using the rule for overconfidence and restraint to get a reward for roleplaying. They can deliberately not fight enemies directly using their powers in creative ways to disarm and defeat opponents and receive a normal reward for a fight.

Paragons in Combat: Restraint and Overconfidence

Most Paragons value all life and do not take sentient life except as a last resort. When fighting normal humans (or what they believe to be normal or at least people who are not Paragon caliber) they will hold back and pull their punches doing 1d6 nonlethal damage the first and second rounds of a combat. If the opponent is still standing after this and looks game the Paragon will attack for full damage.

Being nearly invulnerable makes you a little too sure of yourself. Against normal humans with melee or ranged weapons that don't do vehicle scale damage a Paragon will be AC [AAC] 7 [12] until they have evidence of serious firepower or actually take damage (they still get their normal saving throw.) When you're fighting Paragons make your first shot count!

For the record a lot of damage (3 points or less) that manages to hit and is not negated due to bad luck on a save roll merely 'tickles', unless the Paragon has ten hit points remaining or less.
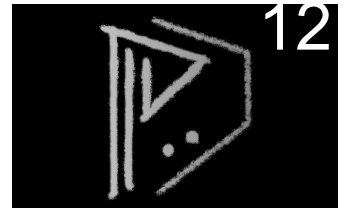
Challenging Titans

Paragons can be placed in positions where their powers are of little or no use. This shouldn't be done to PC Paragons automatically. It can lead to frustration, and if you don't want them to use their powers, why allow a Paragon PC? However, a Paragon that has to negotiate or solve a puzzle or rewire a navigation system is no better off than anyone else (though they might get it done a little faster).

A Paragon isn't faster than a bullet, or a laser beam. Taking a hostage will stop them (assuming they're good guys) as cold as anyone else. Some traps (a heavy gravity field or the old moving wall trick) could immobilize one, especially if they're clearing the way for their 'little' friends. The sort of people who challenge them are often very dangerous and very smart and will use all manner of dirty tricks to distract or intimidate a Paragon.

Peers and Paragons
If you want a super powered team in a SF setting there are several approaches to level the playing field when Paragons take the field.

First, power alone doesn't solve every problem. If your ship is off course and nursing a blown power nacelle then you need an engineer and navigator. Not someone able to fly or throw a ground car.

To make normal humans shine you might want to give them more skill points (if you are using skills) or a modifier to saving throws for skill based tasks. For a truly cinematic level 2-3 extra initial skill points and an extra point every odd level might be in order. The Paragon could then do the heavy hitting while their allies, sneak around, hack and negotiate.

Some aliens already have 'powers'. Felinoids, for example, have claws doing 1d6+6 damage. An exceptional felinoid might have claws doing 1d6+2 damage, ignoring vehicle damage reduction and letting them climb walls easily. Other feline appropriate powers would be enhanced vision (in darkness and perhaps through smoke), increased armor class and Athletic skill.

Cyborgs and Novomachinas could be upgraded increasing damage reduction by one or two and doing vehicle scale damage themselves. Exceptional specimens, they might be allowed more cybernetics than normal, perhaps double or an additional or advanced weapon

To upgrade other characters you could rule that instead of a limited use of meditations, powers or gifts per day, these gifts instead have a cool down and may be reused after 3-4 rounds or a number of turns equal to the level of the meditation or gift's level. An exceptional Alurean would have unlimited Charm meditations per day but needs to wait 1d6 rounds between uses.

Star swords (at least in the hands of Void or Star Knights) might negate the Paragon's saves to negate damage. Non-knights with a starsword might do half damage even if a Paragon makes their save.

Exceptional beings could have the experience points for each level increased by 25% or more,

to preserve some illusion of game balance.

Advanced equipment as noted can let normal humans do some awesome things, in particular the invisibility and phasing devices let them do things a Paragon can't! Advanced equipment should be kept rare. Perhaps only a certain mindset or genetic profile can use a device competently?

Paragons can use equipment themselves. The most common item is a radiation suit allowing them to approach and handle power crystals. Wearing such a suit has restrictions. A suited Paragon's ground movement is reduced to 12, and they lose their second attack. Exceeding these limits has a 3 in 6 chance per instance of tearing open their suit. Weapons fire can also damage a suit on a 2 in 6 chance.

Bunyanism

Despite an already epic nature no race has their feats exaggerated more than Paragons. In stories they move planets, fly faster than light between worlds, and survive exploding stars. This is far from the truth, but people believe it anyway. An unbeatable foe can turn out to have their limits if characters live long enough to find them,

Big Bosses

A Paragon can be big trouble for a well equipped. high level party. An entire adventure or campaign can revolve around finding the means to defeat them. Their vulnerability to power crystals or channeling stones is not common knowledge. If a character does try using one against a Paragon, the Paragon will try to work around it, limit exposure, and bluff. "Haw! That silly bit of glass is useless! Set it aside now, and I will show you mercy in honor of your boldness!" is usually Plan A. They will very rarely blurt out, "A power crystal, my one weakness."

Weapons that affect an entire area like a flame thrower or gas spray may also count as environmental damage and negate a Paragon's save vs. damage or inflict half damage even if they save.

Evil Paragons are usually dictators and even as fast as they are, they can't be everywhere at once. Parties will mostly deal with their goons until they prove themselves a threat. Of course a person who is bulletproof may have a high threshold for what constitutes a threat. Higher level parties may expect goons to be issued Equalizers or Shells eventually. Groups with a younger or inexperienced Paragon may have to go to great lengths to hide them until they train up to a point where they can oppose the big boss.

Paragons are all individuals. Some may have different stats than those listed. For example, instead of two attacks per level they may get attacks equal to their level against 1HD foes. Instead of eyeblasts a Paragon might have developed freezing breath (save vs. 1d6 damage and being immobilized for 2d6 turns). They should be able to keep players guessing!