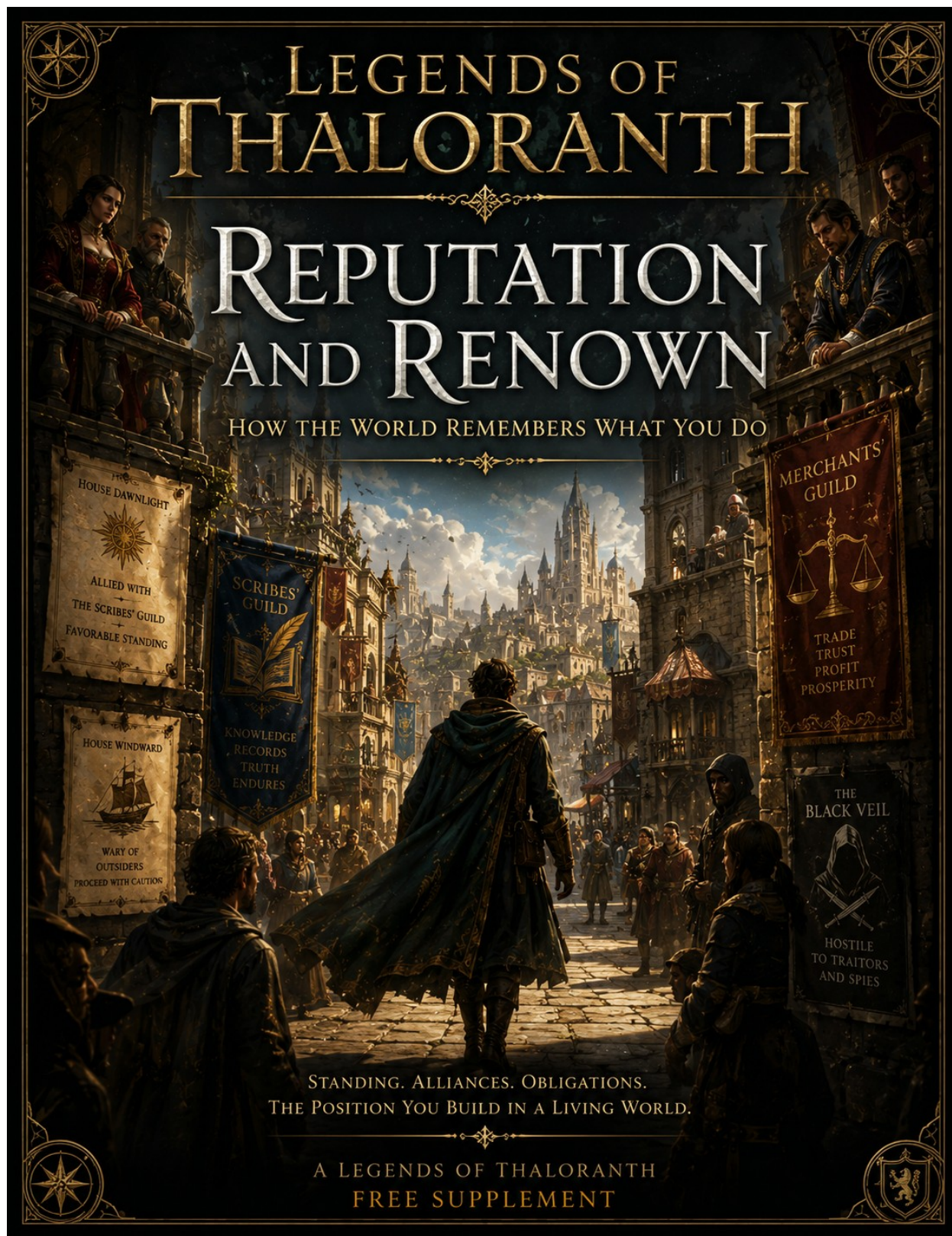




REPUTATION AND RENOWN

How the World Remembers What You Do

A Legends of Thaloranth Free Supplement

This guide introduces the Reputation and Renown system in Legends of Thaloranth: what makes it different from reputation systems in other RPGs, how institutional standing works and propagates through networks, how individual and group reputation layer, and how reputation connects to every other system in the game. The complete framework, including the full Obligation Economy, the NPC Attitude system, and the detailed guidance for running reputation as a campaign management tool, is documented in the Player's Guide and Game Master's Guide.

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INTRODUCTION: WHAT REPUTATION ACTUALLY IS

The guild factor had not met the party before. He knew them anyway.

Not from personal introduction or formal credential. From the specific way that information moves through Radia's commercial networks when something worth noting has happened. A contract honored under circumstances where breaking it would have been easier. A delivery completed when three other carriers had turned the commission down. A dispute resolved in a way that left the losing party intact enough to keep doing business.

He had not been present for any of it. He had heard about all of it.

"Sit down," he said, before they had introduced themselves. "You're the people the Scribes' Guild recommended."

It was not a question.

Most roleplaying games treat reputation as a personal achievement score. You complete quests, your reputation number increases, vendors offer discounts, and guards stop hassling you at the gate. The system measures output, how much you have done, and rewards it with access that scales linearly with accumulated points.

Legends of Thaloranth treats reputation as something genuinely different, and the difference is worth understanding before anything else.

In LoT, reputation is not a score. It is a position. Specifically, it is the party's standing with specific institutions, noble houses, guilds, knightly orders, criminal organizations, religious bodies, tracked individually for each institution on a five-step scale. The Scribes' Guild's opinion of the party is not the same as the Merchants' Guild's opinion. House Dawnlight's standing with the party is not the same as House Windward's. Each

institution has its own considered position, built from what the party has done that registered to that institution specifically.

That position propagates. Institutions in Vaeloranth talk to each other. A Favorable reputation with the Scribes' Guild is known to every institution the Scribes' Guild is allied with before the party has ever walked through those institutions' doors. A Hostile reputation with House Windward arrives in the rooms of every house that trades with them before the party arrives in those rooms themselves. Reputation does not stay where it was made. It travels through institutional networks in ways the party may not be aware of and cannot directly control.

That propagation is what made the guild factor's greeting possible. The party had never met him. Their reputation had.

This supplement explains how the system works, why it produces a fundamentally different campaign experience than reputation-as-score, and what it feels like in play when decisions accumulate into a position in the world that the world responds to.

INSTITUTIONAL REPUTATION

Every significant institution in Thaloranth, noble houses, guilds, knightly orders, criminal organizations, religious bodies, and any other organization with enough coherence to have a collective position on things, maintains a standing with the party that the PG tracks on a five-step scale.

Standing	DC Modifier	What It Means in Practice
Allied	–3 to all social DCs	The institution regards the party as proven allies. Doors open before requests are made. Obligations flow naturally in both directions.
Favorable	–2 to all social DCs	The institution has reason to trust the party. Interactions begin with goodwill. The party is given benefit of the doubt in ambiguous situations.
Neutral	No modifier	The institution has no strong opinion. The party is treated as capable strangers. Standing must be demonstrated, not assumed.

Standing	DC Modifier	What It Means in Practice
Wary	+2 to all social DCs	The institution has concerns. Interactions begin with scrutiny. Every request is evaluated more carefully than it would be for someone they trusted.
Hostile	+4 to all social DCs; some checks unavailable	The institution actively regards the party as a problem. Certain requests cannot be made at all until standing improves.

This scale applies to the institution as an organization, not to individual NPCs within it. Individual NPC attitudes are tracked separately through the Attitude system, a specific guild clerk's personal warmth or hostility toward the party is not the same thing as the guild's institutional standing. The two interact, but they are distinct. An NPC who personally likes the party can still be constrained by the institution's Wary standing toward them. An NPC who personally dislikes a party member still operates within the framework of an Allied institution's general goodwill.

What the standing measures is the institution's considered position, what the organization as a whole has concluded about the party based on the cumulative record of interactions, outcomes, and choices that have registered at the institutional level. It is not the impression of a single encounter. It is the weight of everything the institution has observed and heard about, from its own members and from the networks it is embedded in.

What the Standing Means at the Table

Allied standing is the product of sustained, demonstrated reliability in situations that mattered to the institution. It does not mean the institution will do anything the party asks. It means the institution begins every interaction with the party from a position of genuine trust, and that trust translates directly into doors that open before requests are made, information shared without being extracted, and access extended without the social friction that neutral or wary standing would produce.

Favorable standing means the institution has reason to trust the party but has not yet reached the level of investment that Allied represents. Interactions begin with goodwill. The party receives benefit of the doubt in ambiguous situations. Requests are treated as reasonable until demonstrated otherwise.

Neutral standing is where every party begins with every institution it has not yet engaged. It is not hostility. It is the specific absence of established position, the institution has no particular reason to trust or distrust the party, and the party's standing must be demonstrated through interaction rather than assumed from prior relationship.

Wary standing means something has happened that gave the institution cause for concern. Not necessarily betrayal, sometimes Wary is the product of association, of the party's relationship with the institution's rivals, of a single incident that was observed and registered without the full context that would explain it. Wary standing makes social checks harder. It also creates a specific kind of opportunity: demonstrating reliability to an institution that has reservations about you, and shifting that standing back toward Neutral or beyond, is a meaningful campaign achievement that the system tracks and rewards.

Hostile standing is the result of something the institution has registered as genuine harm to its interests or integrity. Hostile standing does not simply make social checks harder, it makes certain checks unavailable entirely until standing improves. An institution that regards the party as Hostile does not extend the access that would make certain requests possible, regardless of how skilled the party's social approach is.

HOW REPUTATION SHIFTS

Institutional reputation moves one step in either direction based on significant events, not individual social checks, but outcomes that the institution as a whole would register. Minor social interactions do not shift institutional standing. The scale represents the institution's considered position, which forms slowly and does not change without cause.

Moving Toward Allied

The events that shift standing toward Allied are the ones that demonstrate that the party is genuinely reliable in ways that cost something: completing a significant task for the institution, providing information that proved valuable, honoring an obligation when circumstances made breaking it easier or more profitable, representing the institution's interests effectively in a situation that mattered to them. What these events have in common is that they are visible to the institution as an organization, not just to the individual NPC who was present, but to the people within the institution who track these things and form the collective position that the standing represents.

The party that helps a Merchants' Guild factor close a deal that would otherwise have collapsed does not shift the guild's standing by impressing that one factor. The standing shifts because the factor reports the outcome, the guild registers what happened, and the guild's collective assessment of the party updates accordingly. The party does not need to manage this process. They need to do things that genuinely matter to the institutions they want to cultivate standing with.

Moving Toward Hostile

Standing moves toward Hostile when the institution registers something as genuine harm: betraying a trust the institution extended, competing against the institution's interests in a way that cost them something real, breaking an obligation the institution was counting on, embarrassing the institution publicly in a way that damaged its position or relationships. The same principle applies in reverse, it is not the impression of a single member but the institutional registration of an outcome that shifts the scale.

The specific weight of this is worth understanding: institutional standing that has moved toward Hostile does not reset when the party moves on to a different city or a different arc. Noble houses have long memories. Guilds maintain records. The position exists in the world and continues to affect interactions until something significant enough to shift it in the other direction occurs. Reputation damaged carelessly is a campaign consequence, not a session consequence.

HOW REPUTATION PROPAGATES

Institutional reputation does not stay contained within a single organization. Institutions in Vaeloraranth exist within networks of alliance, rivalry, and mutual awareness. Information about a party's reputation moves through those networks whether the party intends it to or not.

A Favorable reputation with House Dawnlight is known to House Marblesong, their ally, before the party has ever approached House Marblesong. Not because the party announced it, but because allied houses share information about people who have demonstrated reliability or caused problems. A Hostile reputation with House Windward reaches every house that trades with them through the same channels. The party does not control this propagation. They experience its effects, positive and negative, as the campaign develops.

The GM maintains a basic map of institutional relationships: which houses, guilds, and factions are allied with each other, which are rivals, and which are neutral to each other's affairs. This map determines how reputation propagates when it shifts. An event that moves the party's standing with one institution does not stay within that institution, it ripples outward through the network in ways that are consistent with the relationships that already exist.

The Practical Implications

A party that cultivates institutional reputation carefully will find doors opening across networks they have not directly engaged. Standing built with one institution becomes a credential with that institution's allies before any direct interaction has occurred. This is the positive case, reputation as an investment that compounds through networks.

A party that damages institutional reputation carelessly will find that damage arrives ahead of them in places they have not been yet. The Hostile standing with House Windward does not wait for the party to introduce themselves to House Windward's trading partners before making itself felt. It is already there when the party walks in the door, expressed in the specific quality of reception the party receives before a word is spoken.

This propagation is what makes the LoT reputation system genuinely different from reputation-as-score. A score goes up or down based on what you do directly. Institutional reputation in LoT moves based on what you do directly and what the institutions you have engaged with communicate to the institutions they are embedded with. The party's social landscape is constantly developing through mechanisms they cannot fully observe and do not fully control, which is exactly how reputation works in the world the game is modeling.

INDIVIDUAL AND GROUP REPUTATION

Institutional reputation as described above tracks how institutions regard the party as a collective. But the party is also composed of individuals, each of whom has their own personal standing with institutions, built through their own history of interactions, deeds, and relationships.

These two layers, group and individual, are distinct and function simultaneously. Group reputation establishes the baseline for how an institution responds to the party as a unified presence. Individual reputation then modifies that baseline for the specific character who is the face of the current interaction.

How the Layers Work

When the party approaches an institution, the group's standing with that institution establishes the starting tone. A party with Favorable standing with the Scribes' Guild enters that interaction with the guild's goodwill already in place, regardless of which character is leading the conversation. A party with Wary standing enters with scrutiny already active.

Then the individual character's personal standing with the institution modifies the specific interaction. A party member with strong personal standing with the Scribes' Guild, built through their own history with that institution, their own record, their own reputation among the guild's members, can offset a poor group standing. A party member with a damaged personal reputation can dampen the benefit of strong group standing.

The two layers are additive and transparent. They do not cancel each other out; they compound. Strong group standing and strong individual standing together produce the most favorable possible starting position. Poor group standing and poor individual standing together produce the most difficult. The interesting cases are the mixed ones, which are also the most common: a well-regarded individual in a distrusted group, a group with Allied standing represented in this interaction by a member who has their own complicated history with this institution.

When Group Reputation Applies

Group reputation applies when the interaction is aware of the party as a group, when the institution, or the specific NPC conducting the interaction, would register this as an encounter with that company rather than with a private individual. Most significant social interactions in the campaign context meet this threshold. Negotiations, formal requests, institutional business conducted on the party's behalf all occur in a context where the party's group identity is present and relevant.

When the interaction is clearly personal and not tied to the group's collective identity, a private conversation, a personal mentorship relationship, a closed-door meeting where the party's collective identity is not what is being engaged, the GM may set group reputation aside and resolve the interaction based on individual standing alone. The test is whether the Grand Marketplace, or the relevant institution, would identify this interaction as involving that company. If yes, group standing applies. If no, individual standing governs.

What This Produces in Play

The layered system means that reputation decisions made by individual party members ripple outward to affect the group, and decisions made by the group ripple inward to affect what individual characters can accomplish with specific institutions. A party member who damages their personal standing with the Merchants' Guild does not only affect their own interactions with that institution, they affect the baseline from which every subsequent party interaction with the Merchants' Guild begins.

This is not a punishment mechanism. It is a reflection of how institutional relationships actually work: organizations do not cleanly separate their impressions of individuals from their impressions of the groups those individuals are associated with. The system models that reality in a way that makes the party's collective reputation a genuine shared resource, something that is built together, maintained together, and can be damaged by individual choices that affect the whole.

REPUTATION AND THE REST OF THE GAME

Reputation is not a side system. It is the connective tissue that links the campaign's social encounters, domain management, military campaigns, and character development into a single coherent record of who the party is and what they have built.

Domain Acquisition

Every domain acquisition in Legends of Thaloranth requires three conditions simultaneously: sufficient pooled Wealth Points, narrative conditions that make the specific acquisition possible, and institutional reputation at the level relevant to that domain type. A farm requires at least Neutral standing with the local community. A trade house in Radia requires Favorable standing with the Merchants' Guild. A castle requires Allied standing with regional nobility.

The reputation requirement is not a bureaucratic obstacle. It is the mechanism that ensures domain acquisition is integrated into the campaign's social landscape rather than extracted from it. A party that has built genuine standing with the relevant institutions finds domain acquisition available as a natural outgrowth of that standing. A party that has damaged their standing with the relevant institutions finds the acquisition conversation unavailable until that standing is repaired. The domain system and the reputation system are not separate, reputation is what makes domain acquisition possible at the levels that matter.

Fields of Valor honors, the recognition earned through Valor Points during war campaigns, also produce institutional standing. A Commendation satisfies Favorable standing prerequisites reliably. A Distinguished Service Citation satisfies Allied standing prerequisites for elite domain acquisition. Reputation built on the battlefield translates directly into the social capital that peacetime domain acquisition requires.

The Obligation Economy

The Obligation Economy is the mechanism through which reputation operates at the individual relationship level. Where institutional reputation tracks the standing of the party with organizations as a whole, obligations track the specific debts and credits that exist between the party and individual NPCs or institutions.

When the party performs a significant favor for an NPC or institution, something that registers as genuinely valuable and that the recipient understood as being done on their behalf, an obligation is created. That obligation has mechanical weight: it can be called in later to reduce a social DC, shift an NPC's attitude, or provide access that would otherwise be unavailable. Obligations are not infinite, when called in, they are discharged, but they accumulate across a campaign as a tangible record of what the party has built and what the party is owed.

Tier	Mechanical Effect	Discharged
Minor	Reduces the DC of one social check by 3.	On use.
Significant	Reduces DC by 5, shifts NPC attitude one step toward Friendly without a check, or provides access that would otherwise require a Challenging DC.	On use.
Binding	Shifts attitude two steps toward Friendly without a check, provides access that would otherwise require a Difficult DC, or compels a specific action within the obligation's scope.	By negotiation.

The Obligation Economy operates in both directions. NPCs and institutions can hold obligations over the party as well as owe them. An NPC who calls in a Significant Obligation at an inconvenient moment creates a different kind of problem than an enemy who attacks, a social pressure with a specific weight and a specific cost if refused. Refusing a significant or binding obligation drops the NPC's attitude two steps and creates a persistent negative modifier on all future social checks with that NPC and their network until the matter is resolved.

The intersection of the Obligation Economy and institutional reputation is where the campaign's social texture is richest. An obligation held with a Merchants' Guild factor, called in at the right moment, can bridge the gap between the party's Neutral institutional standing and the access they need for a specific interaction. A binding obligation held by a Hostile institution creates a social dynamic where the institution has leverage over the party that the party cannot simply walk away from. These are the situations that make social encounters in LoT genuinely consequential rather than skill-check obstacles to clear.

A REPUTATION IN PLAY: WORKED EXAMPLE

The following example demonstrates reputation being built and damaged across two sessions, showing how a single decision ripples outward through institutional networks in ways the party does not fully observe until later. The institutions involved are the Scribes' Guild, the Stonewrights' Guild (an allied institution), and the Merchants' Guild (a rival institution).

The party begins both sessions with Neutral standing with all three institutions. They have not yet engaged significantly with any of them.

Session One: The Contract

The party has taken a commission to escort a Scribes' Guild courier carrying a sealed contract from Radia to a secondary Heartlands settlement and back. The contract governs a property transaction between two noble houses. The courier, a meticulous woman named Edda Voss, has made clear that the contract must arrive intact and on schedule, and that the transaction it governs is time-sensitive.

Three days into the journey, the party encounters a more profitable opportunity: a Merchants' Guild factor named Lorcan Brell is offering double their contracted fee to carry a different package along a different route, delivered within the same timeframe. The routes are mutually exclusive. Taking Brell's commission means breaking the contract with Voss.

The party discusses it. The math is straightforward: Brell's offer pays more. Breaking the Scribes' Guild contract will cost them the commission fee but leaves them financially ahead. They choose to honor the original contract.

This is the decision the system registers. The party has not done anything heroic. They have simply kept a commitment when keeping it was less immediately profitable than breaking it. That is exactly the kind of decision institutional reputation is built from.

The escort is completed on schedule. Edda Voss files her courier report with the Scribes' Guild, which includes a note on contractor reliability. The contract closes. The guild's internal record of the party updates.

What the GM records after Session One

Scribes' Guild standing: Neutral → Favorable. The guild has registered the party as reliable contractors who honored a commitment under circumstances where breaking it was financially advantageous. One step of movement, earned through a single significant event.

The GM then applies network propagation. The Scribes' Guild is allied with the Stonewrights' Guild, the two organizations have long-standing professional relationships built around the documentation of construction contracts and property transactions. The Favorable standing with the Scribes' Guild propagates. The party has never interacted with the Stonewrights' Guild. Their standing with the Stonewrights' Guild is now Favorable anyway, through the institutional network, before they have ever walked through that guild's doors.

The GM also registers the Merchants' Guild side of the decision. The party declined Lorcan Brell's offer. Brell is a Merchants' Guild factor. His offer was rejected in favor of a Scribes' Guild commitment, which, from the Merchants' Guild's perspective, is a signal about whose interests the party prioritizes when those interests conflict. The Merchants' Guild standing does not move to Hostile from a single declined offer. It moves to Wary. The guild has registered a preference signal that is not in their favor.

The party does not know any of this has happened. They completed a job. Three institutional standings have shifted as a result, through mechanisms they did not observe and were not told about.

Session Two: The Stonewrights' Approach

Two sessions later, the party is in Radia pursuing a different objective entirely. They receive an unexpected message: a Stonewrights' Guild project coordinator named Aldric Mourne requests a meeting. The party has never dealt with the Stonewrights' Guild. They do not know why Mourne is reaching out.

Mourne explains: the guild is overseeing a significant construction project in the Noble District. A materials shipment has been delayed, the contractor responsible has become unavailable, and the project faces a penalty clause if the delay extends past its current window. The guild needs a reliable courier and logistics team to source replacement materials from a specific supplier three days' travel from the city. The offer is generous.

The party accepts the commission. What they do not know is that Mourne reached out to them specifically because the Scribes' Guild had recommended them, and the Scribes' Guild had recommended them because of the decision made in Session One. The Favorable standing propagated through the institutional network. The recommendation followed. The commission arrived.

The commission itself presents a complication. The materials supplier is a small independent operation that also has an existing relationship with the Merchants' Guild, supplying certain specialty materials through guild-affiliated channels. The Merchants' Guild factor managing that relationship, Lorcan Brell, the same factor whose offer the party declined in Session One, appears at the supplier's premises during the party's negotiation.

Brell is not hostile. He is professional, precise, and notably unhelpful. The party's Wary standing with the Merchants' Guild manifests in the specific quality of the interaction: Brell does not obstruct the party's business, but he does not facilitate it either. Every check the party makes in the context of this interaction faces a +2 DC penalty from the Wary standing. The supplier, aware of both relationships, is careful in ways that slow the negotiation.

The party navigates it. The materials are sourced. The commission is completed on schedule.

What the GM records after Session Two

Stonewrights' Guild standing: Neutral → Favorable. A second significant event, a commission completed reliably for a second institution, produces the same one-step movement that the first event produced.

The Stonewrights' Guild is also allied with the Scribes' Guild. The Favorable standing propagates back through the network, reinforcing what was already there and adding the Stonewrights' perspective to the Scribes' Guild's institutional record of the party.

The Merchants' Guild standing remains Wary. The party has not done anything to damage it further, but they also have not done anything to address it. Wary standing does not resolve through inaction. It requires a positive event that registers to the institution as a reason to reconsider its position. That event has not yet occurred.

What This Shows

Two sessions. One initial decision. Three institutions with shifted standing, none of which the party directly managed or was told about in the moment it happened.

The Scribes' Guild Favorable standing was earned through honoring a contract under circumstances where breaking it was financially advantageous. The Stonewrights' Guild Favorable standing was earned through network propagation before any direct engagement, the party walked into Mourne's meeting already regarded as reliable by an institution they had never met. The Merchants' Guild Wary standing was the consequence of a preference signal embedded in the same decision that built the Scribes' Guild standing. Every institutional shift was a direct consequence of a single party decision, expressed through mechanisms that operate independently of the party's awareness.

This is what the LoT reputation system is designed to produce: a campaign world that responds to what the party does, through institutional networks that have their own logic, in ways that accumulate into a position in the world that the party inhabits rather than a score they have achieved. The Merchants' Guild Wary standing is not a penalty imposed by the system. It is the world accurately registering that the party has, once, prioritized a competitor's interests over the guild's. The world does that. The system makes it visible.

The party's next interaction with the Merchants' Guild will begin from Wary standing, with the +2 DC penalty that implies, until they do something that gives the guild reason to reconsider. That something, if and when it occurs, will itself propagate through the institutional network. So will everything they do afterward. The record is always being updated. The world is always paying attention.

WHERE TO GO NEXT

The Player's Guide

The complete Reputation and Renown framework, including the full five-step Institutional Reputation scale with all DC modifiers, the Obligation Economy in full, the NPC Attitude system, and the guidance for tracking reputation across a campaign. The PG's social encounter chapter covers how reputation intersects with every social check the party makes and how the Obligation Economy generates the specific texture that makes Vaeloranth's social landscape feel like a place where choices accumulate.

The Game Master's Guide

The GMG's Chapter Three covers social encounters from the GM's perspective, including how to use the Obligation Economy as a campaign management tool, how to maintain the institutional relationship map that governs reputation propagation, and how to run reputation shifts as narrative events rather than mechanical transactions. Chapter Four's NPC section covers how individual NPC attitudes intersect with institutional standing. If you are a GM building a campaign in which reputation is a significant ongoing element, the GMG provides the complete toolkit.

Legacies of Valor

The intersection of reputation and domain ownership is documented in Legacies of Valor. Domain acquisition prerequisites, the Fields of Valor honors that produce institutional standing, and the cross-system connections that make reputation the connective tissue between Domains, Fields, and Items of Valor are all there. For campaigns that engage deeply with the domain or war systems, Legacies of Valor is where the complete integrated reputation framework lives.

The complete Reputation and Renown system is documented in the Legends of Thaloranth Player's Guide and Game Master's Guide, available as part of the Legends of Thaloranth Core Line at thaloranthpublishingllc.com. Legacies of Valor is available as part of the Valor Line.

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