

PARAGON ERRATA

As we develop our games, we try our best to ensure quality, but inevitably things slip through the cracks. This errata will be updated, as necessary, as any tweaks or changes are found. Simple typographical or layout issues are not indicated here, but any rules changes or clarifications are. All PDF versions of our books will contain all the latest errata, as given in each revision listed below. On-demand print books will also be updated with the latest errata.

You can locate your Paragon revision number on page 2 of your book (on the back side of the title page), just below the copyright notice.

Revision: 2.0.11, 10/27/14

- p. 116: **Ninjutsu:** A ninja can use his INS rather than COO when making dodge rolls (to a maximum equal to his *Ninjutsu* skill rating). When doing so, the ninja can dodge attacks when surprised or blind, and even against unseen attacks or firearms.
- p. 117: **Environmental Weapons:** For instance, the bricks in a wall can be turned into projectiles with a kick, or a pile of lumber can be pounded into a mass of shifting bludgeons.
- p. 168: **Fabrication:**
A spell casting focus, required by magicians with the *Magical Focus* Weakness, is simpler to make, costing only around 100 monetary units and 1 EXP with a check difficulty of 5.
Any form of *fabrication* has a monetary cost equal to 100 times the EXP cost.
- p. 181: **Spirit:** Spirit ignores armor and shields.
- p. 238: **Reveal Defenses:** For example, you could cast this on a vampire magician and learn that he is immune to electrical, cold, and negative energy effects, has a DTR of 5 (after casting *Tough Hide* on himself)...
- p. 245: **Stasis:** ...until a specific condition is met (as per *Spell Symbol*), specified at the time of casting.
- p. 284: **Horse:** Speed is 16
- p. 323: **Energy Uses:** Increase Reactions: Reduce Delay from current action by ½ Energy spent.

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