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: 2.0.15, 6/1/19

- p. 52: **Taunting:**
  Taunting typically affects the target **for a turn,** but some uses can last as many minutes.
  - Belittle an opponent, degrading his self-esteem and confidence, causing him to either give up entirely or suffer a Deferred Delay equal to the difference between your rolls.
- p. 72, bottom of left column: ...each point of Energy lost beyond -END becomes one point of Nonlethal damage to the Body (not adjusted by size).
- p. 117: **Combination Strike:** First sentence now reads: Strike with a flurry of quick close combat attacks against a single foe.
- p. 120: Morningstar: TR is 2/3, Type is B/P
- p. 120: Crossbow damage has been increased. The crossbow entries should read as in the table below.
- p. 122: ***Morningstar:** This spiked club inflicts half its damage from blunt (OTR 2) and half from its spikes (OTR 3), rounded in the attacker's favor.
- p. 172: **Learning Spells:** Fourth paragraph should start with:
  Learning any spell requires studying of the spell's formula (and understanding it via *Magical Scripture*)
- p. 174: **Cooperative Casting:** Second paragraph now reads:
  All participating magicians must maintain the spell, but due to the distribution of the magic cooperative maintenance only imposes half the normal maintenance penalty **(rounded up).**
- p. 191: **Avatar of War:** Change first paragraph to read:
  The target becomes an army unto itself. It and its weapons double in size (increasing its Target Size by 1), and its weapons become sheathed in flame. Its close combat attacks inflict an additional HDL/OTR (Mars) fire damage upon impact. Its skin or clothing (and armor, if worn) transforms into gleaming metal armor, with an AR and DTR equal to your Mars rating, and a DC equal to (Mars x Mars). Its STR increases by half your Mars rating.
- p. 207: **Disguise:** Changed Resist to RES
- p. 213: **Elemental Strike:** Resist should be Dodge.
- p. 213: **Elemental Storm:** Change last paragraph to read as follows:
  Upon impact, a bolt bursts, releasing a blast of the given energy in a (Planet)-meter radius that inflicts damage at half the HDL of a direct hit; targets in this area can dodge for half damage.
- p. 221: **Healing**: Change the description to read:
  Heal damage to a single body location on a single creature. The difficulty is equal to the total Lethal damage, or half the total Nonlethal (whichever is higher) sustained to that location. If successful, you heal the target in that area for HDL[Sun] Lethal damage, or double that in Nonlethal, your choice. If used on an undead creature, it causes damage to the target area with an HDL and effective OTR equal to your Sun rating.
- p. 240: **Sever Link**:
  Break any sort of magical link connecting two or more creatures, objects, or spells, only one of which you must touch. This breaks magical and psychic connections of all sorts, including Meld and spells like *Share Suffering*, but not any sort of physical connection such as chains or conjoined twins. If a connection is permanent or due to a Background, such as a *Psychic Link*, the connection is reestablished within as many minutes as your Jupiter rating.
- p. 274: **Bear**: Mass: 400-600kg

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https://www.thegamecrafter.com/games/paragon-cards

The Paragon rules and the Paragon cards are also available in hard copy on DriveThruRPG.

Crossbow: Hand*	Crossbow	-3	1	4	P	2	INS	200	6
Crossbow: Heavy*	Crossbow	-3	2	4	P	6	INS+1	400	8
Crossbow: Light*	Crossbow	-3	2	4	P	4	INS+1	300	7