

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: 2.0.16, 7/1/19

- p. 87: **Tackling:** Change final sentence to read: Both you and your opponent modify your effective Strength per the *Charging* rules.
- p. 173: **Casting Spells:** Change fifth paragraph to read:
Spells also take time to cast. Some spells can be cast in a few segments or seconds, while others may take minutes, or even hours. A spell's casting time can be decreased by suffering a penalty to its casting check based on the time saved; for every segment saved, the casting check suffers a -1 penalty. For instance, a spell with a casting time of 6 requires 6 segments to cast. For every segment saved, the casting check suffers a -1 penalty, to a minimum Deferred Delay of 0 at a penalty of -6 (*Magic Combat*-based Active Delay still applies after casting a spell, regardless of its casting time). A spell with a casting time in minutes (15 turns per minute) can be accelerated by turns, and one with a casting time in hours can be accelerated by 1-minute increments.

If you purchased the digital version of the book, you can still get the Paragon cards in hard copy from The Game Crafter:

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

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