

PARAGON ERRATA

As we develop our games, we try our best to double-, triple-, and quadruple-check everything, but inevitably things slip through the cracks. Therefore, 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: 2.0.4, 6/10/12

- p. 79: **Attacking Objects:** Objects have a CON equal to twice their DTR, although some objects made up of multiple parts and materials may have more, and a PEN rate equal to their DTR. Thus, an object's DC is typically its DTR x6.
- p. 120: **Crossbow:** Hand: ER = INS;
Crossbow: Heavy: ER = INS+1;
Crossbow: Light: ER = INS+1;
- p. 169: **Imbuing:** Imbuing an item in this way has an EXP cost equal to [the spell's Grade plus the spell's effective Planet rating **plus the effective stat** plus the number of charges] divided by **four** (round up), paid upon a successful skill check.
...
You must also use the spell's enhancer, and consume materials costing 10 monetary units **times its EXP cost.**
- p. 182: **Spells and Target Size**
Some spells can only affect a number of creatures, based on their size. These spells indicate the number of creatures they can affect, based on Target Size 0. Larger or smaller creatures count as more or fewer creatures, respectively. Each +1 Target Size counts as two creatures of one size modifier smaller (a +2 creature counts as 2 +1 creatures, or 4 size-0 creatures). Likewise, each -1 Target Size counts as half as many creatures one size modifier larger (a -2 creature counts as half a -1 creature, or 1/4 of a size-0 creature). Spells using this metric indicate in their descriptions that they affect creatures dependent on size.
- p. 199: **Conjure Foodstuffs:** You create food suitable to sustain one creature per rating (dependent on size) for one day.
- p. 201: **Damage Absorption**, Resist: RES
- p. 201: **Damage Absorption**, Resist: RES
- p. 206: **Dimension Jump:** ... and can bring with

you up to 1 creature per Pluto rating, dependent on size, as long as you all join hands.

- p. 207: **Dimension Leap, Dimension Step:** ... and can bring with you up to 1 creature per Pluto rating, dependent on size, as long as you all join hands.
- p. 209: **Egress:** The holder can bring along as many creatures as your Mercury rating, dependent on size, as long as they all link hands.
- p. 213: **Elemental Travel:** You and others you join hands with, up to one subject per Planet rating, dependent on size...
- p. 222: **Hone:** The weapon counts as a magical weapon for the purposes of bypassing invulnerabilities.
- p. 224: **Invulnerability:** This does not enable to target to bypass the invulnerability of other creatures.
- p. 232: **Phase:** Up to one creature per Pluto rating, dependent on size, can phase with you...
- p. 233: **Pocket Dimension:** If you fail your casting of this spell by **1 or more**, then you have disturbed a creature on another plane...
- p. 233: Added the following spell (also added to the list on p. 183):

Plastic Proxy

Planet: Venus

Grade: 8

Resist: N/A

Diff: 13

Duration: M

Range: T

Casting time: 8 minutes

Reverse: Sever Link

Enhancer: The flesh of the target.

Using some pliable, viscous material (usually mud or clay), create an exact duplicate of another creature and its current equipment, and link the duplicate to that creature's mind. The creature then controls the duplicate's actions and perceives through its senses across any distance so long as the two remain on the same plane of existence. While controlling a duplicate, the creature cannot take any other actions, and usually lies motionless. If it wishes to make the duplicate speak, it must speak aloud itself.

The duplicate is indistinguishable from the original, including color and texture, except that it smells of whatever its original substance is. If any part of the duplicate is severed, or it is killed or rendered unconscious, it returns to its original substance. Spells can't be cast through the duplicate, unless using other spells that would enable that, such as Projection Link.

- p. 238: Added the following spell (also added to the list on p. 183):

Restore Capacity

Planet: Sun
 Grade: 6 Resist: RES
 DIF: 5 + original stat Duration: I
 Range: T Casting time: 6 minutes
 Reverse: Impair (Stat)
 Enhancer: An olive branch

Restore a single stat in a target that has been reduced via magic, disease, or some other effect. A casting of this spell restores as much in the given stat as your Sun rating. If the target has reductions in multiple stats, each stat requires a separate casting of this spell.

- p. 247: **Teleportation:** You may bring with you one additional creature per Mercury rating, dependent on size.
- p. 251: Added the following spell (also added to the list on p. 183):

Undead Repulsion

Planet: Sun
 Grade: 4 Resist: RES
 Diff: 9 Duration: C
 Range: P Casting time: 4
 Reverse: Undead Animation
 Enhancer: A holy symbol.

Undead, within as many meters as your Sun rating, are unable to approach you unless they succeed as a RES check. Those that fail by 5 or more flee directly away from you at their normal speed, and remain as far from you as possible as long as you concentrate on the spell. You can push the spell against undead forcibly, but every such action al-

lows them another RES check.

- p. 299: **Poison (1-4 points)**
 The point cost of poison depends on the strength of the poison itself, and the poison acts as normal as given in Chapter 4. Sample effects are as follows:
 - **1 point: Debilitating:** Every turn after its onset, reduces a single stat (chosen at character creation) in the victim, until the victim has lost as many points as the the attacker's CON. Lost stat points recover as normal (see page 93).
 - **2 points: Sickening:** Causes nausea or pain, imposing a penalty to all actions equal to the attacker's CON
 - **3 points: Sedative:** Renders victim unconscious
 - **4 points: Lethal:** Victim dies
 This venom typically has an onset of (victim's CON) minutes. Non-instantaneous effects (i.e., sickness and sedation) last (20-CON) hours, to a minimum of 30 minutes.
- p. 129: **Vehicles:** Vehicle DC and PEN have been adjusted to reflect the adjustments to object damage, as shown below.

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>

TABLE 4-8:
VEHICLES

VEHICLE	DTR	DC	PEN	SPEED	ACCEL	SIZE
Armored Car	6	36	6	200	20	3/10
Car	4	16	4	280	40	1/6
Compact SUV	4	16	4	240	30	1/7
Helicopter	4	16	4	260	26	2/8
Humvee	5	30	5	200	25	2/9
Motorboat	4	16	4	50	10	2/8
Motorcycle	4	16	4	320	80	0/4
Pickup Truck	4	16	4	240	30	2/8
Private Jet	4	16	4	600	100	3/12
Prop Plane	4	16	4	150	20	2/8
SUV	4	16	4	200	20	2/8
Sailboat	4	16	4	wind x2	2	3/11
Semi	5	30	5	160	10	3/12
Tank	7	42	7	100	20	3/10

The Paragon rules are available in hardcover from Lulu:
<http://www.lulu.com/spotlight/Tremorworks>

