

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: 2.0.8, 11/26/13

- p. 51: **Style Analysis** is a Free action
- p. 73: **Movement**: The only exception is that drawing a weapon is a Free action if taken while moving, *as long as the movement Delay is at least equal to the Delay of drawing the weapon.*
- p. 117: **Chop-thru**: If you kill a target with a bladed weapon, make a check (DIF equal to HDL[target's CON] + target's DTR).
- p. 120: Glaive has a size -1, Halberd has a size -1.
- p. 121: **Scythe**: Heft should be 12
- p. 136: **Optional Rule: Impalement**

Whenever a type E or P weapon inflicts damage equal to 5 plus its Weapon Size, it has impaled its target, and sticks in place.

For example, a knife (size -3) would stick into its target if it inflicted 2 damage or more. Only a single point of damage would merely graze the target. The same holds true for edged weapons, such as swords and even axes, as well as for bullets. This also means that smaller weapons, such as darts and needles, essentially always stick in place, since that is the entire means by which they inflict damage.

With firearms, however, bullets might lodge in the target, or blow all the way through. If a bullet inflicts 50% of its maximum or more, it lodges in its target. If it inflicts 75% or more, then it has exited the target.

- p. 144: **Bilocation**: This has a base DIF of 5.
- p. 173: **Casting Spells**: A spell's casting time can be decreased by suffering a penalty to its casting check; for every *segment* saved, based on the spells' casting time, the casting check suffers a -1 penalty.
- p. 181: **Poison (Moon)**: Poison only harms living creatures, but often does so with more severity than other types of elemental damage. After its initial damage, poison allows a CON check. If the target fails, the target suffers ongoing debilitation, typically in the form of a cumulative -1 penalty to a chosen physical

stat each number of turns equal to the victim's CON, up to the magician's Moon rating. Alternate effects are at the Narrator's discretion. The penalties are regained at a rate of 1 per day. Poison opposes acid.

- p. 191: **Autonomous Assistant**: This force is the size and shape of a normal human, *though it has no mass* and it cannot attack or otherwise participate directly in combat.
- p. 196: If the target leaves your presence, it is allowed a RES check each hour to break free of your control, *with the DIF dropping by 1 energy hour.*
- p. 197: **Combust**: The flame burns and spreads as a normal flame would, and the initial size of the flame is either the size of the object, or a diameter equal to half your Mars rating, whichever is lower. The fire inflicts 1d4 points of OTR 4 fire damage per turn to objects or 2 locations on creatures in contact with it.
- p. 204: **Destroy Magic**: This spell's duration should be I, not P. Also, when targeting an area, it has a casting time of 10.
- p. 211: **Elemental Enchantment**: the element inflicts damage on a successful strike, with an OTR and HDL equal to half your Planet rating.
- p. 216: **False Image**: Duration is C, not M.
- p. 217: **False Sound**: Duration is C, not M.
- p. 222: **Illusion**: Duration is C, not M.
- p. 243: **Smokescreen** has a casting time of 3.
- p. 266: **Netwalker**, the bonus is +2, not +4.
- p. 281: A dragon's Climbing and Running skill rolls should be 3d12.

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