

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: 2.0.12, 9/2/15

- p. 16: **Linguist:**
You are an expert at learning languages. You begin play knowing as many second languages as your Knowledge (you are considered fluent in all these languages, with a rating of 10 in each). The cost of additional languages is decreased accordingly (see Language in Chapter 2).
- p. 46: **Language:** No language costs less than 1 point per rating to learn.
- p. 80: **Target Size** (fourth paragraph): Larger targets can typically take much more of a beating than smaller ones, and vice versa. As a result, the damage a target suffers or heals is divided by its Target Size +1 for larger targets, and multiplied by its Target Size -1 for smaller creatures. If division would reduce damage to less than 1, it instead inflicts 1 point of Non-lethal damage. This reduction affects healing powers such as spells or ESPer abilities, but not the creature's own regeneration or the *Regeneration* spell, nor does it affect the creature's natural rate of healing.
- p. 120: Club: Size is 0, not -1
- p. 126: **Shotguns** (last paragraph):
Unlike heavier weapons with damage multipliers, shot inflicts damage multiple times; so, 12-ga. shot inflicts HDL 3 damage 9 times (9 shot pellets), as per the rules for shrapnel.
- p. 127: **Scope:** Various levels of magnification exist; a scope multiplies the weapon's ER by its magnification level.
- p. 141: **Unconscious Empath:** This Weakness causes your *Mind Read* power to be "always on" (even if you do not have any points in the skill). You can focus the power as normal with a check, but otherwise the power never shuts off.
- p. 158: **Pyrokinesis:** Replace the existing table with the following:

Diameter	DIF: OTR+	Hit locations
1-1cm	2	1
1-10cm	4	1
10-100cm	6	2
100cm-1m	8	2
1-10m	10	3
10-100m	12	4
100-1,000m	14	4
1,000-10,000m	16	4
x10	+2	

- p. 174: **Targeting Spells** (third paragraph): If a spell has a range of T or greater...
- p. 211: **Elemental Line:** Creatures that attempt to cross the line suffer OTR/HDL (Planet) damage...
- p. 233: **Pocket Dimension:** Duration should be Special, not C.
- p. 247: **Teleportation:** Range is P (T)
- p. 276: Cat: Hiding (PHY), 1d12+8
- p. 278: Crow/Raven: Delay: 6/3 (base), 5/2 (aerial)
- p. 282: **Elephant:** Wrestling (CMB), 2d12+14
- p. 284: **Gorilla:** Wrestling (CMB), 2d10+8

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