

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: 2.0.6, 4/23/13

- p. 9: **Derived Stats:** Note that if any primary stats are changed in the course of a game, derived stats automatically change as well. This applies only to *permanent* changes. Unless otherwise noted, a temporary change in a stat doesn't change any derived stats except for active rolls and Passive Dodge.
- p. 11: **Always Prepared:** This uses an INS check, not a REA check.
- p. 11: **Aptitude:** Any skills from this category receive a +1 bonus to their effective rating.
- p. 15: **Interest:** First, you gain a +1 to the skill's effective rating...
- p. 19: **Talent:** That skill gains a +2 bonus to its effective rating...
- p. 92: **Catching on Fire:** When exposed to flames (such as burning fuel or an explosion), in addition to suffering immediate damage it is also possible for you to catch fire (per weapon or effect, *typically a LUC check, DIF equal to the damage sustained*).
- p. 119: **Riposte:** After successfully parrying an incoming attack, make an attack using this skill as a second Reactive action (opposed by the opponent's attack).
- p. 121: **Weapons:** Change the following weapons' skill entries to the following:
Tonfa: Tonfa
Warhammer: Hammer
- p. 161: **Ice (Neptune):** In addition, living creatures struck by cold must make *END* checks to avoid becoming chilled and suffer the effects of freezing.
- p. 162: **Teleportation:** Noticing your arrival or departure with a Perception check (assuming onlookers are not paying attention to your location) has a difficulty equal to 2 for every segment taken. Additionally, the wind and vacuum effects are reduced by half for each 2 segments taken.
- p. 167: **Resistant: Magic:** Likewise, any direct

numeric effects (damage sustained or recovered, etc.) from magical sources are reduced by your LUC. You always receive your Passive Dodge against any ranged spell, even area-effect spells or those in which you can't possibly escape the area.

- p. 169: **Imbuing:** The DIF of imbuing a spell into an item in this way is the same as that of casting the spell (*or its Grade +5*), plus the number of charges already placed in the item (see below), plus the number of intended new charges.
- p. 180: **Electricity:** Creatures struck by electricity may be stunned, unless they succeed at a CON check, *DIF equal to the damage sustained*. Failure results in the affected body area(s) being stunned and unable to be used for *10 segments* per point by which the CON check failed. Electricity opposes earth.
- p. 182: **Distance Difficulties:** Like some ES-Per powers, many spells have difficulties based on distance (see Table 6-3). *In these cases, the casting check also limits the maximum range at which the spell can be maintained.*
- p. 191: **Augment Skill:** This does not provide a bonus to any Planet skills. The spell is also now Grade 5, meaning its DIF is 5+current skill, and its casting time is 5.
- p. 200: **Creation:** The spell is unable to create particularly valuable materials, such as precious gems or gold, nor can it create spell enhancers or materials for use in *Fabricating* or *Imbuing*.
- p. 204: **Destination:** During the spell's duration, it imparts to you any steps you must take in order to get to your destination *when necessary...*
- p. 211: **Elemental Burst:** It inflicts HDL/OTR (Planet) damage to everything within its radius, to a number of body locations equal to half *its radius*.
- p. 222: **Impair Skill:** This spell is now Grade 5, meaning its DIF is 10, and its casting time is 5.
- p. 231: **Personal Gravity:** DIF: 9

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