

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: 2.0.7, 7/18/13

- p. 7: Stats can be increased with Background Points or Experience Points, explained in Chapter 3.
- p. 15: **Jack-of-all-trades:** You gain an additional 30 skill points (*rather than 25*).
- p. 66: **Parry:** Parrying or blocking uses your own weapon to knock an attacker's away. When parried, the attacker's weapon inflicts damage to the defender's, but not vice versa. In order to cause damage, the defender must attack the attacker's weapon, imposing the normal -2 penalty for taking the action reactively, in addition to called shots penalties for the weapon.
- p. 79: **Shields:** A shield can be used to parry any attack you can use Active Dodge against. Parry checks with a shield use Close Combat Reactive actions, reduced in Delay by 1 *at rating 1, 5 and 10 in the Shield skill*.
- p.88: **Vehicle Combat:** A vehicle's DC is its DTR x6, and Target Size applies modifiers to damage. Each time a vehicle's PEN (generally its DTR) is reached, roll 1d10, add the total effective penalty to that face, and consult table 4-9, or a vehicle-specific table.
- p. 118: **Forceful Strike:** If you succeed, you spend a *Deferred Reactive* action gearing up for a strike.
- p. 119: **Toughening:** This skill no longer provides a +1 DTR at rating 10.
- p. 120: Some adjustments have been made to bows and crossbows. The composite bow now has a Heft of 8, the compound bow has a heft of 12, the longbow has a Heft of 9, and the short-bow has a Heft of 7. The hand crossbow has a damage HDL of 4, the heavy crossbow has a damage HDL of 6, and the light crossbow has a damage HDL of 5.
- p. 124: Tank Gun uses the same skill as Cannon.
- p. 125: Good old muskets were actually pretty terrifying weapons, just in terms of damage. the

- .5 ball ammo damage has been increased to 7, and .8 ball has been increased to 10. 120mm has an MR of 8,000.
- p. 127: **Scope:** A scope is only effective if the wielder spends at least 2 segments aiming.
- p. 129: Table 4-8 has been modified, as given on the next page.
- p. 152: **Gravitakinesis:** Each use of this power costs 6 Energy, and requires complete concentration to maintain.
- p. 170: **Magical Theory:** Identifying a spell in effect without seeing it cast, such as via *Magic Sense*, has a difficulty equal to the spell's DIF +5. *This latter use can also identify the Planet of magic imbued into an item.*
- p. 180: **Electricity:** Failure results in the affected body area(s) being stunned and unable to be used for 5 segments per point by which the CON check failed. Electricity opposes earth.
- p. 190: **Appraise Magic:** You can only identify one spell per casting of this spell, and the spell doesn't reveal any triggers or keywords that activate the item.
- p. 212: **Elemental Ring:** Anything inside the initial radius is unharmed, and creatures and objects struck by the expanding ring are thrown back to the ring's edge, suffering HDL (Planet) damage to (Planet ÷2) body locations. Creatures can resist being thrown with a STR check, opposed by your casting check, and can also dodge for half damage.
- p. 218: **Fortification:** The spell blocks any means of scrying into the structure; even spells such as *Question* and *Destination* are incapable of penetrating the structure unless their casting checks exceed your casting check.
- p. 228: **Magical Ally, Minor:** If the ability affects only the creature itself *and has a duration of M*, it is always active.
- p. 261: **Big:** This enhancement grants a +1 Target Size, and all associated effects aside from 8x weight (see page 270).
- p. 268: **Small:** This gives you a Target Size of -1, and all associated effects aside from 1/8 mass (see page 308).
- p. 277: **Centipede:** The centipede's Health should read: L10+5(2)/H7+5(1)/N15(2)
- p. 304: Increasing a stat costs 5x the rating to be reached. For a summary of these costs, see Table 3-4.

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<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	24	4	280	40	1/6
Compact SUV	4	24	4	240	30	1/7
Helicopter	4	24	4	260	26	2/8
Humvee	5	30	5	200	25	2/9
Motorboat	4	24	4	50	10	2/8
Motorcycle	4	24	4	320	80	0/4
Pickup Truck	4	24	4	240	30	2/8
Private Jet	4	24	4	600	100	3/12
Prop Plane	4	24	4	150	20	2/8
SUV	4	24	4	200	20	2/8
Sailboat	4	24	4	wind x2	2	3/11
Semi	5	30	5	160	10	3/12
Tank	7	42	7	100	20	3/10

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