

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: 2.0.9, 3/4/14

- p. 78: Staff is not a +1 size (see below).
- p. 84: **Close-combat Weapons with Reach** example: *Chris and Mark are fighting to the death; Mark has a staff (size +1 but with an ER of 2m), while Chris is unarmed (size -2, ER 0m). Chris tries to attack Mark, and they both roll Close Combat checks. Mark rolls an 8, plus the staff's size of +1, for a total of 9. Chris rolls a 7, plus his unarmed attack's -2 size modifier, for a total of 5. For the remainder of the turn, Mark manages to keep his longer weapon between himself and Chris, effectively preventing Chris from attacking.*
- p. 90: **Electricity:** lightning is TR 3 or higher (usually 6)
- p. 91: **Falling:** A falling character or object takes 1 HDL of damage per 2 meters fallen, to a maximum of HDL 20, and is damaged in as many locations as the OTR of the attack (see below). You can attempt to roll with the fall (with *Boxing, Martial Arts, or Tumbling* against a difficulty equal to the number of meters fallen).
- p. 106: **Smoke:** Smoke obscures vision and irritates the lungs. In thick smoke, vision is reduced to between 3 and 0m, and each turn of exposure requires a *END* check, DIF 14, to avoid coughing. A coughing fit lasts as long as a creature remains in the smoke and for 1d4 turns after, *increases the creature's base Active Delay by 2 (and base Reactive by 1)*, and imposes a -2 penalty to all actions. Extensive exposure to smoke may also expose victims to lethal amounts of carbon monoxide.
- p. 181: **Ice:** In addition, living creatures struck by cold must make *END* checks to avoid becoming chilled and suffer the effects of freezing *every turn thereafter*.
- p. 241: **Shell:** Illusions, mental, spiritual and dimensional effects can still penetrate the dome, *but other physical spells do not*.

- p. 248: **Thaw:** Instantly thaw any ice, snow, or other frozen substance, *up to five cubic meters per Planet rating*.

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