

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: 2.0.10, 5/27/14

- p. 11: **Animal Empath:** This provide a +4 to *Animal Handling* checks.
- p. 37: **Acupuncture:** ...opposed by CON.
- p. 119: **Weapons:** The damage HDL for these weapons is calculated as normal (STR + Weapon Size)
- p. 160: **Telekinesis:** Telekinesis can be maintained for a turn.
- p. 161: **Telekinesis:**

Note on Speed: Speed represents how many meters a character can cover in 10 segments.

Flight: Telekinesis can be used to fly, in an awkward fashion. This requires significant concentration for the unpracticed, and also requires a check each turn to stay aloft or perform maneuvers.
- p. 167: **Scholar of Magic:** Learning a spell requires access to the spell's formula, and the expenditure of the spell's EXP cost in EXP. See *Learning Spells*, on page 172, for more details.
- p. 173: **Casting Spells:** When casting a spell, make your Planet check at the end of the spell's casting time. You have no way to know if a spell will succeed until you finish its casting. If the roll fails, you may try again on your next action (assuming you survive; see *Spell Failure*, below). Note that a spell can still be interrupted by an outside force.

For example, Morning Dew casts *Acceleration*, with a casting time of 6. After a deferred Delay of 6 Segments, she rolls a 9 on her Mercury check, which is not enough to cast the DIF-11 spell. She fails to cast the spell but does not backfire. On her next action, begins casting. After an additional 6 Segments, she rolls again, this time rolling a 14: more than enough to succeed.
- p. 180: **Earth:** any attack that hits a creature's head blinds the target for as many turns as the magician's Planet rating, *unless the target makes a REF check. Earth opposes wind.*

- p 183: **Range:** Unless otherwise noted, a spell can be maintained across any distance, even between dimensions.
- p. 183: **Duration:** The M (S) duration no longer exists.
- p. 191: **Augment Attack:** This spell should be Grade 5, with a DIF of 10 and a Casting Time of 5. The last sentence should also read, "... and *gains* the ability to overcome invulnerability."
- p. 195: **Burst of Speed:** This spell has been removed.
- p. 206: **Devastating Blow:** This spell should be Grade 3, with a DIF of 8 and a Casting Time of 3.
- p. 222: **Inflicting:** Resist: CON (not RES)
- p. 232: **Phantom Doubles:** Range: P
- p. 238: **Retrieval:** Range: P
- p. 248: **Thaw:** Duration: I
- p. 252: **Wall of Mist:** The mist has a surface area of up to your Neptune rating² in meters.
- p. 278: **Cockroach:** Survival (SPO), 1d2+10

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