

PARAGON ERRATA

As we develop our games, we try our best to double-, triple-, and quadruple-check everything, but inevitably things slip through the cracks. Therefore, 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: 2.0.3, 5/22/12

- p. 17: **Prodigy**: You also gain a +1 bonus to all checks made in a single skill **family** relevant to your prodigal focus.
- p. 24: **Mental Disorders**: Chronic Depression has a value of 3 BGP.
- p. 40: **Commanding**: If commanding a small group, you can enhance your allies' abilities to fight. Roll a check, and decide if you want to add a bonus to a single skill check, or Delay. For every 5 rolled, you gain a +2 bonus that can be distributed to your allies on either their next combat roll of your choice (attack, dodge, RES check to avoid retreating, etc.), or Delay. All allies affected must receive the bonus to the same roll. The bonus lasts until your next action. For instance, if you rolled a 15, you gain a total +6, which you can give to a single ally or split among multiple allies (giving one a +2 and another a +4, for example).

If commanding a larger group, you can provide a +1 bonus, as above, by rolling a check with a difficulty equal to 1/5 the number of allies you are affecting.

- p. 67: Yep, we've changed damage to larger and smaller creatures yet again!

The size of your target can affect the damage you inflict. To larger creatures, damage that would be serious for a human is reduced in severity. The opposite is true for smaller creatures, who actually suffer *more* damage. For details on how Target Size affects damage, see page 80.

- p. 72: **Increase Reactions**: By spending Energy, you can decrease your Delay for your current action; every 2 Energy spent reduces your Delay by 1, **to a minimum of 50%**.

For the purposes of maximum Energy expenditure each action, this counts as the action whose Delay you are reducing, **and also counts as boosting a stat.**

- p. 80: **Target Size**: Larger targets can typically take much more of a beating than smaller ones, and vice versa. As a result, the damage a target suffers 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 reduces OTR, to a minimum of OTR 0. For example, if damage would be reduced to 1/2, the OTR is reduced by 1. If it were reduced to 1/8, the OTR would be reduced by 3.
- p. 108: **Chronic Depression**

A depressed individual has a very low self-worth, lack of energy and interest in normal activities, and may contemplate suicide. Short-term depression is often brought on by external stimuli or situations. Chronic depression, that is depression that persists over time, is caused more often by internal factors.

In game terms, a depressed individual is only allowed to spend half their normal amount of EXP per week, can't benefit at all from a teacher, and can't spend Energy, essentially lacking the will to put any effort into anything.
- p. 111: Trauma-Induced Disorders: 26-35 **Chronic Depression**
- p. 118: Chain coil has a DC of 18.
- p. 133: **Fighting in Reduced Gravity**: ...the moon is not a 0G environment, but roughly 1/6 the Earth's gravity, so penalties might be -5 instead of -6).
- p. 169: **Imbuing (Energy-based activation)**: For the purposes of imbuing, such items are treated as having 25 charges.
- p. 190: **Antidote**: Inanimate matter can only be affected up to 1kg per Sun rating.
- p. 201: **Damage Absorption**: Note that this spell transfers *damage*, not *attacks*, and thus its damage is considered magical and bypasses all resistances or immunities.
- p. 209: **Dull Edge**: A single bladed weapon becomes very dull, its OTR being reduced by half your **Mars** rating.
- p. 210: **Elemental Body**: Only magical weapons and spells *of the opposing element* inflict damage.
- p. 214: **Elemental Weapon**: The weapon type is whatever type of close combat weapon you choose at the time of casting, seems solid and composed of the given element (and is not invisible, in the case of Air), and you use the relevant weapon skill for all rolls.
- p. 219: **Freeze**: Duration is I, not M. The ice melts at the normal speed for its environment.
- p. 222: **Hone**: A touched edged weapon becomes magically sharper, gaining an OTR

increase equal to half your **Mars** rating, to a maximum OTR of 10.

- p. 237: **Regeneration**: Regeneration rates are described on page 300.
- p. 241: **Shelter**, casting time is 7 minutes.
- p. 249: **Toxin**: No more than 1kg per Moon rating can be affected when targeting inanimate material.
- p. 260: **Armor**: You can have protective treatments done on any cybernetic components, adding layers of material such as Kevlar, Lexan, ceramics, and carbon-fiber, to a maximum of DTR 6. Armor must be installed on a per-location basis; a single application of armor applies to an entire limb, the Body, or the Head. Applying armor to a full-body cyborg has a cost of its DTR x4. Sensors and optics are not affected (see *Lens Shielding*). This armor increases bulk somewhat, with a Burden equal to twice its DTR. **The armor has an AR of +10; its DC in any given body area is 1/6 its total (see page 55).**
- p. 263: **Fireproofing**: Applying this to a full-body cyborg costs 5 points.
- p. 270: Creatures with a Target Size greater than 0 divide all damage they suffer by (Target Size +1), while those with a Target Size less than 0 multiply all damage they sustain by (Target Size -1); see page 80 for more details.
- p. 279: **Dog/Wolf**: unarmed damage is HDL 4

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