

Perfect Horizon 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: 2.0.2, 12/8/17

*p. 53: **U-Net Combat:** Change the entire entry (after the flavor text) to the following:*

When walking the Net, it is possible to engage in combat with other Netwalkers, although this practice is highly illegal. Any cyberspace assault on an institution or individual is met with the harshest possible response, usually resulting in jail time. Perpetrators of such “crimes” are almost always tracked down within a day by Microcom “Net Police” and immediately incarcerated. However, despite legality, combat of sorts does occur online.

Combat on the U-Net is similar to physical combat. Combatants envision themselves and the space around them as a “real” world, and they take actions accordingly. However, whereas real-world combat turns are approximately five seconds long, U-Net combat takes place at the speed of thought. One turn is about one second.

A U-Net combatant’s base Delay is calculated using REA rather than REF, and modified by Cyber Combat. This skill is also used for Initiative.

All actions in U-Net combat are made using the Hacking skill (including STR checks, Perception checks, attacks, grapples, and Active Dodge). A character’s Passive Dodge is equal to his LUC plus his rating in Hacking. A digital combatant can dodge any attack, even those taking the form of firearms.

Combatants can “move” around in what-

ever cyberspace terrain is present, with a Speed equal to their REA. Attacks can be at a range up to a combatant’s REA times his rating in Hacking, and take the form of whatever weapon he chooses (or no weapon at all). Damage is an HDL equal to the attacker’s REA (and is neither lethal nor non-lethal), and cannot be rolled with.

A U-Net combatant’s Health is equal to their CON x2 (with their Head being .75 times this amount as normal).

Damage is still applied to different body areas, although movement and attacks are likely not affected by damage to the arms or legs. If a combatant is incapacitated by this damage, their Netwalker shuts down temporarily, and they are forcibly disconnected, and left stunned for 2d10 turns. The experience, while not necessarily deadly, is still upsetting and disorienting. Rarely, an attack can result in permanent brain damage; the victim roll a RES check, DIF 7. Failure results in falling into a coma for 1d6 hours and the permanent loss of 1d4-1 points of REA.

