

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: 2.0.1, 1/19/12

- p. 36 & 52: Teaching is not a † skill.
- p.54: **Weapon Systems:** Make attacks using vehicular on-board/ computer-targeted weapons like a jet fighter's missiles, tank turrets, and guided weapons such as missile launchers.
- p. 125 (table 4-7): Increase all shot base damage to HDL 3.
- p. 128: All hand grenades have an ER equal to the thrower's **INS**, and an MR of STR x5.
- p. 169: **Imbuing:** Imbuing an item in this way has an EXP cost equal to [the spell's Grade plus the spell's effective Planet rating (which can be any rating up to your actual skill rating) plus the number of charges] divided by **three** (round up), paid upon a successful skill check.
- p. 170: **Imbuing:** The final use of this skill is often used to create magical rings or clothing, or even weapons in some cases, placing a spell with a normal duration of M into the item to achieve a persistent effect as long as the item is worn. Doing so functions as above, but is treated as **50** charges.
- p. 170: **Magical Scripture:** Casting a spell in this way, without knowing the spell, imposes a **casting check penalty of -4** and doubles its casting time...
- p. 172: **Learning Spells:** At character creation, you receive a number of points equal to your total rating in all Planets plus your KNO with which to purchase spells, and you should have at least one spell for each Planet you know (after all, it's hard to practice a Planet without a spell to practice with). (It is no longer required to have a spell of each Planet, though it is recommended; a magician can practice a Planet with Grade-0 spells if necessary.)
- p. 174: **Cooperative Casting:** All participating magicians must maintain the spell, but due to the distribution of the magic cooperative maintenance only imposes **half the normal maintenance penalty.**
- p. 188: **Alleviation:** This spell cures all diseases **and poisons...**
- p. 191: **Armor of Magic** has no Burden in addition to having no penalty.
- p. 212: **Easing Comfort:** Casting time is 6, not 2 actions
- p. 215: **Elemental Sculpting:** Casting time is 2, not 1 action.
- p. 216: **Elemental Trap:** The blast radius is 1m, and strikes 2 locations on any affected creatures, inflicting a base HDL of damage equal to your Planet rating. Targets may dodge to avoid damage.
- p. 219: **Enlarge Ammunition:** The spell is maintained, and targets the weapon, enabling it to enlarge ammunition continuously.
- p. 227: **Impair Skill:** Casting time is 3, not 2 actions.
- p. 232: **Magical Ally, Major:** The ally gains a 1-point *Tough* Background.
- p. 235: **Nightmare Vision:** Actions taken by the illusions require your own Active actions, as *Magic Combat*.
- p. 256: **Mass Domination** moved to its proper place.
- p. 264: **Cyborg Hacking:** A cyborg is allowed a Perception check to notice they are being hacked, and may be able to launch countermeasures, such as Hacking agents or their own Hacking skill check.
- p. 272: **H-system:** You then control each "device" as if it were an off-hand limb of your own, using Off-hand Delay, and can take any actions the device would normally be capable of, using your own relevant skills.
- p. 278: **Animal Size:** Any damage the target sustains is reduced by twice the creature's Target Size (minimum of 0 damage).
- p. 279: **Undead:** Energy-draining effects heal them rather than draining Energy or Health, and healing or holy abilities cause them damage. They are unable to enter holy ground.
- p. 306: **Additional Limbs:** Each additional pair of legs increases the creature's Speed by 50%, increases its running multiplier by 2, and increases Coordination checks to maintain balance by 2. Additionally, **the creature's Lift and Max Load are calculated as if its STR and END were 2 points higher.** Additional arms allow the creature to manipulate additional tools and carry extra mass. **For each extra pair of limbs, the creature adds 2 to effective STR for the purposes of lifting.**

In addition to rules corrections, this revision in-

cludes a number of typographical corrections, as well as a compacting of layout for spell entries. All spells have been hyperlinked, enabling instant reference from both the spell list and each individual spell's **Reverse** entry.

If you purchased the digital version of the book, you can still get the Paragon cards in hard copy from The Game Crafter:

<https://www.thegamecrafter.com/games/paragon-cards>

The Paragon rules are available in hardcover from Lulu:

<http://www.lulu.com/spotlight/Tremorworks>

