

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: 2.0.5, 10/2/12

In addition to minor clarifications and typographical corrections, this revision also includes a significant modification to the way tactical movement works. As a result, many pages related to Speed have been modified.

- p. 11: **Speed:** This value is the number of meters you can run in approximately two seconds, and also the number of kilometers you can cover in an hour at a brisk pace.
- p. 15: **Fleet-Footed:** Remove the last sentence from this entry: *Deferred Delay for movement is also reduced by 1.* This Background no longer affects Delay for movement.
- p. 25: **Overconfident:** This is another role-playing-intensive Weakness; you believe yourself to be unbeatable and able to do anything. You will throw yourself into combat without hesitation, and even believe you can still fight if seriously injured or otherwise hindered. In such cases, you must make a REA check in order to realize your own self-preservation instinct.
- p. 33: **Skill Families:** For example, Rosalee wants to increase her **Combat ESPer** skill family, which consists of **Combust**, **ESPer Combat**, **Mind Blast**, **Psychic Barrier**, and **Telekinesis**.
- P. 37: **Tactical Skills:** If multiple tactical skills apply to a combatant (for instance, firing a bow from horseback), then Delay is determined by whichever skill has the lowest rating.
- p. 45: **Jumping:** Typically, you can jump a distance equal to one quarter your Speed in meters (with a running start), and half this distance straight up (whether running or standing still) *as an Active action*.
- p. 65: **Deferred Actions:** Moving your full Speed has a Deferred Delay of 10, and imposes no further Delay after completion.
- p. 73: **Movement:** Your Speed indicates how many meters you can cover in 10 segments, and how many kilometers you can cover in an hour.

In combat, movement imposes a variable Deferred Delay, based on how much distance you cover. In any case, moving is not related to any tactical skill, and is *always* based on a Deferred Delay of 10. Movement can be done on its own, or in conjunction with another action, but the Delay of both actions applies. The only exception is that drawing a weapon is a Free action if taken while moving.

In 10 segments, you can move up to your Speed. Moving less than your speed proportionally decreases the time taken (in effect, you can move 1/10 of your Speed per segment). While moving, care should be taken to track your position each segment; you do not arrive at your destination until your Deferred Delay, offset by any Active or Reactive actions taken along the way, has been reached. Note that any special maneuvers or abrupt direction changes count as actions while moving.

You can always move 1/10 your Speed as part of another action for free. For these movement calculations, round *up*. Tactical skills do not affect Delay when moving.

- p. 74: **Dodging and Movement:** When dodging, you can choose to move up to 1/10 of your Speed in any direction (round up). In fact, many attacks can only be avoided if you are able to escape their area, such as explosions or fireball spells. If 1/10 your Speed isn't enough to escape the area, you cannot dodge.
- p. 74: **Charging:** *In order to charge, you must move at least 5m, but up to your Speed; you then can attack at any point during your movement (applying Delay for both the movement and the attack). You must move in a relatively straight, unimpeded line, and your attack suffers a -2 penalty. Upon attacking, you receive an effective STR bonus of 1, plus 1 for every 5m covered in the charge (up to your Speed); this bonus can't exceed your STR.*

If riding a mount, like a horse, and charging, the mount's Speed is used as a basis for the charge, but your STR still determines the damage cap. Charging works for *ramming* with vehicles, too, although there is no STR increase cap.
- p. 75: **Terrain:** Walking on ice or some other slippery surface, while not inherently slower, is difficult; any time you attempt to move on ice, you must make a COO check, difficulty 12 (if running full-tilt, the difficulty is 17), or fall down. Thus, walking slowly is safer.
- p. 155: **Mind Blast:** This damage is Nonlethal only (it can never carry over to lethal) and to the target's head. Mind Blast is opposed by the

target's RES, and the damage inflicted is an HDL equal to the Energy spent, *not reduced by Target Size*.

- p. 176: **NPC Spellcasters:** Makers of magical items (foci and imbued items) typically charge a fee equal to the monetary cost of the making it times 4.
- p. 200: **Creation**, the duration is P.
- p. 244: **Somatic Sword:** A creature can only have one *Somatic Sword* spell affecting it at one time.
- p. 251: **Undead Animation:** Animate the remains of up to one size-0 creature per Pluto rating.
- p. 280: **Dragon** damage:
Teeth/claws: TR 5, HDL 26 E/P

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