

NIGHT SHIFT: VETERANS OF THE SUPERNATURAL WARS

ERRATA AND FAQ FILE V. 16

(Updated 7/29/2020)

*Sometimes, no matter how much editing we do, errors still slip through. Sometimes, to our embarrassment, the editing CAUSES the errors. Finally, in every first edition, rules clarifications are sometimes needed. This document will serve as both an errata document and rules FAQ for the **Night Shift: Veterans of the Supernatural Wars** game.*

Night Shift: VSW Errata

P. 21: "MesSaged," should be "messed." This happens a number of times throughout the text; it was the result of a find/replace error in the layout program (after editing, of all things). Mea culpa. The other pages on which it occurs (with "mesSage" and "pasSage") are 38, 40, 97, 101, 119, 122, 132, 179, and 265.

P. 30, Intelligence: Intelligence is the Prime Requisite for Inventors.

P. 30, Charisma: Charisma is the Prime Requisite for Psychics.

P. 30, Wisdom: Wisdom is the Prime Requisite for Theosophists.

P. 37: "...at each level, the Inventor gains 1d6 additional science points." If the GM and player agree, this can be replaced with a flat number: 2 for gritty games, 3 for realistic games, or 4 for cinematic games.

P. 37, second column: "levle" should be "level"

P. 37, second column: "additional gadget points" should be "additional science points."

P. 41: ESP runs into Domination. There should be a paragraph break (ESP is a separate ability)

P. 42, second column, "invisibility" should be italicized.

P. 46, Failed Checks: "If the observers has more..." should be "If the observer has more..."

P. 48: The Theosophist character class header was accidentally moved right above the Survivor table.

P. 48: "If there are spirits present, the Theosophist will know it's there and can see it." This should read, "If there are spirits present, the Theosophist will know they are there and can see them."

P. 50, Command the Dead: Add at the end, "Starting at 10th level, these abilities may also be used against corporeal undead, who get saving throws as standard for the spells in question."

P. 50, Theosophist Table should include "Undeath to Death (1/day)" as a spell-like ability at Level 9. The table should also include "Finger of Death (1/day)" as a spell-like ability at Level 10.

P. 54, Failing a Casting Check: "...she loses access to that spell until she prepares it again," should read, "...she suffers backlash and may lose access to that spell (as well as a variety of other nasty effects). See **Chapter Three: The Arts Arcane** for more information."

P. 55, Blaster: This ability may be taken more than once, applying to a different attack form each time it is taken.

P. 56, Enhanced Senses: References to "Hear Noise" should be references to "Perception."

P. 63: "There are essentially three systems..." should be "three mechanics..."

P. 73, Healing: "a actual hospital," should, obviously, be "an actual hospital."

P. 73, Mook and Big Bad Rules: "the 'big' bad of a system," should be "The 'big bad' of a scenario."

P. 74, Armor Table: No armor should be AC 10.

P. 87: "If, however, they suffer another psychotic break..." this should be "another acute stress reaction." Technically a psychotic break is a very different thing than an acute stress reaction.

P. 90-91, Preparing Spells: Ignore the bits about needing to prepare multiple instances of spells if you think you're going to need to cast them more than once. This is an accidental carryover from an earlier version of the system. A witch only needs to prepare any given spell once and can then cast it as often as she likes, so long as she doesn't fail her casting check.

Regarding the specific example, the witch does not need to prepare *detect magic* twice. She needs to prepare it only once and can cast it twice, three times, or ten times, as long as she doesn't fail her casting check.

At the GM's option, preparing a spell a second (or third) time could allow continued access to it after an equivalent number of failed casting checks, adding a degree of strategy to spell preparation...

P. 96: "The hero may attempt after performing some task..." This should read, "The hero may try again after performing some task..."

P. 100 (Animal Summoning IV): "The type of animal summoned" should read "the type of animals summoned."

P. 100 (Antipathy/Sympathy): "A creature subtype is not enough," should read "A creature type is not enough."

P. 101 (Astral Projection): "While you are on the astral plane" should be "while she is on the astral plane"

P. 101 (Bane): This spell lasts for 1 round per level of the caster.

P. 103 (Circle of Death): This spell affects a 20-foot diameter burst that can be placed up to 100 feet away from the Witch.

P. 108 (Death Knell): The page reference to 95 should be page 72.

P. 108 (Desecrate): "Creatures using Bane of the Dead in this area suffer -3," should read, "Theosophists attempting to use their powers in this area suffer -15% to their base chance of success."

P. 112 (ESP): This spell affects an area equal to 10' per level of the caster.

P. 114 (Hallucinatory Terrain): "effects" should be "affects."

P. 114 (Harm): *remove disease* should say *contagion*.

P. 116 (Locate Animals) The spell has a range of 1 mile per level

P. 119 (Phantasmal Image) The spell lasts as long as the caster concentrates on it.

P. 122: There is an extra line break before Read Languages.

P. 124 (Shadow Armor): "bane of the dead" should read, "Theosophist powers."

P. 144 (Know the System): "3 systems" should read "3 mechanics."

P. 145: "...too much about it. Go..." should read, "too much about it, go."

P. 159 (Hags): In their stat blocks, hags should have 3 attacks.

P. 167 (Lycanthropes): "Lycanthropescan..." should have a space: "Lycanthropes can..."

P. 169 (Zombies): "roll a d4 and gain +5" should read "roll a d4 with a 1 in 3 chance..."

P. 176 (Communications): "Process is slow" should read "Progress is slow."

P. 180, column 2: "There are two more classes of demons," should read, "There is one more class of demons."

P. 188 (Rosicrucians): "Based originally on..." should read, "It was based originally on..."

P. 190, top first column: "...subversive enough hat," should read "...subversive enough that."

P. 190, bottom second column: "(3 of each...)" should read (6 of each...)

P. 209, Spirit Rider: "requires an 11 to cast immediately. The Spirit Rider throws their dice and comes up with 12, adding +3 for their casting, for a total of 15. The spell's power is bumped so

that it is cast as though the Spirit Rider were level 5 (+4 levels)." should be, "requires a 65% or lower to cast immediately. The Spirit Rider throws their dice and comes up with a result of 25%. The spell's power is bumped so that it is cast as though the Spirit Rider is level 5 (+4 spell levels, as the rolled total beat the required total by 40%)"

Night Shift: VSW Frequently Asked Questions

General Clarification on Save Progressions: Saves improve on multiples of the indicated levels. Thus, if a save improves by +1/4 levels, it improves at levels 4, 8, 12, etc. If a save improves by +1/5 levels, it improves at levels 5, 10, etc.

General Clarification on Primary Attributes: The class *prime requisite* is the Primary attribute provided by the class.

P. 35: Clarification regarding the Chosen One's Survivor abilities: the Chosen One gets first-level survivor abilities at 2nd level, and advances from there as though they were a Survivor of 2/3 their level (at 3rd level, their abilities are 2nd; at 4th-5th level they are at 3rd, at 6th-7th they are 4th, at 8th level they are 5th, at 9th-10th level they are 6th, etc.

Alternately, at the GM's discretion, the Chosen One can gain survivor skills at first level. Their percentages are Open Locks: 10%; Bypass Traps: 6%; Move Silently: 13%; Hide: 6%. These skills advance at 3% per level.

P. 39, Clarification regarding the use of Psychic Powers to attack: to attack with a psychic power that deals damage (throwing an object with telekinesis, hurling a gout of flame with pyrokinesis, casting a lightning bolt with electrokinesis, etc.), after making a psychic activation roll, the psychic makes a standard attack roll, adding their Wisdom bonus as well as the opponent's AC. The effective range of any psychic power is line of sight.

See **Combat** for more information on attacks, but the formula for a psychic attack roll is:

$$d20 + \text{Wis bonus} + \text{hit bonus} + \text{enemy AC} \geq 20$$

In some cases, at the GM's discretion, the target may attempt a saving throw with an appropriate ability score instead of the psychic making an attack roll.

P. 40, Clarification regarding the Psychic and Survivor's Danger Sense Abilities: These two abilities have the same name, but work differently. The psychic's functions as sort of an emergency sense that raises the hackles on the back of their neck just as something bad is about to happen, so they can't be surprised. The Survivor is so attuned to danger that they tend to pick up on little things that might represent a threat, and so their ability gives them a bit more information. Future printings will rename the psychic's ability to "Sixth Sense," to avoid confusion.

P. 57, Clarification on Shapeshifting: When this power improves at levels 4, 6, 10, etc. the Witch may shift an additional time of day, but the total time per day she may remain in an alternate form is still 1 hour.

P. 67, Clarification on Levels of Success for Class Abilities: When rounding down, always round to the next (lower) 10% increment, regardless of level of difficulty.

P. 69, Clarification on Surprise: If one or more members of a side in a combat have a different probability of surprise (surprise only on a 1 on 1d8, for example), that member rolls separately from the rest of their side.

P. 70, Clarification on adding Ability Bonus to Attacks: As indicated in the character class descriptions, *Only* Chosen Ones and Veterans add Strength bonus to melee attack and damage. *Only* Chosen Ones, Survivors, and Veterans add Dexterity bonus to ranged attacks and damage. Per the clarification above, Psychics and Witches/Warlocks add Wisdom bonus to attacks with psychic powers or spells. Inventors may add an appropriate ability bonus to attacks with Devices.

P. 80, Clarification on Mighty Blow: Mighty blow cannot be combined with Sneak Attack (which makes sneak attack more attractive than Mighty Blow at higher levels, but only in situations where one is able to Sneak Attack).

P. 92-93, Counterspells and Magical Duels, Clarification: "Sacrificing a spell slot," simply means choosing which level of spell the Witch or Warlock is attempting to cast; if they fail, they must lose one of their prepared spells of that level (their choice).

Spell Duration General Clarification: Some spells, in their descriptions, include durations in "turns." A Turn is equivalent to 10 minutes of time, so 3 turns would be 30 minutes, etc.

Spell Attacks General Clarification: A number of spells, including *dimensional anchor* (p. 110), *disrupt undead* (p. 111), *enervation* (p. 112) reference ranged attacks and include an anachronism from **Spellcraft & Swordplay**. These and any other spell referencing the need for an attack roll should, instead of being a standard ranged attack or "as a longbow," reference spell attacks—a spell attack, as indicated above, is $d20 + \text{Wisdom Bonus} + \text{Hit Bonus} + \text{Target AC} \geq 20$. At the GM's option, spellcasters may apply hit bonus as though they were a Veteran to spell attacks only.