

NIGHT SHIFT

Veterans of the Supernatural Wars

Game Master's Screen



BASIC SYSTEMS

Check System: $d20 + \text{Ability Modifier} + \text{Check Modifier} + \text{Difficulty Modifier} \geq 20$

Class Abilities: $d\% + \text{Modifier} \leq \% \text{ Score}$

Rule of 2: Roll a die; on 1 or 2 something happens.

The Rule of 2 Odds

d4: 50% chance

d6: 33% chance (roughly)

d8: 25% chance

d10: 20% chance

d12: 16-17% chance (roughly)

d20: 10% chance

ABILITY MODIFIERS

Score	Bonus
3	-3
4-6	-2
7-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3
20	+4

CHECK BONUS BY LEVEL

Level	Primary	Secondary	Tertiary
1	+2	+1	0
2	+2	+1	0
3	+3	+1	0
4	+3	+2	0
5	+3	+2	+1
6	+4	+2	+1
7	+4	+2	+1
8	+4	+3	+1
9	+5	+3	+1
10	+5	+3	+2
11+	+1/3 levels	+1/4 levels	+1/5 levels

COMBAT

Melee Combat: $d20 + \text{Strength Bonus}^* + \text{Attack Bonus} + \text{Target AC} > 20$

Ranged Combat: $d20 + \text{Dexterity Bonus}^{**} + \text{Attack Bonus} + \text{Target AC} > 20^{***}$

* Chosen Ones and Veterans Only

** Chosen Ones, Survivors, and Veterans Only

***Psychics add Wisdom to attacks with psychic powers. Inventors may add an appropriate ability to attacks with Devices

Attack Bonuses

Chosen Ones and Veterans begin with a Hit Bonus of +1, and advance every 3 levels.

Psychics, Survivors, and Sages begin with a Hit Bonus of +1 and advance every 4 levels.

Theosophists and Witches / Warlocks begin with a Hit Bonus of 0 and advance every 5 levels.

Monsters and NPCs without class levels add their hit dice instead of a Hit Bonus and Ability Bonus. Thus, an 8-HD vampire will add +8 and the defender's AC.

Critical Hit or Miss

On a natural 20. Roll a d6; if it comes up a 6, keep rolling. This is extra damage.

On a natural 1, roll a d6. If it comes up a 6, keep rolling. The more 6's come up, the worse the failure.

ARMOR

	AC
None	10
<i>Light Armor</i>	
Padded clothes	8
Layers of tweed, leather jacket, trench coat	7
<i>Medium Armor</i>	
Kevlar-reinforced leathers	6
Bulletproof (Kevlar) Vest	5
<i>Heavy Armor</i>	
SWAT or riot armor	4
SWAT or riot armor plus riot shield	3
Full military combat armor	2

FATE POINTS

Fortune's Favor: Alter a single d20 roll used to make an attack, attribute check, level check, or saving throw, or double the result to a single percentile-based class ability.

Character Level	Fate Dice Rolled
1st-4th	1d6
5th-9th	1d8
10th-14th	1d10
15th-20th	1d12

Mighty Blow: Make a single, earth-shattering ranged or melee attack which ruins the character's weapon if a d20 roll comes up ≤ 9

Righteous Rage: Gain a +5 bonus to all attacks and actions for an entire scene.

You Missed!: Avoid an attack.

Second Wind: Recover half of all lost hit points.

Down But Not Out: When reduced to below -10 Hit Points, recover to -10 and stable (cost: 3).

Providence Smiles: Gain a minor plot break.

CASTING SPELLS

Basic System

Reduce base spell casting percentage by 10% per level of spell being cast. Roll percentile dice against that total.

Counterspells

Choose a spell which you have prepared. Throw percentile dice. Gain +10% to your chance for each spell level higher the caster's, -10% for each spell level lower. An Intelligence check can identify the level of spell being cast. If you beat the casting check by a higher margin than the caster, the spell is canceled. If not, you lose the ability to cast that spell slot for 24 hours until you next prepare spells..

Spell Backfire

When a spell fails, roll 1d20, add spell level, and consult the Spell Backfire Table to see what happens.

VEHICLE STATISTICS

Vehicle	Dex	Str	Con	Int	Wis	Max	Crs	Acc	AC	HP
Sedan, Compact*	10 (0)	8 (-1)	10 (0)	-	-	150	75	15	7	55
Sedan, Mid*	10 (0)	8 (-1)	12 (0)	-	-	150	75	15	7	65
Sedan, Full*	13 (+1)	10 (0)	13 (+1)	-	-	180	90	18	6	75
Muscle/Sports Car*	18 (+3)	18 (+3)	13 (+1)	-	-	300	150	30	6	75
Motorcycle	17 (+2)	3 (-3)	4 (-2)	-	-	200	100	20	9	25
Ambulance**	15 (+1)	13 (+1)	16 (+2)	-	16 (+2)	100	50	10	3	80
Police Car*	17 (+2)	10 (0)	13 (+1)	-	-	200	100	20	6	75
SUV, Compact*	12 (+1)	16 (+2)	15 (+1)	-	-	100	50	10	6	75
SUV, Full*	10 (+0)	17 (+2)	16 (+2)	-	-	100	50	10	5	80
Pickup, Light*	10 (+0)	15 (+1)	13 (+1)	-	-	100	50	10	5	80
Pickup, Med*	13 (+1)	17 (+2)	15 (+1)	-	-	150	75	15	4	85
Pickup, Heavy*	13 (+1)	18 (+3)	16 (+2)	-	-	150	75	15	4	90
Van*	10 (0)	14 (+1)	13 (+1)	-	-	100	50	10	7	80
School Bus	8 (-1)	16 (+2)	17 (+2)	-	-	90	45	9	3	100
Box Truck	7 (-1)	18 (+3)	17 (+2)	-	-	90	45	9	3	150
18-Wheeler	5 (-2)	25 (+6)	20 (+4)	-	-	80	40	8	2	300
Modern Fighter	23 (+5M)	15 (+1)	17 (+2)	15 (+1)	17 (+2)	Mach 2	Mach 1	153	5	150

*May have AI, safety, infotainment, or other systems that provide an Int or Wis of 13-16 (+1 or +2)

**Ambulances have advanced medical equipment, accounting for their Wis bonus, which applies only to such checks.

SPELL BACKFIRE TABLE

1d20 + spell level	Result
1-10	Spell simply fails to work; no loss or negative effects and the spell remains available to cast.
11	Spell fails to work. Spell is lost and cannot be cast until prepared again.
12	Caster is stunned and cannot act for 1-4 turns. Spell remains available to use.
13	Caster is stunned and cannot act for 1-4 turns. Spell is lost and cannot be cast until prepared again.
14-15	Caster is knocked unconscious; treat as if affected by the <i>sleep</i> spell. Spell remains available to use.
16-17	Caster is knocked unconscious; treat as if affected by the <i>sleep</i> spell; spell is lost and cannot be cast until prepared again.
18	Caster suffers 1d6 damage per 2 spell levels (minimum 1d6). Spell remains available to use.
19	Spell has the exact opposite effect intended (GM's discretion). Spell is lost and cannot be cast until prepared again.
20-21	Spell affects the wrong parties (allies instead of enemies, enemies instead of allies). Spell is lost and cannot be cast until prepared again.
22-23	Spell summons a demon or undead with a number of hit dice equal to the spell's level. The creature is immediately hostile towards the caster and their allies.
24-25	Spell creates an explosion centered on the caster with a 30 ft. radius, dealing 1d6 damage per level of the spell to everyone in the radius. A dexterity saving throw can be made for half damage. The spell is lost and cannot be cast until prepared again.
26+	Spell creates an explosion centered on the caster with a 30 ft. radius, dealing 1d6 damage per level of the spell to everyone in the radius. A dexterity saving throw can be made for half damage. All spells are expended and the caster can't use magic until they prepare spells again.

MONSTER XP VALUES

HD	Base	Class I	Class II	Class III
1	5	2	3	5
2	10	5	6	10
3	20	10	15	20
4	40	20	30	40
5	80	40	60	80
6	160	80	120	160
7	320	160	240	320
8	640	320	480	640
9	1,280	640	960	1,280
10	2,560	1,280	1,920	2,560

FREEFORM XP VALUES

Circumstance	Award
Easy encounter*	100 XP
Medium encounter*	200 XP
Difficult encounter*	500 XP
Deadly encounter*	1,000 XP
Defeating a major enemy*	500 XP
Exceptional Role Playing (per instance)	10-50 XP
Heroic activities	100-500 XP
Putting one's life in danger for the group (Heroic sacrifice)	1,000 XP
Reaching a story plot point	500-1,000 XP
Outside the box thinking	100 XP
Solving a puzzle or correctly theorizing the villain's plans	100-500 XP

* Multiply XP value by average party level. Thus, an easy encounter for a 5th level party nets 500 XP.

REALISTIC (STANDARD) PLAY OPTIONS

Check System: Standard check bonus, Class ability checks, combat options.

Opposed Checks: half the ability score in question serves as a penalty to the chance of success of the character.

Success Levels: Every 10% by which a roll beats chance of success, rounded down to the nearest 10, counts as one level of success.

Out of the Fight: At 0 hit points, Constitution save with penalty equal to score below zero. Success = stable. Failure = lose one hp. If hit points reach -10, death.

Firearms: 5d6 damage totaled. Fully automatic spray 3d6 damage, totaled, to a cone 50 yards ahead and 20' wide. A Dexterity save halves damage, and a natural 20 eliminates the damage.

Healing: 1 hit point plus Constitution bonus per day of bed rest. With medical care in a hospital, healing is doubled. Without bed rest, healing halved for every day they are active.

Non-lethal damage heals per hour, does not require bed rest. Those with regenerative capabilities at double the normal rate.

Vehicle damage: 1d6 damage, totaled, per 10 mph. Seat belts or safety procedures in an aircraft 1/2 damage. Dexterity or Constitution save halves the damage again.

GRITTY PLAY OPTIONS

Check System: No Check Bonus, No Primary, Secondary, or Tertiary. Abilities. Add +1 to d20 rolls per 4 levels of play, starting at +0 at first level. They still add their ability bonus to checks.

Class Abilities: Advance every two levels instead of one.

Opposed Checks use the opponent's full ability score as a penalty to the check.

Success Levels use a 20% per success level margin

Hit Bonus progressions increase by 1 level (to 4, 5, and 6 levels, respectively).

Out of the fight: characters reduced to 0 hit points are permitted a single saving throw to stabilize, and if they fail, they are dead.

Firearms: When hit, Constitution save. Success = 0 hit points but stable and require hospitalization to recover. Failure=death

Healing: 1 hit point per day, and characters that do not engage in complete bed rest do not heal at all.

Vehicle Damage: No save to halve damage; if speed > 40 mph, Constitution save or die. Those hit save to reduce damage by 1d6, but if speed > 20 mph, save or die.

CINEMATIC PLAY OPTIONS

Check System: Characters add their level to checks in addition to normal check bonuses.

Class Abilities: Begin 20% better than normal

Opposed Checks use the opponent's standard check bonus as a penalty.

Success Levels use a 5% per success level margin

Hit Bonus progressions: Add level in addition to hit bonus to attack rolls.

Out of the fight: Use realistic rules but you can go to negative Constitution before death.

Firearms: Firearms are normal weapons. Light = 1d6; medium = 2d6 keep best; heavy = 3d6 keep best; heavy rifles = 4d6 keep best.

Healing: Double normal rate; no bed rest necessary; characters always begin a new episode at full health.

Vehicle Damage: 1d6 per 100 mph, with damage halved and halved again as above. If hit, save to negate damage entirely.



erreur, et dans la plupart des cas il fallait que toutes les lettres du nom se trouvent à proximité de mon champ visuel pour que l'erreur se produise. Mais, dans le cas dont je parle, la fausse relation et l'erreur s'expliquent par le fait que je lisais précisément la remarque sur une sorte de mauvais style dans certains travaux scientifiques et dont moi-même coupable dans une certaine mesure :

«Devant ce qui frappe les autres, il y a un mot étonnant et, en regardant de plus près, on trouve qu'il est imprévisible» (*Steifleinheit*) (finesse, sentiment de plus qu'un auteur qui n'est pas un historien qui ne m'était pas qu'il possédait à un degré très scientifique du «professeur allemand»).

«benschütz rapporte un cas de cours d'un travail philologique l'édition critique du "Moyen Âge" qui doit paraitre dans les légendes de l'Allemagne. Il y a un cas précis qui a provoqué une commotion (Z.).







Mausoleum art by Unholyvault - Dreamstime

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