N.E.W. Errata (v2.0)

This document contains official errata for N.E.W. The Science Fiction Roleplaying Game. Keep an eye on the version number to make sure you have the latest version of this FAQ.

This errata assumes you have Version 1.1. of N.E.W. You can check which version you have on the first (credits) page. If it does not say "Version 1.1" just above the WOIN logo towards the bottom of the page, you can redownload the PDF from the store you got the book from. The hardcovers at the time of writing are all Version 1.1. If you have any difficulty, feel free to contact us and we'll help make sure you have the correct file.

Hooks (p. 15)

Hooks no longer grant a +1d6 bonus to your roll. When making an attribute check, if the task is related to your hook, the dice pool explodes (in other words, any sixes rolled grant an additional die).

Crafting Skills (p. 20)

Add *appraisal* to the list of *[crafting]* skills.

Humans (p. 24)

The Explorer exploit can only be used to gain XP once per week, and requires travel to a new star system, not a new planet.

Humans also gain the following exploit:
Enduring. Humans may not be the fastest or the strongest, but they are known for their resilience. Humans get +1 to their 1d6 die roll to shake off a temporary condition.

Ogrons (p. 24)

Ogrons gain the following exploit:
Strong. Ogrons are noted for their strength. When taking a new career, an Ogron may optionally exchange one of the listed four attribute increases for STR, as long as it doesn't result in a duplicate attribute advancement.

Venetians (p. 25)

Venetians gain these exploits:
Long-lived. When creating a Venetian character, multiply their career lengths by 5.
Logical. Venetians are noted for their intelligence and logic. When taking a new career, a Venetian may optionally exchange one of the listed four attribute increases for LOG, as long as it doesn't result in a duplicate attribute advancement.

In the Disciplined exploit change "weary" to "Fatigued" and remove "…and other tiredness conditions affect them as though they were one category less".

Borians (p. 25)

Borians are also immune to radiation damage and radiation sickness.

Borians gain the following exploits:
Long-lived. When creating a Borian character, multiply their career lengths by 3.
Personable. Borians are noted for their cheerful demeanour and likability. When taking a new career, a Borian may optionally exchange one of the listed four attribute increases for CHA, as long as it doesn't result in a duplicate attribute advancement.

Androids (p. 26)

An Android's PSI attribute cannot rise above zero. An Android can have a LUC attribute, but cannot spend LUC dice to gain bonus dice when making attributes.

Felans (p. 27)

Felans gain the following exploit:
Agile. Felans are noted for their dexterity. When taking a new career, a Felan may optionally exchange one of the listed four attribute increases for AGI, as long as it doesn't result in a duplicate attribute advancement.

Career Attribute Exchanges (p. 29)

Instead of the references to race and hook attributes, change to: "Some races noted for a particular attribute have an ability which allows them to optionally exchange one of these four attribute increases for a different one, as long as it doesn't result in a duplicate attribute advancement."

Prodigy (p. 31)

Add REP +1 to the attributes.

Battlepsyche (p.35)

The Telekinetic Shield exploit applies to RANGED DEFENSE only. It does not stack with any other equipment DEFENSE bonuses, such as shields, and it has no effect when used in cover.

Engineer (p. 38)

The Engineer should have the following additional exploits available.

Android repair. Using basic engineering equipment, you can heal 1d6 points of HEALTH to an adjacent mechanoid as a single action. Any given mechanoid can only benefit from your repairing in this way once per day.

Exceptional android repair. Your Android Repair ability increases to 2d6 points of HEALTH.

Star Knight (p. 47)

Add the following to the Star Knight's Laser Sword exploit: "Every time the Star Knight gains a grade, roll 1d6. On a 6, the laser sword increases quality by one category."

Trader (p. 48)

The Trader does not need *appraisal* as a prerequisite.

180 Hammerhead (p. 51)

The ship continues moving in the same direction it was moving initially, and cannot turn until this maneuver is performed again to correct its facing.

Achilles Heel (p. 51)

Alternatively, you may grant this bonus to one ally who must use it within one round.

Arm Lock (p. 51)

Change to: "When you successfully grab a foe, you place your target in a painful armlock. The target gains the Restrained condition, drops any items in that hand, and cannot use that arm until he escapes. You may move at half SPEED, taking your victim with you. If you apply this twice, the attacker gains the second Restrained condition.

Bearhug (p. 51)

Change to: "When you successfully grab a foe, you grab your target with both arms, squeezing him. You can only bearhug a target of your size category or smaller. The target gains the Restrained condition, and takes 1d6 damage at the start of each of his turns. You may move at half SPEED, taking your victim with you."

Blinding Attack (p. 51)

Change to: "You throw sand into your opponent's eyes, cover him in a cloak, pull his helm down, or gash his forehead; on a successful hit your target gains the Blind condition."

Crippling Strike (p. 51)

Change to: "You expertly target your opponent's legs, causing a wound which inflicts the Slowed condition upon him. You still do your normal weapon damage."

Disarm (p. 52)

Change to: "When you use a Called Shot to disarm a target, you do not have to pay the 2d6."

Dive for Cover (p. 52)

Change "free action" to "immediate reaction".

Dodge (p. 52)

Replace the exploit with the following text: "You may use a reaction to dodge one attack you are aware of. State your intention before the attack roll. The attacker suffers a -1d6 penalty for that attack."

Draw a Bead (p. 52)

Change to "You do not pay any penalty for firing into melee, as long as your target is at least 10' away from you."

Evasive Action (p. 52)

Change to "You use your action to perform a series of evasive maneuvers which grant your ship +4 DEFENSE until the start of your next turn."

KNOCKBACK (P. 52)

Change to "When you use a Called Shot to move a target, you do not have to pay the 2d6; however, for each 1d6 you choose to pay, the target is pushed one extra square. You still do your normal attack damage."

KNOCKDOWN (P. 52)

Change to "When you use a Called Shot to knock a target prone, you do not have to pay the 2d6; additionally, the target gains the Downed condition (making it unable to stand until that condition has been shaken off). You still do your normal attack damage."

PILEDRIVER (P. 53)

Change 3d6 to 2d6 and change "is stunned until he shakes the condition off" to "gains the Dazed condition."

QUICKDRAW (P. 53)

Change to: "If you are disarmed, you may immediately draw another weapon as an immediate reaction as long as you have one available."

QUICKSTAND (P. 53)

Change "free action" to "free action or reaction and you are immune to the Downed condition."

RECKLESS ACT (P. 53)

Change to "You gain +1d6 to ranged attacks as long as you are not concealed, in cover, or using a shield. If you use Dodge, or any other exploit which protects you, you lose this bonus for one minute."

SCATTERSHOT (P. 53)

Remove "at a cost of 1d6."

SPINNING KICK (P. 53)

Change to "A quick turn and your foot lashes out to strike your opponent. This attack is a free action. You do your normal unarmed damage."

THROW (P. 54)

Change to "When you use a Called Shot to knock a target prone, you also move the target two squares and do your unarmed damage."

TRIP (P. 54)

Change to "When you use a Called Shot to knock a target prone, you do not have to pay the 2d6; additionally, the target gains the Downed condition (making it unable to stand until that condition has been shaken off). You still do your normal attack damage. Additionally, if you are a smaller size category than your target, you gain +1d6 to your attack."

WHIRLWIND FRENZY (P. 54)

This exploit does not cost -3d6 to use. Any targets you hit are pushed back one square, clearing a space around you.

WINGOVER (P. 54)

To perform the maneuver, the pilot must make an AGI (piloting) check with a difficulty of 10 + the ship's current speed. If successful, the maneuver is performed and the ship takes 1 SS damage; if unsuccessful, the maneuver is not performed, and the ship takes 1d6 SS damage (although this cannot reduce it to below 1 SS).

ALERT TRAIT (P. 56)

Constantly aware of your surroundings, you gain +1d6 to INT (perception) checks, and you always win INITIATIVE ties.

FORGETFUL TRAIT (P.57)

The item can be any type of item, and can have a value in credits up to the result of your LUC check.

ILLITERATE TRAIT (P. 57)

Replace the last sentence with "You have a fantastic memory and can automatically recall information you have been exposed to."

SPENDTHRIFT TRAIT (P. 58)

Change "5cr" to "the value of your LUC check in credits."

DEFENSES (P. 60)

Add a new DEFENSE called VITAL DEFENSE. This uses END as the attribute and *resistance* as the skill. It is used for constitutional attacks by poisons and the like.

For MENTAL DEFENSE, the attribute choices are WIL and CHA.

SIZE CATEGORIES (P. 61)

The size modifiers for MELEE and RANGED DEFENSE are: Small +2, Tiny +4. The others remain unchanged. Note that size modifiers do NOT apply to MENTAL DEFENSE.

SHIELDS (P. 61)

Note that you can only benefit from one shield bonus, and you cannot benefit from a shield bonus while in cover.

PSIONIC POWER POINTS (P. 63)

Roll your PSI dice pool and your WIL dice pool and add the two together. You have a pool of psionic energy points (PP) equal to this roll. If your PSI or WIL dice pools increase, roll the extra die and add it to your pool. Some items, such as psionic foci, can increase this pool.

BIOSPIONICS (P. 63)

This SOAK is natural SOAK.

CRYOKINESIS (P. 63).

Change "Water freezes solid, and size medium or smaller creatures become slowed until they shake the condition off." to "Water freezes solid, and any fire is extinguished."

MIND SHIELD (P. 64)

This adds +4 MENTAL DEFENSE.

SASHA BOLOTNIKOV (P. 69)

Sasha's MELEE DEFENSE should be 14.

WEALTH & CREDITS (P. 76)

A megacredit (MCr) is 1,000 credits, not 1,000,000, unless the setting specifically defines the latter.

PSIONIC FOCUS (P. 80)

Add this item to the equipment lists:

Psionic focus (1,000cr; 1lb). This crystal or gem is a battery of psionic energy. It contains 50 PP which you can use to power psionic abilities. Once the power is used, the crystal is useless. More powerful crystals are said to exist.

DRESSING, SPRAY (P. 82)

Note that the dressing heals only 1 HEALTH. Multiple charges cannot be used to heal more. It's a sci-fi band-aid.

PSI-SCRAM HELMET (P. 84)

This grants +4 MENTAL DEFENSE.

DAMAGE TYPES (P. 88)

The following damage types cannot be SOAKed unless an exploit or equipment specifically says so: psionic, radiation, sonic.

VULNERABILITIES (P. 88)

Vunerabilities cannot more than double the damage taken. If an android takes 4 ion damage, its 2d6 vulnerability to ion damage cannot increase that to more than 8 damage.

THROWN WEAPONS (P. 89)

Add the following weapon trait.

Thrown. A melee weapon with this trait can be thrown with the noted range increment. For example, a weapon with the trait "Thrown (3)" has a range increment of 3.

The default value is 3. If a weapon is denoted as Thrown but has no value in parenthesis, the range increment is 3 squares.

Without this trait, a thrown weapon has a range increment of 2 and counts as improvised (inflicting a –2d6 penalty to the attack roll).

TRACER ROUNDS (P. 97)

Using tracer rounds (or a beam weapon as a tracer) requires two actions.

WEAPON COSTS (P. 98)

The following weapons should have the following costs:
- Blackspear Psionic Portable Missile System - 4,500cr
- Fu Fuel Refining AX53 Radiation Assault Rifle - 6,000cr
- Terralight Ij95 Hellswarm Neutron Autocannon - 9,500cr
- Transfarer R43 Fireflash Micrwave Assault Rifle - 17,500cr

ENVIRONMENTAL SUIT (P. 101)

The environmental suit's SOAK is effective against radiation damage.

INNEFFECTIVE SOAK (P. 102)

All armors are ineffective against following damage types unless otherwise specified: psionic, radiation, sonic.

SHIELDS (P. 104)

You cannot benefit from more than one shield; a forcefield counts as a shield for the purposes of this. You also cannot benefit from a shield when you are in cover. Change shield bonuses to:
- Forcefield +3
- Shield, energy +2
- Shield, large +3
- Shield, medium +2

- Shield, small +1

Helmets (p. 104)
Helmets grant +1 to rolls to shake off the Dazed condition.

Weapon Upgrades (p. 105)
Add the following upgrade.

  High damage (1,000cr). The weapon has been modified to make it more deadly. Perhaps a baseball bat has spikes on it, or a firearm uses an advanced propellant. It does +1d6 damage.

Upgrade Costs (p. 105-107)
The following upgrades should have the following costs:
- Accelerated - 10,000cr
- Phasing - 12,000cr
- Seeker - 15,000cr
- Transporting - 20,000cr (50,000 for the improved version)

Bio-Active (p. 105)
Change the last sentence to "The bio-active agent adds the poison damage type to the weapon's damage (e.g. changing a pistol to ballistic/poison damage.)"

  It does not add +1d6 poison damage.

Phasing (p. 106)
The phasing ability can only be used once per round and in the first range increment only.

Vehicle DEFENSE (p. 108)
The occupant of a vehicle uses their own DEFENSE or the DEFENSE of the vehicle, whichever is higher. Note that vehicle DEFENSE increases with higher speeds.

Vehicle Handling (p. 110)
Add a column, "Handling" to the table with the following values:
- Automobile, large - 3
- Motorcycle - 1
- Truck, light - 4
- Mech, ultralight biped - 0
- Mech, light biped - 0
- Mech, medium biped - 0
- Mech, heavy biped - 0
- Bike, swoop - 1
- Car, hover - 3
- Truck, hover - 4
- Speeder, hover - 2
- Podracer - 2

- Walker, chicken - 1
- Walker, rhino - 4

Vehicle SOAK (p. 110)
Increase all vehicle SOAKS by +5.

Creating Drugs (p. 114)
The end of a sentence got cut off. It should read: "One dose of a drug can created by performing a major chemistry science with a difficulty equal to 20 + one percent of the drug's value. Such a drug is unlicensed, cannot be legally sold, and spoils after one day."

Leadership (p. 145)
Leadership is now an exploit. This exploit allows you to donate your own LUC to others.

Replenishing Luck (p. 145)
Replace "... allow for more frequent replenishment" with "... allow an additional daily replenishment. These do not stack, however - you cannot gain more than one additional daily replenishment."

Initiative (p. 147)
Creatures with 3 actions take two actions on their turn and one action on their INITIATIVE count +10. Those with 4 or more actions take two actions on their turn and one action every 5 INITIATIVE counts later up to their total number of actions.

Attacks (p. 150)
When you make an attack, choose one of the following options as long as (a) it makes sense, and (b) the target is not immune to that condition or action. You cannot, for example, disarm a tiger, trip a snake, or grab a hologram.

- Make any attack normally and if you hit you inflict your normal **damage**.
- Make an unarmed melee attack normally and if you hit you **grab** your target, giving it the Restrained condition. You must pay an additional 1d6 for each size category that the target is larger than you, and also if the target has more than two legs or has no legs. You can apply this condition twice to increase the level of the Restrained condition.
- Make an unarmed melee attack or an attack with a small melee weapon normally and if

you hit you **escape** a grab and remove the Restrained condition.

Additionally, you may pay 2d6 and spend two actions to make a Called Shot and choose one of the following options:

- Make a Called Shot with a melee or ranged attack and if you hit you **move** your target one square (plus up to one square for each size category by which you exceed the target in melee, or by which your weapon exceeds the target at range). You must pay an additional 1d6 for each size category that the target is larger than you, and also if the target has more than two legs or has no legs. The movement must be one which makes sense, and if it is a result of a blow or ranged attack, will always be a push away from you.
- Make a Called Shot with a melee or ranged attack and if you hit you **knock or trip** your target prone. You must pay an additional 1d6 for each size category that the target is larger than you, and also if the target has more than two legs or has no legs.
- Make a Called Shot with a melee or ranged attack and if you hit you **disarm** your opponent, giving it the Disarmed condition.
- Make a Called Shot with a melee or ranged attack and if you hit you **disable** your target, giving it the Slowed condition.
- Make a Called Shot specific to that target as outlined in its stat-block.

Suppressive Fire (p. 151)

Weapons with the Single trait cannot provide suppressive fire.

Providing suppressive fire ends your turn. Suppressive fire simply grants the recipient cover until the end of their next turn. This is its only effect. Enemies cannot recklessly ignore suppressive fire (and are also consequently not subject to any attacks).

Health Damage (p. 156)

No creature can benefit from a given source or type of healing more than once per day.

Critical Hits (p. 157)

A critical hit is scored on three sixes. Three sixes is always a hit, even if the roll would normally have missed.

Status Tracks & Conditions (p. 157-161)

This section has been replaced. See the separate document, *WOIN Critical Hits Errata*, found on the same page as this errata document.

Permanent Conditions (p. 158)

Add the following condition type.

Persistent conditions. Persistent conditions wear off after a night's rest. They cannot be shaken off.

Environmental conditions are persistent conditions.

The Environment (p. 167)

Environmental conditions are persistent conditions.

Theatre of the Mind (p. 171)

Remove the reference to SPEED granting additional actions.

Travel Increment (p.184)

A starship's travel increment is multiplied by its LUXURY percentage. Additionally, crew quality affects it as follows: poor 80%, experienced 150%, elite 200%.

Failed Engineering Checks (p.186)

A failed engineering check does 1d6 damage to the ship. This cannot reduce a ship below half SS.

Starship Actions (p. 195)

NPC and GM-controlled ships get one action per class.

Player-crewed ships get one action per PC or one action per class, whichever is higher. All PCs get to take an action. If the ship class is higher than the number of PCs, the crew takes the remaining actions.

PCs each roll their own INITIATIVE. GM-controlled ships typically just roll once. The starship's movement INITIATIVE is rolled by the pilot.

Ion Weapons (p. 196)

When determining ion damage to a ship, divide the total by two. Half of the damage is applied to the ship's SS, and half is applied to its CPU capacity.

Ship Weapons vs. Personal Weapons (p. 196)

In the unusual situation where you need to compare the damage of a ship weapon to that of a personal weapon, a ship weapon is an order of magnitude more powerful. The damage values are relative to other ships and space objects. However, a ship weapon does ten times the damage a personal weapon with the same damage value does.

Shooting Objects in Space (p. 197)

Add this line: "If firing at an object in space, the GM can quickly determine its statistics based on its Class (this is equivalent to a ship's Class in size). The object has SS equal to the square of its Class, SOAK equal to its Class, and a DEFENSE equal to 21 minus its Class. Thus a Class V asteroid (about the size of the *Starship Murphy*) has a DEFENSE of 16, SOAK 5, and 25 SS. The GM is free to modify these numbers, of course."

Repairing Starship Damage (p. 196)

SS repaired during combat is temporary emergency repairs and only lasts one day. Permanent repairs require one hour per SS for each point above 50% normal, and one day per SS for each point below 50% and cost 0.5 MCr per point.

Restoring Casualties (p. 196)

A failed check to restore a crewmember to duty means that the casualty becomes permanent. Permanent losses must be replaced at an appropriate location.

Starship Action (p. 196)

Add the following three actions.

- Act as a spotter, calling out targets to gunners. The spotter makes INT (perception) checks vs. the target's DEFENSE, and if successful all allies aboard the ship gain +1d6 to hit that target until the beginning of the spotter's next turn.
- There are four shield arcs (forward, port, starboard, aft). A PC can divert power from any given shield to another, but cannot more than double the total power to a given shield. Shield realignment, like other onboard systems, can only be done once per turn.
- Jam a target ship's communications. Make an electronic attack vs. the target's e-DEFENSE. If you are successful, the target ship's comms are jammed until the start of your next turn.

Repairing CPU (p. 197)

Change "which recovers 2 CPU points" to "which recovers 1d6 CPU points".

Escaping to FTL (p. 198)

Add the following: "FTL drives have a "spool time" - the time it takes to engage FTL. This is equal to the ship's class in rounds. During that time, the ship must remain on a straight vector (or remain stationary) and cannot turn or alter its velocity."

Actions (p. 250)

A creature with three actions takes two actions on its INITIATIVE count as normal, and then the third on its INITIATIVE count +10. A creature with four or more actions takes two actions on its INITIATIVE count as normal, and then an additional action every 5 INITIATIVE counts thereafter up to its total number of actions.

Size Categories (p. 250)

The size modifiers for MELEE and RANGED DEFENSE are: Small +2, Tiny +4. The others remain unchanged.

Monster Exploits (p. 253)

Bearhug, Knockback, Knockdown — replace these with the same text as above in Universal Exploits.

Crush. Change "the grabbing creature's turn" to "the grabbed creature's turn".

Grab. Change to "Many creatures can grab their opponents, often with claws or teeth, or sometimes with a ranged attack like a lasso or spider's web. A successful attack (which is not a Called Shot for creatures with this ability) inflicts the Restrained condition on the target. The grabbing creature cannot use the appendage used for the grab against other opponents, but may have additional appendages. Many creatures also combine the Crush exploit with a Grab.

Pounce. Remove "this costs 2d6".

Trample. Remove "this costs 2d6".

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New Universal Exploits

Add these exploits:

Cleave (requires STR 8+). When using STR as your attack attribute, you follow through in

one mighty swing, and make an additional attack at -1d6 against an adjacent foe if the first one hits.

e-Defender. Your starship gains +4 e-DEFENSE. This does not stack with additional e-Defenders.

Leadership (requires CHA 8+). You are able to donate one or more of your available LUC dice to another character as a free reaction to their attempting an attribute check. You must declare this before they roll the dice.

Quickstep. You can move 5' as a free action.

Spray. When using a weapon with the auto trait you may spend all your actions to spray a 30' cone, making one attack against every target not in cover within the cone. Make one attack roll and apply it to the RANGED DEFENSE of all within that area.

Strafe. Add this exploit. "When using a weapon with the auto trait you may, as a single action, spray an area 15' x 15' with fire. Everyone in that area takes 1d6 damage of the appropriate type. This is the only attack you can make with this weapon this turn."