

N.E.W. ERRATA (v1.0)

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.

CRAFTING SKILLS (P. 20)

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

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.

TRADER (P. 48)

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

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.

TRACER ROUNDS (P. 97)

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

CREATING DRUGS (P. 114)

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

LUCK (P. 144)

In normal mode, only one LUC die may be spent at a time. In Cinematic Mode, a character may spend as many of her LUC dice as she wishes.

LEADERSHIP (P. 145)

Your *leadership* dice come out of your own LUC pool. They are not a separate, additional pool. This action 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."

SUPPRESSIVE FIRE (P. 151)

Weapons with the Single trait cannot provide suppressive fire.

REMOVING CONDITIONS (P. 158)

Each subsequent attempt to remove a condition gains a +1d6 bonus. You may only make one attempt each round.

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.

If more than three sixes are rolled, each additional six pushes the target one further stage down the relevant status track.

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.

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.