

Nightshift

Campaign Specific Rules

Optional Rules (I'll be using)

1. **Rerolls.** You can earn a Reroll under certain circumstances, usable at your leisure at a later time. A Reroll is for your own rolls (not your friend or opponent) and can be to hit, skill roll, damage, or any other roll that you would make.
2. **Critical Hits.** If you roll under half of the roll you need to make, you do a critical. GM and player will decide which one of the following the player receives, and on a roll of 3 the player gets two of them:
 - a. Pocket 1 reroll
 - b. Do Maximum Damage with this hit
 - c. Take less time with the action (A full action becomes a ½ phase action).
3. **Critical Skill Rolls.** If you roll under half of the successes needed pick one of these two options, player's choice. On a 3, you get both.
 - a. Pocket a reroll or
 - b. Jump the time required up the table by 1 place.
4. **Botches.** On a 3D6 roll of 18, you botch. Not only do you fail/miss, but it's highly likely this will impact you negatively in another way. Your shot hits an ally, your lock-pick attempt jams the lock, you are so off balance that your next action phase you can only take a half-phase action, you rip your tights and your PRE is decreased by 10pts for the remainder of the combat. If you ONLY miss on an 18, I may default to luck/unluck rolls to see if there is an actual botch.
5. **Tie-Breaking.** It pays to buy that one superfluous point of a stat. **If two characters engage in a Characteristic Roll Versus Characteristic Roll Contest and tie, the character with the highest Characteristic wins the Contest.** So if two characters succeed equally at opposing rolls, the one with the higher stat wins.
6. **Initiative tie Breaking.** If two characters tie, I may settle the tie with another characteristic based on the situation. The most common are: The other of DEX/EGO (whichever they didn't use to determine initiative), PRE, and INT. I will determine which depending on the situation.
7. **Casual Perception (or Recall).** Typically if you're looking for something, you make a PER roll. If you ransack a room you can make a PER roll to find something. If you later want to recall if something else was in that area, you can make a "casual perception" roll. A PER roll is $9 + (\text{INT}/5)$ or less. For a Casual PER roll, like Casual STR, you half the stat. So a guy with a 23 INT gets a PER roll of 14- to search, but if he is trying to recall if someone was in a crowd earlier when he was there, he'd have 11- ($23/2 = 11.5$. $(12/5) + 9 = 11$ - roll). Someone with eidetic memory always gets the full PER roll to recall.

8. **Variant Enraged/Berserk.** The Enraged complication is where something causes you to irrationally attack with little self-control. Berserk is where you attack anything in your way, rather than attacking the thing that set you off. Here are some other optional versions of the Enraged/Berserk complication. If you take one, do not also take a psychological limitation with a similar effect (For example, taking “Psychological Limitation: Arachnophobia” and “Panic: Near Spiders” is redundant).
- a. **Distraction:** When the character encounters the triggering situation or phenomenon and his “Enraged” roll succeeds, he immediately stops what he’s doing and begins paying obsessive attention to it. A were-magpie character might be distracted by shiny objects. You are ½ DCV and unable to attack until you snap out of it.
 - b. **Hypnotized:** When the character encounters the triggering situation or phenomenon and his “Enraged” roll succeeds, he immediately stops what he’s doing and just stares at it, hypnotized or enthralled by it. Very similar to “Distraction” above.
 - c. **Panic:** The character immediately flees at top speed (or cowers helplessly) when he encounters the triggering situation or phenomenon and his “Enraged” roll succeeds. (A horse might flee a rattlesnake or other predator.) Move away at either combat or non-combat speed (character’s choice) for the first phase, thereafter at top non-combat speed.
 - d. **Weirdness:** Instead of going Berserk, the character “goes bizarre” when he encounters the triggering situation or phenomenon — if the roll succeeds, he begins acting in a highly unusual and totally inappropriate manner. The player chooses what his character does, but it’s subject to the GM’s approval. Weirdness actions can’t help the character in any way, and should usually hinder him (for example, by exposing him to attack). Igor the Vampire must stop and count and collect toothpicks when Agent M spills them on the floor, allowing Agent M to flee.
9. **Targeting Hit Locations.** While we will not be using Hit Location Rules in general, I will let PCs target a specific area under special circumstances. These circumstances would have something to do with adding to the scenario. Want to shoot someone in the head just cuz? Ok, but you won’t get extra damage for it. You’re hero! But if you want to shoot the dragon in the discolored spots that might be a soft spot, target the Cyclops eye, or put a hole in the hand that holds the sword of power, those make sense.
10. **Bleeding for Normals.** The bleeding rules will be in effect for normal people. Under those rules, BODY damage done to someone leaves an open wound that will continue to bleed until a Paramedics roll succeeds on the injury. Superheroes only bleed when they reach negative BODY.