

## STRIKE WITCHES, HOUSE RULES 0.5

### INTRO

The following are a set of rulings based on the Dive In The Sky RPG and the Strike Witches Custom Character Generator, Revised.

For now it is to be used in junction with those documents, but also stands as a set of suggestions for future editions.

### VERSION HISTORY

0.1

- Creation

0.2

- Adjusted HP calculation
- Adjusted Age/Height/Weight/Forward/Aft Assets.

0.3

- Fixed exclusion of Karlsland and Gallia from character randomization charts
- Began listing version alterations

0.4

- Adjusted characteristics math
- Balanced starting skills

0.5

- First version of basic rules
- Extrapolated Weapons
- New magic mechanics

0.6

- characteristics tweaks
- weapon tweaks
- ground rule for converting strikers until new strikers happen
- throw shit at people

**NOTES/UNIVERSAL RULINGS**

1) Rounding

Always round down.

2) Priority Rulings

General rules are over ridden by rules that only apply under specific circumstances.

3) Shorthand

You may notice Abilities sometimes refereed to by their full name, or a three-letter abbreviation (Strength/STR). Usually, the Full-Name is in reference to the ability's score, and the 3-letter abbreviation is used to reference it's Bonus (Strength = 30, STR = 3). Often the rules will tell you which is being referred to, but sometime they do not because I get to typing too quickly. This guideline, however, will be generally correct.

## Core Mechanics

### CHECKS

#### Rolling Checks

In the event that a character wants to do something notably complicated, with dire consequences for failure, or their character is fighting (attacks/maneuvers/etc), then the player rolls a check.

Checks are rolled with a d100, and compared to the score of the most appropriate skill or, if there is no skill, ability score. If the roll is equal to or lower than that score, then the character is successful. If the roll is higher than said score, then they are unsuccessful. If there is a skill that governs the sort of action the character is attempting, then the player always uses that skill instead of it's ability, but when there is no skill the player uses the score. Score-based checks are called General Activity Checks.

Checks:  $1d100 \geq \text{Skill/Ability Score}$

#### Degrees Of Success

Many rulings will refer to "degrees of success." This is equal to the difference between the 10's place of a roll and the skill/ability it is being compared to. Example: a roll of 21 under a roll of 37 has 1 degree of success ( $37-21=16$ ).

#### Opposed Checks

Any sort of activity where two or more characters are attempting to do something better/faster than another character, then all of those characters roll a check. If there is more than one successful check, compare the differences between their rolls and the skill/ability score they're being rolled against. The player with the greatest difference between their rolls is the victor. In the event of a tie, the character with the highest score wins. Beyond that, flip a coin.

#### General Activity Checks

These are for when the character is doing something that has no governing skill. In this even the GM decides if the act is simple/brief, or complex/dire. If it's simple, then the player's roll is compared to their full ability score. If it is complicated/dire/split-second/etc then it's compared to that score -10.

### TURNS

Each turn happens in a five phases:

#### 1: Beginning Phase

Anything that says "At the beginning of X turn."

#### 2: Movement Phase

Move, or do things that say they are done during the movement phase

#### 3: Intermediate

Some things may say "After a character moves," or, "Before this enemy acts;" those happen here.

#### 4: Action Phase

Do stuff; anything that isn't moving. Shoot a gun, use a power, adjust your panties, etc.

#### 5: End Phase

"At the end of X Turn," happens here.

## Core Mechanics

### SCALE

Combat can happen at two scales: Foot or Battle. Foot-Scale operates as most RPGs do, and uses all of the aforementioned rules. This scale is appropriate for a majority of situations, including daily/social activities, indoor combat, and small-scale skirmishes.

Battle-Scale uses all of the previously mentioned rules as well, but has a handful of additional rules. Battle-Scale is for representing it's namesake: altercations that happen over a wide range between numerous enemies, or large monstrous enemies. If the witches are flying in to fight neuroi, it's probably happening at battle scale.

#### BATTLE SCALE RULES

1. All Weapons use their Battle Range.
2. On-Foot Characters always have a speed of 1, cannot move faster than a speed of 1, and cannot attempt any action or maneuver during their move phase, *and* move. Moving effectively becomes a full-turn action. Repositioning is not Moving.
3. Characters in a vehicle/striker use that machine's speeds as-normal.
4. Melee Combat can only be initiated between characters that ended their previous rounds in base-to-base contact, and until melee is specifically initiated, they are not considered locked/do not suffer attacks of opportunity from moving away. Moving up to and then attacking an enemy in the same turn can only be done as a Charge.
5. If a character was fired upon by an enemy in the previous turn then moving away from that enemy will provoke an attack of opportunity, unless that enemy shoots at someone else, moves away first, or is otherwise engaged.

#### RESTING PERIODS

##### Short Break

A short break entails an hour or so of R&R.

- Recover TOU+WIL HP, 1 Power, and any minor conditions they are suffering end.

##### Long Rest

A long rest entails over ten hours of R&R.

- Recover ½ of their max HP, WIL+FEL Power, and minor as well as major conditions end.

##### Quiet

Quiet is when the characters go several subsequent days without any physically or mentally tenuous activity.

- Recover all HP and Power, and all minor, major, and critical conditions end.

#### **NOTICE: Mapping**

While either scale will work fine with whichever you prefer, battle scale will benefit greatly from hexagon mapping, over squares. Foot scale functions fine with either. The GM may wish to do both in hexes for consistency, but the author recommends using hexagons for battle scale.

## Core Mechanics **MOVEMENT**

### On-Foot

Characters on-foot can move a number of spaces equal to or less than their Foot Speed during the movement phase, and in any direction.

## VEHICLES/STRIKERS

### Hovering

Witches, and some specific craft, have the option to hover. Hovering entails moving 0-1 spaces during their movement phase.

### Flying: Minimum Speed

The minimum speed for vehicles/strikers is equal to either their base speed, or half the number of spaces they moved last turn; whichever is higher. This means that if they have a base speed of 4 and want to move faster than a hover they have to move at least 4 spaces. Or, if they moved 10 spaces last turn and want to move slower this turn, the smallest number of spaces they can move is 5 (not 4, because  $5 > 4$ ).

### Flying: Acceleration

Characters may Accelerate during their turn, increasing their Speed to a total equal to the number of spaces they moved last turn + their acceleration. i.e. if a character has an acceleration of 3, moved 5 spaces last turn, and chooses to accelerate, they may move 5-8 spaces this turn. Characters who were hovering do not have to/cannot accelerate from hovering, mechanically speaking, but instead just go straight to their minimum speed.

### Flying: Top Speed

Characters cannot normally move more spaces in one turn than their Top Speed.

### Flying: Turning, Slight

Slight turns/twists have no additional mechanics.

### Flying: Turning, Sharp

Turns of or greater than ninety degrees normally slow the character by 3. They cannot move more spaces than the number of spaces they moved last turn – 3 if they turn ninety degrees, or sharper, and they must begin accelerating from this new speed. Forfeiting their action that turn to attempt a banking maneuver negates this penalty.

### Flying: Turning, Inversion.

Characters can invert their velocity (go the opposite direction) whenever they want to. Any turn at an angle greater than one hundred and fifty degrees counts as inversion, and reduces the character's speed back down to their minimum speed. Forfeiting their action that turn to attempt a u-turn can reduce the penalty, halving their speed instead of reducing it to their minimum.

### Flying: Tailing

Characters close enough to another character/combatant can choose to begin tailing them. If they begin their turn adjacent to them then they can do so by giving up their movement phase that turn, but if they have to move to get adjacent to them they can do so with their action for the turn, but only if they didn't have to move more space than their minimum speed.

## GROUND VEHICLES

Ground vehicles use the same rules as flying vehicles, but they do not have a minimum speed and inverting their velocity reduces their speed to 1. If/when facing is relevant, ground vehicle's speeds are halved when moving backwards.

## HAZARDOUS TERRAIN

Any sort of environment where the character could fall or crash without strict, constant diligence. On Foot: Move at half speed. In a Vehicle: Move 1 space/turn if possible, or roll for evasive maneuvers each turn. Failure results in a collision; halting the character, rendering them prone/crashed/etc, and dealing 1d10+2 damage to them, and 1d10-1 damage to any passengers.

Core Mechanics  
**MELEE COMBAT**

**Strikes**

As their action for a turn, characters may attempt a melee attack against any opponent they are adjacent to. Doing so institutes an opposed check between them and their target, each using the skill appropriate for their armament. If the attacker succeeds the target suffers damage equal to the weapon's damage, or the attacker's Strength Bonus +1 if it was an unarmed strike. At Battle Scale, a combatant must begin play adjacent to their target to perform normal/full melee attacks. Any sort of movement towards an opponent to engaged in melee combat is treated as a charge at Battle Scale.

**Advanced Maneuvers**

Characters can choose to do anything other than strike the target (trip, disarm, etc) before rolling their attack. These are considered advanced combat maneuvers, and except for two exceptions are identical to normal melee strikes. The first difference is the attacker rolls at a -20 penalty, and the second difference is that the defender does not suffer any damage if the attacker is successful (not from the attack anyway), but instead suffers the predetermined consequence of their attack (they're disarmed, they're tripped, etc).

**Unarmed Combat**

Unarmed combatants suffer a -20 penalty to all of their attack and defense rolls when rolling against an armed opponent using a proper weapon, or -10 if their opponent is using an improvised weapon.

**Improvised Weapons**

Improvised weapons deal STR+1d10-2 damage if it is a one-handed weapon, and STR+1d10 damage if it is a two-handed weapon. Combatants wielding an improvised weapon suffer a -10 penalty to all attack and defense rolls when rolling against an armed opponent using a proper weapon.

**Attacks of Opportunity**

If two base-to-base enemies attempt to do anything other than attacks/defense while adjacent, including reloading or drawing a weapon, or attempt to move away from their opponent, their opponent gets to attempt a free melee attack against them.

**RANGED COMBAT**

**Declare A Target, Compare Range.**

Tell the GM/Players who you're shooting at. The character must be able to see the target in order to shoot at them. Count the number of spaces from the character to their target, and compare it to the weapon's ranges for the appropriate scale (Foot/Battle). If they are within close range the character rolls to hit them at +10, if they are within long range the character rolls with no modifier, and if they are at max-range the character rolls with a -10 modifier. If the target is closer than the weapon's smallest minimum range, or greatest maximum range, then the character automatically misses them. The roll to hit is otherwise a standard check, compared to the score of the character's skill for that weapon.

**Cover**

Characters on foot, or that are parked/positioned behind a sufficiently large obstacle, are considered to be behind cover. When shooting at characters behind cover the attacker does so with a -10 penalty. The penalty is increased to -20 if there's even a chance the cover could stop or absorb the projectile in question.

**Universal Speed Penalty**

Characters moving faster than their minimum speed suffer a -10 that turn to any standard attack with a ranged weapon, or maneuver that uses a ranged weapon.

## MAGIC

A witch's magic energies can be used for a number of things, and all of those things require Power.

### Power

A witch's pool of power, points expended to use magic abilities, is equal to 3+WIL+FEL+TOU Bonuses.

### Barrier Strength

The amount of damage a character's barrier can absorb is equal to their maximum power pool+4. For example, if their maximum Power were 10, their barrier would be capable of absorbing 14 damage.

### Magic Powers

Witches have special magical gifts that they can use in addition to the standard practices of magic. What they do, and how much power they use, is different from power-to-power. On the far side of character generation you will find an inclusive list of magical powers, and their effects.

## GENERAL MAGIC USE

### Magic Barrier

In response to any ranged attack, a witch can block with her barrier by expending 1 Power. They can put up their barrier at any time, so long as they are aware that they're being shot at. The strength of the witch's barrier serves as damage reduction. However, if even 1 point of damage would make it through, the witch suffers half of the damage the roll would normally have dealt.

*Example: A witch that has a barrier of strength 12 is hit by a weapon that deals 1d10+4 damage. They roll a 9, meaning that it would deal 13 damage; enough to overpower the witch's barrier. Because she put up her barrier, however, she only suffers 6 damage from this particular attack.*

### Flight

Witches with access to a striker or broom can fly by expending a minuscule amount of power. The power necessary is so minimal by the standards of a trained witch that they can fly freely so long as they have at least 1 point of power.

### Power Boost

Spend 1 Power before a check to add a +10 bonus to it, or +2 potential damage to a melee attack.

### Speed Boost

Any time a witch chooses to accelerate they may expend Power to accelerate faster. Doing so allows them to accelerate as normal, but their acceleration is increased by an amount equal to the amount of Power they expend. They cannot increase their acceleration by an amount greater than their TOU Bonus.

### Over-boost

A witch that moved at her top speed the previous turn may do so again, and over-boost this turn as part of her move action. Her Top-Speed is increased for this turn only by an amount equal to the power she expends.

## MANEUVERS

Each maneuver has a set of criteria and effects that should be read closely.

Requirements: The situation/weapons/tools required to initiate the maneuver.

Phase: When the maneuver can be attempted. Full means that it must be initiated as the move phase's action, and that the character's turn ends as soon as the maneuver is resolved.

Power Cost: Some maneuvers may require a point of the character's magic power to attempt.

Effects: What happens when the maneuver is resolved.

### AIM

Requirements: Moved Minimum Speed or less last turn

Phase: Full

Power Cost: - -

Effects: Roll a ranged attack with ranged weapon as a full-turn action; your minimum speed is halved. When you roll the check treat your skill with the weapon as being +10 higher.

### BANK

Requirements: Moved faster than base speed last turn

Phase: Move

Power Cost: - -

Effects: Roll an Evasive Maneuvers check. If successful you may turn ninety-one hundred and fifty degrees without losing speed, so long as they don't turn completely around (see U-Turn). If you fail they stall, and must move one space in any direction, and suffer a -10 to any check subsequent actions this turn may require

### BARRIER BURST

Requirements: Barrier

Phase: Any/Full

Power Cost: 2

Effects: Your character explodes their magic barrier, dealing minimum damage but pushing back nearby enemies. The energy of the character's barrier blasts out all around them, immediately disengaging melee combat and pushing back any character adjacent to them 1 space directly away from them at Battle Scale, and TOU spaces away at Foot Scale. Any enemy effected by this blast also suffers 1d10-5 damage if they do not collide with any solid object, and 1d10 if they do (buildings, trucks, boulders, etc). The barrier burst can be preformed during the character's action or movement phase, but either causes the character to lose their barrier's protection until the beginning of their next turn. However, if it is used as a full action the number of spaces the enemy is blasted back is increased by 1, and the character does not lose their barrier.

### BOMBING RUN

Requirements: Bombs

Phase: Full-Name

Power Cost: 0

Effects: The character moves in a strait line at their current full speed and drops all of their bombs. They roll a single to-hit check w/ their drop skill, and that one roll is compared to the TNs for the first count of potential targets equal to the number of bombs they dropped x2. Each target that is hit suffers full damage from the bomb, and the blast effects are calculated as normal for each hit.

### DIVING RUN

Requirements: Flying, Moved Base Speed

Phase: Full

Power Cost: - -

Effects: You must move at least minimum speed, and it must either each or pass over your target(s). Roll a Combat Maneuvers check +10, and deal weapon damage to a number of ground-based targets starting from the side you approach and going in a relatively strait line over where you passed. Any weapon other than bombs, missiles, or rockets, deals half damage. Obviously you can only hit as many targets as you have ammo for.

### EVASIVE ACTION

Requirements: free to move

Phase: Move

Power Cost: - -

Effects: Your character suffers a penalty to any action they take this turn based on their speed, but any attacker suffers that same penalty if they attack you before the beginning of your next turn. You must move at minimum speed or faster unless you are on foot. If you are on foot you must move at least 5 spaces. Penalties: Minimum Speed/On Foot: -10, Faster than Minimum Speed: -20, Top Speed or Greater: -30.

### FULL BRAKE

Requirements: Moving faster than minimum speed

Phase: Full

Power Cost: - -

Effects: Roll an Evasive or Combat Maneuvers check to STOP! If you fail your character has to move at least half as far as they moved last turn – their AGI Bonus.



### ITANO CIRCUS

Requirements: Missiles/Missile Launcher

Phase: Action

Power Cost: - -

Effects: Make an attack with your missiles/launchers at a +10 bonus. For each degree of success the target of the attack now has 1 missile trailing them, but Itano Circus cannot launch more missiles than your character currently has on them/in the launcher.

### OVERBOOST CHARGE

Requirements: Barrier

Phase: Full

Power Cost: 4

Effects: Your character blasts forward in a relatively straight line, up to half as many spaces as they moved last turn, and focuses their barrier into a more narrow, more dense field; slamming into their target. If you reach your target you roll Combat Manuevers +10 against them; they may choose to dodge with evasive manuevers, attempt to parry with their weapon skill, or rely on their barrier (comparing your check to it's current power). If your attack hits deal 1d10+2+(The number of spaces you moved towards your opponent during this manuever).

### OVERWATCH

Requirements: a ready firearm

Phase: Action

Power Cost: - -

Effects: Declare an area with a diameter equal to double your character's PER Bonus, one end of which must be within double PER Bonus spaces. If any enemies move through that space before the beginning of your next turn you get a free attack of opportunity against them, the attack for which is rolled with a +10 bonus.

### RAPID FIRE

Requirements: Ranged Weapon

Phase: Action

Power Cost: - -

Effects: Roll an attack with your weapon in a specific direction. Roll your check with the skill for your weapon, and for each degree of success deal weapon damage to all characters operating on the same level as your character (flying or on the ground), dealing -1 damage for each enemy already struck before them. Start with the closest and move out. Danmaku expends an ammo of ammo equal to the 10's place of the skill's score. If the character would shoot more targets than they currently have ammo to, they hit targets until they run out of ammo.

*Example: If the character has a LMG skill of 43 and rolls a 21 they would hit the first 3 opponents in that direction for 1d10 damage after marking of 5 rounds of ammo from their LMG. (43+10=53, 53-21 =32 , and degrees of success are measured in 10s, so that's 3 degrees of success).*

### SPRAY & PRAY

Requirements: Automatic Weapon

Phase: Action

Power Cost: - -

Effect: Declare a direction to attack, and roll a luck check. The luck check suffers a -20 penalty if you were moving faster than your minimum speed, and -40 if you were moving at your top speed. For each degree of success deal half-damage to characters in that direction; starting with the closest and working from there. Spraying expends ammo equal to your character's luck's 10's place (60 luck = expend 6 ammo).

### U-TURN

Requirements: Flying, Wasn't hovering the previous turn

Phase: Move

Power Cost: - -

Effects: Roll an Evasive Manuevers check at -10. If successful your character can move in the opposite direction that they were moving the previous turn at half speed. If you fail they stall, and must move one space in any direction, and suffer a -10 to any check subsequent actions this turn may require.

## CHARACTER GENERATION

Abilities: 2d10+20 the score of each.

Bonuses: Equal to the 10's place of the ability's score.

### Origins/Striker

-as in the Strike Witches Character Generator, Revised (SWCGR).

- Strikers that provides bonuses to Guns skill instead provide bonuses to LMG skill
- Strikers that provide bonuses to missiles provide bonuses to RPG/Missile Pods

### Familiar

Use the tables on the following page, and grant the character bonuses based on their familiar:

Type of Animal	Abbreviation	Bonuses
Bear	BR	+10 STR, +05 TOU
Bird, Aquatic	BA	+05 AGI, +05 INY, +05 WIL
Bird, Prey	BP	+10 PER, +05 AGI,
Cat, Big	CB	+05 STR, +05AGI, +05 WS
Cat, Small	CS	+05 AGI, +05 PER, +05 WIL
Dog, Domestic	DD	+05 PER, +10 FEL, +05 WIL
Dog, Hunting	DH	+05 PER, +05 STR, +05 TOU
Dog, Working	DW	+05 PER, +05 STR, +05 FEL
Elk	EK	+05 AGI, +05 TOU, +05 WS
Fox	FX	+05 AGI, +05 PER, +05 FEL
Horse	HR	+05 STR, +05 TOU, +2 Top Speed
Rabbit	RB	+05 AGI, +05 PER, +05 FEL
Rodent	RD	+05AGI, +05 INT, +05 FEL

### Archetypes

As in DitS.

### Starting Skills

Players get to chose a number of starting skills equal to their Intellect bonus +2. They get to chose that many to receive a +10 bonus, and another full count that receive +20 bonus. For example, if the character had an intellect score of 37 then they would select 5 skills to start with a +10 bonus and another 5 skills to start with a +20 bonus. *The first version of the new skills list can be found on the page following the familiars tables.*

HP = 5 + Toughness Bonus x2 + Willpower Bonus

Foot Speed = Strength + Agility Bonuses

### Flight Speeds (Battle Scale)

Base Speed = Agility Bonus

Acceleration = Agility Bonus – 1

Top Speed = Agility Bonus x5

Luck Rolls = Your character's Willpower at character generation, x2. It does not increase if/as the player increases their character's willpower.

FAMILIARS (1d10)

	<b>Australis</b>	<b>Baltland</b>	<b>Britannia</b>	<b>China</b>	<b>Faraway</b>	<b>Fuso</b>
1	Sugar Glider <sup>RD</sup>	Swedish Lapphund <sup>DD</sup>	Red Fox <sup>FX</sup>	Marbled Cat <sup>CS</sup>	Bobcat <sup>CS</sup>	Red Crown. Crane <sup>BA</sup>
2	Mist Cat <sup>CS</sup>	Broholmer <sup>DW</sup>	Percheron Horse <sup>HR</sup>	Manchurian Hare <sup>RB</sup>	Irish Setter <sup>DH</sup>	Tanuki <sup>RD</sup>
3	Koala <sup>RD*</sup>	Norw. Forest Cat <sup>CS</sup>	Scot. Fold Cat <sup>CS</sup>	Asian Golden Cat <sup>CS</sup>	Polar Bear <sup>BR</sup>	Ezo Red Fox <sup>FX</sup>
4	Koolie Dog <sup>DD</sup>	Arctic Fox <sup>FX</sup>	Red Squirrel <sup>RD</sup>	Chinese Hare <sup>RB</sup>	Swift Fox <sup>FX</sup>	Hokkaido <sup>DW</sup>
5	Abyssinian <sup>CS</sup>	Europ. Shorthair <sup>CS</sup>	English Bulldog <sup>DW</sup>	Red Panda <sup>RD</sup>	Moose <sup>EK</sup>	Shikoku Dog <sup>DW</sup>
6	Silky Terrier <sup>DD</sup>	Swd. Vallhund <sup>DD</sup>	English Setter <sup>DW</sup>	Pallas's Cat <sup>CS</sup>	Snowshoe Hare <sup>RB</sup>	Akita Dog <sup>DH</sup>
7	Chinchilla Cat <sup>CS</sup>	Danish Spitz <sup>DD</sup>	White Housecat <sup>CS</sup>	Tibetan Fox <sup>FX</sup>	Canadian Lynx <sup>CS</sup>	Jap. Bobtail <sup>CS</sup>
8	Dingo <sup>DH</sup>	Norw. Elkhound <sup>DH</sup>	Welsh Corgi <sup>DD</sup>	Chinese Mnt. Cat <sup>CS</sup>	Newfoundland Dog <sup>DW</sup>	Shiba Inu <sup>DD</sup>
9	Tasmanian Tiger <sup>DH</sup>	Eurasian Lynx <sup>CB</sup>	Mountain Hare <sup>RB</sup>	Corsac Fox <sup>FX</sup>	Gray Wolf <sup>fDH</sup>	Jap. Dormouse <sup>RD</sup>
10	Player Choice	Player Choice	Player Choice	Player Choice	Player Choice	Player Choice

	<b>Gallia</b>	<b>Hispania</b>	<b>Karlsland</b>	<b>Liberaon</b>	<b>Orussian</b>	<b>Romagna*</b>
1	European Rabbit <sup>RD</sup>	Papillon Dog <sup>DD</sup>	Weimaraner <sup>DH</sup>	Grey Wolf <sup>fDH</sup>	Borzoi Dog <sup>DW</sup>	Bolognese Dog <sup>DD</sup>
2	Bouvier des Flandres <sup>DW</sup>	Red Squirrel <sup>RD</sup>	Euro. Rabbit <sup>RB</sup>	Eagle <sup>BP</sup>	Black Cat <sup>CS</sup>	Caracal <sup>CB</sup>
3	Basset Hound <sup>DD</sup>	Iberian Lynx <sup>CB</sup>	German Pointer <sup>DH</sup>	Shorthair Cat <sup>CS</sup>	Polar Bear <sup>BR</sup>	Wild Cat <sup>CS</sup>
4	Bichon Frise <sup>DD</sup>	Andalusian Horse <sup>HR</sup>	Black Cat <sup>CS</sup>	Maine Coon <sup>CS</sup>	Tyrolean Hound <sup>WD</sup>	Marmot <sup>RD</sup>
5	Grey Wolf <sup>fDH</sup>	Great Pyrenees <sup>DW</sup>	Nebelung <sup>CS</sup>	American Quarter Horse <sup>HR</sup>	Nevskaya Maskaradnaya <sup>CS</sup>	Italian Pointer Dog <sup>DH</sup>
6	Common Genet <sup>CS</sup>	European Rabbit <sup>RB</sup>	Dachshund <sup>DD</sup>	Dalmatian Dog <sup>DW</sup>	Ural Rex Cat <sup>CS</sup>	Italian Greyhound <sup>WD</sup>
7	Chartreux Cat <sup>RD</sup>	Galgo Espanol <sup>DW</sup>	German Shepherd <sup>DH</sup>	Florida Panther <sup>CB</sup>	Orussian Blue <sup>CS</sup>	European Shorthair <sup>CS</sup>
8	Hazel Dormouse <sup>RD</sup>	Iberian Wolf <sup>DH</sup>	Gray Wolf <sup>fDH</sup>	Eastern Cottontail Rabbit <sup>RB</sup>	Eurasian Wolf <sup>fDH</sup>	Black Panther <sup>CB</sup>
9	Persian Cat <sup>CS</sup>	Wildcat <sup>CB</sup>	Feral Cat <sup>CS</sup>	Kit Fox <sup>FX</sup>	German Shepherd <sup>DH</sup>	European Rabbit <sup>RB</sup>
10	Player Choice	Player Choice	Player Choice	Player Choice	Player Choice	Player Choice

<b>Sumous</b>	Eurasian Wolf <sup>fHD</sup>	Mink <sup>RD</sup>	Karelian Bear-Dog <sup>DH</sup>	Norwegian Forest Cat <sup>CS</sup>	Collie <sup>DW</sup>	Eurasian Lynx <sup>CB</sup>	Black Fox <sup>FX</sup>	Snow Weasel <sup>RD</sup>	Eurasian Eagle-Owl <sup>BP</sup>	Player Choice
1d10	1	2	3	4	5	6	7	8	9	10

## BASIC SKILLS

Basic skills have a default value equal to their governing ability's score -10.

Skill	Ability		Skill	Ability
Bluff	<i>Fellowship</i>		Jump	<i>Strength</i>
Calm	<i>Fellowship</i>		Morale	<i>Will Power</i>
Charm	<i>Fellowship</i>		Navigation	<i>Perception</i>
Climb	<i>Strength</i>		Scuttlebutt	<i>Fellowship</i>
Cooking	<i>Intelligence</i>		Sense Motive	<i>Fellowship</i>
Dance	<i>Agility</i>		Sing	<i>Fellowship</i>
Drive, Light	<i>Agility</i>		Sneak	<i>Agility</i>
Drive, Heavy	<i>Intelligence</i>		Swim	<i>Strength</i>
Game	<i>Intelligence</i>		Taunt	<i>Fellowship</i>
General Ed.	<i>Intelligence</i>		Throw	<i>Agility</i>
Intimidate	<i>Fellowship</i>			

## ADVANCED SKILLS

Advanced skills have a default value equal to their governing ability's score -20.

Skill	Ability		Skill	Ability
2-Hand Melee	<i>Weapon Skill</i>		Light MG	<i>Ballistic Skill</i>
Assault Rifles	<i>Ballistic Skill</i>		Light Rifles	<i>Ballistic Skill</i>
Advanced Studies	<i>Intelligence</i>		Massive M.	<i>Weapon Skill</i>
Bombs	<i>Perception</i>		Pistols	<i>Ballistic Skill</i>
Combat Mnv.*	<i>Agility</i>		Polearm M.	<i>Weapon Skill</i>
Dropping	<i>Perception</i>		RPG/Missiles	<i>Ballistic Skill</i>
Evasive Mnv.*	<i>Agility</i>		Shotguns	<i>Ballistic Skill</i>
First-Aid	<i>Intelligence</i>		Small Melee	<i>Weapon Skill</i>
Grenade Launcher	<i>Ballistic Skill</i>		SMG	<i>Ballistic Skill</i>
Hand Melee W.	<i>Weapon Skill</i>		Stunt Flying	<i>Agility</i>
Hand to Hand	<i>Weapon Skill</i>		Subterfuge	<i>Intelligence</i>
Heavy MG	<i>Ballistic Skill</i>		Survival	<i>Toughness</i>
Heavy Rifles	<i>Ballistic Skill</i>		Swift Melee	<i>Weapon Skill</i>
Languages**	<i>Intelligence</i>		Tactics	<i>Perception</i>

\*The following page has a list of which skills are used for which maneuvers; as found in DitS.

\*\*Each language is treated as an individual skill. Each character begins play fluent in their native language; a total score equaling their IN + 40, and familiar with the local language of the campaign's primary setting if it is different from their native language; a score equaling their IN – 10 (not the usual 20). Beyond that, additional languages must be purchased as advanced skills.

## General Activities

If the player wants to have their character do something that should require a roll, but is not governed by a skill, the GM decides if the activity is simple (Ability Score – 0), or Complex (Ability Score – 20), and the player rolls accordingly. Any such instances may be clause to pitch a new skill in the general; should it come up frequently enough.

## Character Advancement

Characters receive experience points for doing the following

### 1 Experience Point

- *finishing a mission*
- *defeating a great enemy/ "boss monster"*
- *resolving social altercations*

### 3 Experience Points

- *finishing a story arc*
- *resolving a personal character story*

### Spending Experience Points:

- Advancing an Ability requires a number of experience points equal to it's current bonus +3.
- Advancing a Skill requires a number of experience points equal to it's current bonus +1.

When either are advanced the player rolls two d10 and adds a number of points to it's score equal to the higher of the two rolls.

## Characteristics

Age =  $1d5 + \text{Intelligence Bonus} + \text{Willpower Bonus} + 7$

Height = Age + Strength + Toughness + 88cm

Weight = Height/3 + Toughness – Agility

Forward Assets Roll:  $2d5 + (\text{STR} + \text{WIL} + \text{FEL Bonus}) + (\text{Age} / 10) - \text{Agility Bonus}$

Aft Assets Roll:  $2d5 + (\text{STR} + \text{TOU} + \text{FEL Bonus}) + (\text{Age} / 10) - \text{Agility Bonus}$

Roll	Forward Asset	-	Roll	Aft Assets
6-8	Flat Chested	-	6-8	Flat butt, Thin Thighs
9-10	A-Cup, Flat	-	9-10	Flat butt, Normal Thighs
11	A-Cup, Perky	-	11	Petite butt, Thin Thighs
12	B-Cup, Flat	-	12	Petite butt, Normal Thighs
13	B-Cup, Full	-	13	Normal butt, Thin Thighs
14	B-Cup, Perky	-	14	Normal butt, Normal Thighs
15	C-Cup, Flat	-	15	Normal butt, Thick Thighs
16	C-Cup, Full	-	16	Bubble Butt, Normal Thighs
17	C-Cup, Perky	-	17	Bubble Butt, Thick Thighs
18-19	D-Cup, Full	-	18-19	Hourglass*, Normal Thighs
20+	E-Cup, Full	-	20+	Hourglass*, Thick Thighs

\*Width of waist matches width of the wider trait between their breasts or shoulders.

Hair/Skin/Eye Randomization tables (Completely Optional)

<b>Hispania/Romagna</b>	<b>China/Fuso</b>	<b>Australis/Britannia</b>
<i>A Column</i>	<i>B column</i>	<i>C column</i>
<b>Suomus/Baltland/Orossian</b>	<b>Karlsland/Gallia</b>	<b>Liberion/Faraway</b>
<i>D column</i>	<i>E column</i>	<i>F column</i>

Hair Type

1d10	A	B	C	D	E	F
1-5	Strait	Strait	Strait	Wavy	Strait	Strait
6-8	Curly	Strait	Wavy	Curly	Wavy	Curly
9-10	Wavy	Curly	Curly	Strait	Curly	Wavy

Hair Color

1d10	A	B	C	D	E	F
1-2	Dark Brown	Black	Dark Brown	Brown	Brown	Brown
3-4	Black	Black	Brown	Red	Blonde	Blonde
5	Brown	Black	Dark Blonde	Blonde	Light Brown	Dark Brown
6	Light Brown	Black	Blonde	Dark Blonde	Light Blonde	Dark Blonde
7	Dark Blonde	Dark Brown	Light Blonde	Dark Brown	Dark Brown	Light Brown
8	Blonde	Brown	Light Red	Light Red	Light Brown	Light Blonde
9	Light Blonde	Dark Blonde	Red	Light Blonde	Red	Red
10	Red	Dark Red	Black	Black	Light Red	Black

Eye Color

1d10	A	B	C	D	E	F
1-3	Dark	Dark	Brown	Blue	Blue	Brown
4-6	Brown	Dark Brown	Blue	Brown	Brown	Blue
7-8	Light Brown	Brown	Green	Dark	Light Brown	Light Blue
9	Blue	Light Brown	Amber	Yellow	Yellow	Green
10	Yellow	Blue	Dark	Green	Green	Dark

Skin Color

1d10	A	B	C	D	E	F
1-3	Light	Olive	Light	Light	Light	Light
4-6	Tan	Tan	Brown	Olive	Tan	Brown
7-8	Brown	Brown	Tan	Brown	Brown	Tan
9	Olive	Light	Olive	Tan	Black	Olive
10	Black	Black	Black	Black	Olive	Black

## SPECIAL POWERS

### NOTES

- Many powers will have ranges listed as x/y. The first value (X) is for foot scale, and the second value (y) is for battle scale.
- Most magic power assume the use of the witch's action to use their abilities. Any that require a full-action will say so.

Roll 1d100 to find out what your witch's special power is.

1d100	Special Power	1d100	Special Power
0-4	Aegis	55-59	Speed
5-9	Antenna	60-64	Strength
10-14	Ballistic Stabilization	65-69	Sunlight
15-19	Blast	70-74	Time
20-24	Fire	75-79	Vision
25-29	Foresight	80-84	Wellspring
30-34	Healing	85-89	+1
35-39	Ice	90-94	+1
40-44	Inspiration	95-98	None
45-49	Lightning	99	Roll Twice; Gain Both* (this does not stack)
50-54	Light Wave		

\*Rolling None for one of the two means they get the other power and the bonuses that a which with no power normally gets.

## Magic Powers

### None

Not all witches have special powers. These witches make up for what they lack in arcane gifts with determination. Grant them a +05 bonus to their INT, FEL, or WIL Score, their STR or AGI score, their TOU Score, and their Luck Roll.

### Aegis

The witch's Barrier's strength is increased by 4. By expending 2 Power she can grant another witch a +4 bonus to their barrier's power until the beginning of this witch's next, subsequent turn (not witch that was buffed).

### Antenna

Spend 2 Power to scan for any specific moving or living thing (human/aircraft/neuroi/bird/etc) within 100 kilometers. This scan requires a successful perception check, but that check is made with a +30 bonus. If the witch is already aware of an entity she can spend 1 Power to lock onto it, making her aware of it's exact location for the next ten minutes, even if it would normally be outside of her vision/hearing/scanning range. The witch may also spend 2 Power to impose a -10 penalty to the next PER/attacks made against her until the beginning of her next turn.

### Ballistic Stabilization

Spend Power on an Aim action to gain a bonus to the weapon's skill's effective value by +10 more for the first point, and +10 more for every two points after the first. Alternatively, a character using ballistic stabilization can shoot at a target beyond their weapon's normal maximum range. When doing so the first point of Power buys them the right to roll to hit basically, and they roll at a -20 penalty initially, and every two points after the first grants the player a +10 bonus as normal.

### Blast

Spend 1 Power to launch a ball of magic energy at a target as a ranged attack. The attack is rolled with a BS check, has a close/long/max range of 10/20/40 on foot, and 1/2/3, and deals 1d10 damage if it hits. The witch may spend additional Power to grant +20/1 maximum range and +1 damage/point spent after the first, or spend 2 additional Points to add +20/1 to the attack's maximum range, and cause it to deal damage to all characters in a 10x10/1x1 area of effect, around the initial target (if it hits it's initial target).

## Fire

The witch can spend 1 Power to fire a gout of flames at a target. On foot this has a range of 5, and in battle (scale) this can be done at any adjacent enemy. The attack check for this ability is made with the character's BS Score, it does not suffer cover penalties, and it deals 1d5+4 fire damage if it hits. The witch can instead spend 2 power to increase the range to 30/2, or force the target to roll an Agility Check to avoid having their ammunition/explosives they have on them explode; destroying their ammo and dealing 2d5 additional damage; they may spend 4 Power to do both. Additionally, the witch is immune to natural heat/fire damage, and only takes minimum damage from fire/heat-based attacks; all parts of the damage equation are reduced to 1 i.e. a fire witch's basic fire blast would deal 2 damage to another fire witch (the 1d5 and +3 both become 1).

## Foresight

At the beginning of any round, spend 1 Power to substitute a 9 for your initiative roll or impose a -10 penalty to all ranged attacks made against her. They may also spend 3 Power at the beginning of a round to do both. Additionally, they may spend 3 points to take a glimpse into the future, allowing her to do any of the following: Gain a +30 bonus to any one non-combat skill, grant a +20 bonus to any ally for one non-combat skill, or ask the GM a single question about an imminent event or threat. If the GM refuses to answer she gets 2 of her 3 points back. The non-combat bonuses cannot be applied to the same ability, or any of it's skills, more than once/day.

## Healing

Spend 2 Magic Points to heal a willing target, or yourself, that you can touch. Roll a Luck Check and restore 1HP + 1/each degree of success. Roll at -10 if healing yourself. The witch may also spend 3 Power to attempt to mend an injury any target other than herself has suffered within the last hour. She rolls Willpower check, the target rolls a Toughness Check, and if they both succeed the injury is negated.

## Ice

The witch can spend 1 Power to launch a chunk of ice at their enemy. The attack check for this ability is made with the character's BS Score, it does not suffer cover penalties, and it deals 1d5+2 fire damage if it hits. The witch can instead spend 2 power instead to increase the range to 50/4, or fore the target to roll an Agility Check to avoid being frozen, or spend 4 to do both. Frozen characters have their speeds reduced to half of their most recent minimum and maximum top speeds, and they suffer a -10 penalty to all checks rolled, for the next 1d10-(their)TOU turns. Additionally, the witch is immune to natural cold/ice hazards/damage, and cannot be frozen for more than one turn.

## Inspiration

The witch may spend 2 Power to give herself, or one ally she can communicate with, a +20 bonus to any one non-combat skill, or a +10 bonus to any one combat skill. She can also spend 3 Magic Points to restore 1 Power to any one ally within natural hearing distance.

## Lightning

The witch can spend 1 Power to electrocute a nearby target. The attack check for this ability is made with the character's BS Score, it does not suffer cover penalties, and it deals 1d5+2 fire damage it hits. It has a range of 1 in both foot and battle scales. Any damaged opponent must roll a luck save or lose the use of one weapon until the end of their next turn. The witch may alternatively spend 2 Power to Increase the range to 30/2 and increase the damage to 1d5+4, or have the attack effect TOU nearby targets within 3/1 spaces.

## Light Wave

Spend 1 Power to shoot a beam of light that can sweep across 1-3 enemies within 5/1 space of each other that are no more than 50/2 spaces away. They must roll Perception Checks or be dazzled (-30 to any attack check, or non-combat check that requires the use of their eyes) until the end of your next turn. She may alternatively spend 2 Power to add 1d10 heat damage to the effects of the beam, or spend 3 Power to grant the beam one of two effects: either the beam becomes a single-target attack that has it's usual effect and deals 1d10+4 damage, or it can target one additional target and they roll their Perception checks at -20.

## Speed

The witch may spend power when accelerating to accelerate faster, but she gains +2 acceleration/point; same thing goes for over-boosting, and their Overboost Charge gains an additional +10 to hit (+20 total), and deals +1d10 damage if it does. Additionally, if she moved at her current full speed last turn she may spend 4 Power to accelerate to her top speed as a full-turn action.



## Strength

Spend 1+ Power to gain +20 STR/Point for 1minute(~2 turns)/point. While active she also deals +1 bonus damage/point with melee attacks. And suffers no improvised wepaon penalties for to-hit checks. As the magic also partically affects the objects she's manipulating, it's not likely to break any object she chooses to attack with, unless it's something notable fragile, like glass, dry wood, or thin plastics. Also, while any degree of magical strength boosting is active, the witch suffers no Armor Penalty.

## Sunlight Strike

If exposed to a sufficient amount of sunlight the witch can, as a full-action, designate a number of turns to follow this one and spend an equal number of Power. The witch cannot move faster than her base speed during those turns, and at the end of those turns (if she was not interrupted) she shoots a beam of light that deals 1d10+(Power x2) damage to (Power) enemies within 5/1 of each other up to (Power x10/Power) spaces away. The witch may also spend 1 Power to emit a bright flash, causing all enemies within 5/1 spaces to roll Perception checks or be dazed until the end of their next turns, suffering a -10 penalty to all checks they roll.

## Time Dilation

At the beginning of a turn spend 3 Power to add a second move-action or standard action the turn. As normal all move actions must be made during the maneuver phase, and all other actions must be made during the action phase.

## Vision

Spend 2 Power to see through any obstruction or barrier, stealth/cammo/invisibility, or to extend her vision by a number of kilometers equal to half of her Perception score. These effects can be stacked, and doing so only costs 1 additional Power after the first two. She can alternatively use her vision to "lock on" to a target she can perceive, gaining a +10 bonus to all attacks made against them for her next PER/Turns. This bonus cannot be stacked.

## Wellspring

The witch's maximum Power is increased by 4. Additionally, she may spend 3 Power to grant 1 Power to any witch she can hear or see as a full-action.

## Armor

Damage Reduction – all damage taken is reduced by this amount

Armor Penalty – any roll related to movement or subtly is reduced by this amount

Armor Class	Melee Damage Reduction	Ballistic Damage Reduction	Armor Penalty
Archaic, Light	-1	-0	-10/-1
Archaic, Heavy	-4	-1	-20/2
Combat Armor	-2	-0	-10/-1
Ballistic Vest	-0	-2	-10/-1
Ballistic Suit	-2	-4	-20/-2
Heavy Suit	-4	-6	-30/-3

## Melee Weapons

Weapon Class	Reach	Damage	Traits
Unarmed	1	1d5+ST	See Below
Small	1	1d10+ST	+20 to conceal
Swift	1	1d10+ST	+05 Attack/+05 Parry
Hand	1	1d10+2+ST	- -
Two-Hand	1	1d10+4+ST	-05 Attack, -10 Attack/-10 Parry if wielded 1h*
Polearm	2	1d10+ST	-05 Attack, -10 Attack/-10 Parry if wielded 1h*
Massive	2	1d10+6+ST	-10 Attack, -10 Parry, as Two-Hand

\*This does not stack with the default -05 Attack, but replaces it.

## Unarmed Combatant

Combatants suffer a -10 Attack and Parry penalty to all checks if fighting an armed opponent while unarmed.

## Improvised Weapons

-10 Attack; deal -2 damage compared to their closest weapon class counterpart; none of the traits.

## Firearms

Weapon Class	Ranges		Damage	Capacity	Reload	Traits
	Min/Long/Max					
Assault Rifle	F	5/30/75	1d10+1	10	1 Turn	Automatic
	B	1/2/3				
Heavy Rifle	F	10/50/200	1d10+4	4	1 Turn	Heavy
	B	1/2/5				
HMG	F	10/40/100	1d10+3	20	2 Turns	Automatic, Heavy
	B	1/2/4				
LMG	F	10/30/100	1d10+2	15	1 Turn	Automatic, Heavy
	B	1/2/4				
Missile Pod	F	20/60/120	1d10+3	4	Can't Be Reloaded	Barrage, Heavy
	B					
Pistols	F	0/30/60	1d10	8	1 Action	+20 to conceal, Reliable
	B	1/-/2				
Rifle	F	5/50/100	1d10+1	8	1 Turn	
	B	1/2/4				
RPG	F	10/40/100	1d10+5	1	2 Turns	Heavy, Blast 2/--
	B	1/2/3				
Shotgun	F	0/20/50	1d10+2	7	1 Action/ 2 shells	Reliable
	B	1/-/2				
SMG	F	0/20/50	1d10	10	1 Action	Automatic
	B	1/2/3				

### Ranges – Minimum/Long(-10)/Max(X)

Targets must be as far away as the weapon's minimum range to be targeted by it. Targets further away than the weapon's long range are targeted at a -10 penalty, out to the weapon's maximum range; beyond which no target may be targeted. Weapons that have only a maximum range of 2 suffer the -10 long-range penalty at 2 spaces.

Automatic – Bonus +10 to-hit and +2 Damage on Rapid Fire attacks.

Barrage – This weapon may fire a single, half, or all of its projectiles at once, granting a +10 to-hit bonus per projectile, and +2 damage for each degree of success the attack lands by; up to +2/additional projectile.

Blast X/Y – some weapons explode with enough force to harm anyone within a number of spaces from the struck target.

These weapons are listed as blast weapons, and the first number/X is the blast-radius for foot scale, and the second number/Y is the blast radius for battle scale. All targets within this radius potentially suffer half as much damage as the struck target. Blast weapons that have a "--" blast area mean they only effect the space they're thrown in to, meany that anyone who passes through that space at battle scale will suffer the consequences.

Heavy – suffers a -40 to hit in one-hand; -20 if used for a Spray & Pray or Rapid Fire.

Long Reload – requires two full turns to reload

Reliable – the gun never jams

## Throwing

Throwing things is done with the throw skill, has a minimum range of 2, a long-range of ½ the thrower's strength, and a maximum range of the thrower's strength. The thrower may add their STR to any damage dealt to targets closer than their minimum throw range.

## Bombs

Bomb Class	Range		Damage	Special
Free-Fall	F	Thrown	2d10	Bomb, Blast 5/--
	B	1/-/2		
Cluster	F	Thrown	1d10+(Degrees of Success)x2	Bomb, Blast 10/1, Bulky
	B	1/-/2		
Dispenser	F	Thrown	(Degrees of Success)d10	Bomb/ Blast 5/--
	B	1/-/2		

Thrown – these can be thrown at foot scale with a range of 1/one half of the character’s Strength/character’s Strength. They can be thrown in battle as well, but only have a range of 1/-/.

Bomb – these weapons suffer a -30 to-hit penalty when attacking air-to-air targets, and -10 if thrown from ground-to-air. Additionally, they cannot be used in any maneuvers other than Diving Run or Bombing Run. One can be attached to each leg of a striker, and/or the witch can hold on to one with both hands.

Bulky – this weapons takes up as much space/is as encumbering as two bombs.

## Grenades

Weapon Class	Ranges Min/Long/Max		Damage	Traits
Frag	F	1/10/Strength	2d5+5	Blast 2/--
	B	1/-/1		
Incendiary	F	1/10/Strength	1d5/round	Blast 3/--
	B	1/-/1		
Flashbang	F	1/10/Strength	--	Blast 2/-- Forces an AGI or PER check. Success: -10 penalty until beginning of victim's next turn. Failure: -20 penalty until end of thrower’s next turn
	B	1/-/1		
Tear Gass	F	1/10/Strength	--	Blast 5/0, Cloud All targets who pass through the area w/out a gas mask must make a TOU check at -20. Failure results in a -40 penalty to all checks for the next 5 turns.
	B	1/-/1		
Knock-Out	F	1/10/Strength	--	Blast 5/0, Cloud All targets who pass through the area w/out a gas mask must make a TOU check, suffer non-lethal damage equal in measure to degrees of failure + 1d10. Roll at the beginning and end of each turn that begins/ends in the effected area.
	B	1/-/1		
Smoke	F	1/10/Strength	--	Blast 5/0, Cloud A dense cloud of smoke fills the area, obstructing the view of anything through or in the smoke. Shooting into the smoke is done at a -40 penalty, and shooting through the smoke cannot be attempted at all unless the attacker is aware of a target, and is then still made at a -40 penalty.
	B	1/-/1		

Cloud – these grenades release a plume of chemicals in their effected areas. The smoke dissipates in 5+1d5 turns outside, and 10+1d5 turns inside. The GM should secretly roll for time and have “begin to fade,” one round before it goes.