

Witcher Scenario 2025

Quick Orientation to System/Rules

A quick note on philosophy of the Witcher TTRPG. This is a hybrid of a cinematic and tactical game. When we get into combat, you will see that things like positioning matter. For the combats, I have done my best to print out maps with meter-based squares to use.

Our session is scheduled to last three hours. If everyone has fun, I am just as happy if you just learn the rules as I will be if you complete the module.

Each one of you has a character sheet and a short background. I have also created and printed out an additional info sheet and printed a base profession sheet and some copies of the skills. Our doctor and criminal characters also have descriptions of the alchemical substances they have.

Note that ***none of the player characters are Mages, Witchers, or Priests***. For an introductory session, I tried hard to keep the complexity down. It is entirely possible that your characters will meet adversaries that use those special skills. We will walk through the effects if those situations arise.

Character Sheets and Skills

Please refer to the character sheet as I do a brief description of the rules.

We are going to play with a modified, slightly simplified version of the official rules. In the original rules, the game author suggested that you roll up several characters as back-ups because the system tended to be so deadly. Yeah, we are ***not*** going to play the blood-thirsty version.

The Witcher TTRPG is a D10 skill-based system. In almost every case, you will roll a D10 and then add the appropriate ***attribute value*** and the ***skill value***.

For example, if you have a Reflex of 8 and a Dodge of 6, to dodge you would roll a D10 and then add 8 + 6 to the result.

There are three kinds of skill rolls in general. There is a skill roll against a fixed value, a difficulty or test level. There is an opposed skill roll, for example, most weapons' attacks versus dodge or block, and there is skill roll against the target's attribute, generally three times the applicable attribute. For our session, I will help guide you through that process. During the session, if you want to use a skill, please describe what you want to do for the benefit of the group.

The D10 roll is an "exploding die." If you roll a "10" then you roll again and add the result. If you roll a "1" then you roll again and subtract the result. A 10 also constitutes a critical and a one is a fumble. In the regular rules, criticals do things like cut off heads, going back to the author's comments about extra characters. For your skill rolls, we will take critical effects into consideration. For combat, we will use a very muted system.

You have two important energy numbers to keep track of, Hit Points, HP, and Stamina, STA. Does everyone see them on your character sheet. They are on the character sheets towards the middle, slightly left of center.

Out of combat, you can use your skills in a measured way. **In combat**, you are generally restricted to one movement and one full round action. You have two movement numbers, Speed and Run, both are shown in meters (almost the same as yards).

The Additional Info sheet describes the common full round actions. If you want to do more than one action, it costs you STA. If you want to take an additional action, it costs you 3 STA. The exception is defensive reactions, which only cost 1 STA each. So, dodging two blows would only cost 2 STA.

Combat

Combat in the Witcher TTRPG takes place in rounds. As stated previously, you get one full turn action and a movement action.

The first thing to do is determine initiative. Roll a D10 and add REF. Initiative goes from high to low, and it stays fixed throughout the combat. Player Characters and NPCs tend to be interwoven in terms of Initiative. I will simplify things a bit. More on that when we actually get to a combat.

On your turn, you can act and move or move and act. Positioning is very important, see on the Additional Info sheet that each character has a vision cone. If you try to attack something in your vision cone, you roll normally, if you try to do something outside your vision cone then you do that at a -3 to your skill roll. Likewise, if the enemy cannot see you when you do a melee attack, you get a +3 to your skill roll.

Let's say that our own Horloni sneaks behind a golem. Horloni would get a +3 to his attack roll, and the golem would get a -3 to its dodge roll.

On the Additional Info sheet it has examples of full round actions.

A quick note on Verbal Combat. The rules are more than a bit vague about this, and the on-line fora for the Witcher TTRPG have terabytes of information on homebrew Verbal Combat systems. We will role-play any Verbal Combat situations, and principally your empathy skills will be the most important.

In addition to facing and the vision cone, the number of opponents engaging you is important too. For every opponent beyond the first one, it is a -1 to your defensive reaction. So, if you were facing three golems, all in melee range, you would be a -2 to your defensive actions.

As a note, you can also **hold** your action and wait and see what else happens in the round before acting. This does not change your place in the initiative order for subsequent rounds.

If attacking, you can do a **fast** or a **strong** strike. If you do a fast strike then you attack twice with no penalty and score regular damage. If you go for the strong strike then you only attack once at a -3 to hit, but if you do hit, you do double damage.

With a bow, you do not strike twice with fast strike, but you do not suffer a minus to hit. Strong strike works the same way as with melee.

Hits and Damage

To hit you make your attack roll, the target can make a defensive skill roll to counter. When defending against attacks all of these defenses work against ranged as well as melee attacks unless specifically mentioned otherwise.

- **Dodge:** By moving slightly out of the way, you can dodge an incoming attack. Dodging requires a Dodge/Escape roll against your opponent's attack roll.
- **Reposition:** By ducking or rolling out the way, you can not only dodge an attack but also maneuver to escape being surrounded. If you succeed in an Athletics roll versus your opponent's attack roll, you avoid the attack and can move a distance equal to half your SPD in any direction that is not blocked.
- **Block:** You can choose to attempt to block an incoming attack with your weapon, shield, or even yourself. Only a shield can block ranged attacks. Roll your weapon skill to negate an attack with your weapon. Roll Melee to negate an attack with a shield. Whichever you parry with takes 1 point of damage. If you are in a seriously tight fix or protecting someone else, you can attempt to block an attack with your arm or hand by using Brawling. If you succeed, you immediately take the attack's damage to that location. Armor is applied, so you may not take damage if your armor is high enough.
- **Parry:** You can parry an attack at a -3 to your weapon/Melee/Brawling roll. If you succeed, you knock the opponent's weapon aside and not only negate the attack but do so without damaging your weapon. Your opponent is also staggered. ***You cannot parry bow or crossbow attacks***, but can parry thrown weapons at a -5.

You will note that your character sheets have armor and hit locations in the lower right. Theoretically in the Witcher TTRPG there are hit points per location, but we will not be playing that today. Note on the Additional Info sheet there is a Damage Location table for Humanoid and for Monster characters. We will use hit locations.

When you attack, you can choose to specify an aimed shot. Depending on where you trying to hit, there are greater or lesser penalties. For example, if you are trying to shoot a humanoid in the head, you accrue a -6 penalty to your "to hit" roll. Why ever would you do that? Well, ... note that there is another column to the right that spells out modifiers to damage. In the case of a head shot, you get three times the damage! In the Witcher, that makes quite a lot of difference.

If you just fire without taking an aimed shot, you roll a D10 to see where you hit using the hit location table.

Look at your armor again on the character sheet. See the column that says SP? SP == Stopping Power, and that is the amount that is subtracted off of any incoming damage at that location. Each time a location is hit, you subtract one from the SP. On Ausfarin's character sheet, he has two SP on each location. The first time Ausfarin is hit in the head, the armor would take off two points of damage and subtract one from the SP. The next time Ausfarin is hit in the head, the armor would only take off one point, and then there would be no more effective armor on Ausfarin's head. The

same applies to opponents. So, you can gang up on them and take advantage of your friends wearing them down.

For this session, any damage that gets through is subtracted from the general HP. If you get to zero HP, someone in the Party needs to do something fast or you will die.

Just as a note, if your STA ever goes to zero, you fall exhausted to the ground.

OK, just a couple of minutes on recovery.

Characters begin healing Health Points naturally over time if someone makes either a DC:14 Healing Hands or a First Aid roll for them. They regain a number of HP equal to their REC stat per day of rest. While resting, you must not do anything too strenuous. If you spend a lot of time running around, doing work, or fighting, you only heal half of your Recovery per day. If healed with a Healing Hands check you gain an extra 3 HP per day.

You recover STA by using a full round Recovery Action that lets you get back STA equal to your REC stat.

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