

Lesbo Jet Fighters: Dive into the Sky

An Airplane Girl RPG

Version 1.SomethingorOther

...There, that title should scare off anyone with a sense of shame.

Introduction

What the hell is this about, anyway?

Dive into the Sky is a tabletop roleplaying game in which characters are based upon the “Mecha Musume,” or just “Mecha Girl” phenomenon in Japan. Essentially, characters are cute anthropomorphisms of military vehicles. They're (usually) female, and have some aspects of an aircraft, tank, or boat grafted onto them. They also often dress in uniform. So, this is at least as niche as the Maid RPG, as anyone who'd want to play this is either a really big jet nerd, or likes girls with airplane parts.

DitS is a rules-light system, intended to play relatively quickly and leave plenty of room for roleplaying. What can I say, I just prefer things that way. I've at least attempted to emulate dogfights, in a very vague manner, but will probably develop some optional rules to add a bit more crunch to midair battles. An actual session shouldn't just be fighting, and would hopefully focus on military slice of life events and downtime at the base as well.

The two biggest influences for this game are arcade flight sims, most notably the Ace Combat series, and the “Strike Witches” anime, which is about the only property to depict mecha musume that isn't just artwork. So, that's why there are several kinds of aces, giant flying fortresses and superweapons, or whatever else. At the moment, things are a bit cobbled-together and unpolished, but this micro-edition was made in a week as a challenge. The default setting probably won't be purely based upon Strike Witches or Ace Combat. Weapons don't have any individual effects or rules, so it's just a bit of flavor to say how your character attacks things.

Character Creation

Stats

Characters are defined by a number of stats, which determine different aspects of their performance. The stats and their basic descriptions are:

- **Attack:** A character's ability to engage enemy targets. Covers attacking with weapons, and acquiring targets at range. Doesn't care whether they're ground or air targets.
- **Mobility:** A character's overall agility. Covers the ability to make sharp turns, stop suddenly, and otherwise maneuver on the air, as well as general coordination and agility.
- **Wits:** Measures a character's ability to think on their feet. Covers things like outsmarting an enemy with some creative trick, convincing people to do what you want, solving all the math that's technically involved in flying, and other feats of mental agility.
- **Speed:** How fast you can move. Roll this for outrunning or chasing down enemies, making quick flybys (and buzzing the control tower), rushing from place to place, or for reacting really quickly to a surprise or event.
- **Defense:** Your armor, shields and general defensive ability. Can be used as a last-ditch to stop damage, block with a melee weapon, or stop some projectiles.

Characters have 9 points to distribute amongst their stats, which all start at 1 and can be raised up to 5.

Archetypes

Each character has two archetypes: an Ace Style, which determines how they gain Ace Points, and a general character archetype which determines how they earn Friendship Points. Both archetypes say something about how the character tends to behave. Select one of each that appeals to you.

Ace Styles:

1. **Knight:** You live for honor and pride. You might have a personal code of honor, or refuse to attack disabled enemies or targets that can't fight back.
2. **Soldier:** You can read the tide of battle. You're a consummate soldier, who sees their mission and the war as very important, and knows exactly how far to go to achieve your goals.
3. **Mercenary:** You seek strength. Maybe you feel driven to better yourself at any cost. Maybe anyone who can't defend themselves deserves to be taken down. Or, maybe you're just in it for the money, and even helpless targets can bring in the cash.
4. **Cool:** You always keep a cool head, especially in combat. This doesn't mean you're emotionless, just that you're level-headed and your emotions rarely get the better of you.
5. **Hotblooded:** You burn with passion. You're impulsive, and tend to shoot first and ask questions later, or fly in at full speed with a rebel yell, no matter the odds.
6. **Top Gun:** You're smooth, skilled, and can turn the tide of battle single-handedly. Allies tend to respect you and enemies tend to fear you. Maybe this has gone to your head, and you're arrogant, or tend to show off, or maybe you're humble about your achievements.
7. **Veteran:** You've seen many battles already. You're probably a bit older than the other characters, but you have the experience that comes with age. You know your limits intimately, and added a few dirty tricks to the book.

Character Archetypes:

1. **Tsundere:** You're a bit unsure of your own feelings, and tend to have trouble expressing yourself. This tends to result in treating even people you like rather harshly. Maybe you take time to warm up to other people, or maybe you're just in denial.
2. **Bottle Fairy:** You're fun-loving, like to party, and if you're old enough, you like to drink, too. You tend to be cheerful and enjoy being around cheerful people. Probably, you'll try to cheer others up. Might be a bit of a prankster or a tease.
3. **Heroine:** A rather straight-up protagonist type. Earnest, maybe a bit of an idealist. Maybe a bit headstrong, too.
4. **Older sister:** Whether or not you actually have a younger sibling, you act like you do. Either you're a "big sis" for other members on your team, or you really do have a younger sibling somewhere. If you actually have a relative, they could be anywhere from another PC (if their player agrees), to a civilian living nearby, to dead.
5. **Mentor:** You tend to like taking other people under your wing. You sort of help and teach others, either by example, or by giving them training.
6. **Sexy:** You're attractive, and you know it. Whether this means flaunting natural charms, or just acting a certain way is up to you.
7. **Bravado:** You're boisterous, loud, and boastful. You tend to enjoy yourself and probably get along with anyone else who does the same. You're often informal, possibly to the chagrin of your more military-minded peers.
8. **Rookie:** You're fresh meat. You probably only joined recently, and may be unsure of yourself. Or, maybe you're full of naive ideals and other such notions your older peers may frown upon.
9. **Prankster:** You enjoy joking around. Specifically, playing practical jokes on your peers. You're also the sort who'd buzz the control tower.
10. **Shy:** You're shy. You tend to be quiet around people you don't know, and may take time to warm up to groups.

After both Archetypes are selected, make note of your character's derived values and other statistics.

Stamina measures their ability to keep up in a dogfight, and is the sum of their Mobility, Wits, and Defense, times two.

All characters start able to take two hits.

Characters start with one Ace Point and one Friendship Point, and may have a maximum of 10 at any given time.

Variation note: If one wants some quick rules for tank musume, just replace the Air-to-Air and Air-to-Ground stats with Surface-to-Air and Ground Combat stats.

Weapons:

Weaponry falls into a few broad categories, rather than specific stats for every single gun you could invent for a character to carry. When selecting a weapon, select a type from the list below to describe your weapon's basic attributes or attack method, but feel free to describe the weapon itself as per the feel of the setting. A rifle could be anything from a .50 caliber sniper rifle to a laser weapon, for example.

- **Auto-Fire:** Machine guns, autocannons, anything that can handle a sustained rate of fire for long periods. Provide a +1 to +3 bonus to Stamina damage, but bonuses larger than +2 prevent you from splitting your dice to attack multiple targets.
 - Spray and pray tactics provide a +2 to hit for 2 rounds of sustained fire, but the weapon has to “cool down” for a round after being fired in such a manner.
- **Rifles:** Single-shot bolt-action or semi-automatic rifles. Often sniper weapons. Provide a +4 to hit and stamina damage if aimed for a turn before firing.
- **Missiles:** Homing projectiles launched at targets. They do +3 to +5 bonuses to Stamina damage, but have limited ammo and can be dodged with a Mobility vs. Air-to-Air check, at the cost of the target breaking away and probably losing whoever they were gunning for. They cannot be used at really close range, but this is mostly a GM call.
 - Longer-range multi lock missiles allow a character to split their pools, and are at +4 to hit, but are much easier to dodge if fired at closer ranges.
- **Melee weapons:** Close-range combat weapons, from knives to swords to lances, to whatever else your GM says is acceptable. May also include short-range pistols. Succeeding by a significant margin (3 or more) allows you to make a second attack. Can only be used against large enemies or ground targets if you describe your action really well and make a Mobility check to get close enough. Or if it'd be cool.
 - Note: Melee weapon attacks are made using $(Wits + Mobility)/2$.
- **Pistols:** Short-range hand weapons that are only accurate in short distances. Provide a +2 to hit if within around 30 feet of an enemy, who is at -2 to evade it due to the short range.

Attributes

If you'd like, you may choose or roll up a few character attributes from the following chart. They don't have any impact to game mechanics, but might affect a bit of how your character looks or acts. They're quirks, in other words. Actually, just use the chart for ideas, and feel free to invent your own.

- Glasses- You wear glasses.
- Eyepatch- You have an eyepatch or bandages covering one eye. It may or may not be missing.
- Scars- You have some form of visible scarring.
- Small breasts- You're a little underdeveloped.
- Gag boobs- Your breasts are (comically) large.
- Mutable cup size- your cup size changes (up or down) under some condition (in the bath, while wearing sleepwear, in uniform, etc.)
- Animal ears/tail- you have the ears and tail of some animal.
- Short- you aren't very tall
- Tall- You're big for your age.
- Scarf- you wear a scarf. It could be the classic aviator's white silk one, or just about anything else.
- Goggles- You wear a set of goggles.
- Dark Skin
- No pants- You don't wear bottoms, and your underwear is always on display. No one finds this immodest or particularly unusual. Note: if everyone already wears no pants, then you do.
- Sickly
- Hat- You wear a hat or headpiece of some kind.
- Headband
- Klutz- You tend to slip and fall, drop things, or otherwise have minor mishaps every now and again.
- Fanservice Bait- Somehow, you end up in compromising positions. The wind catches your skirt, people notice what you're wearing when you climb a ladder, and so-on.
- Unlucky- Occasionally, bad things happen to you. They aren't usually more than a minor inconvenience.
- Hair Ornament- You wear some form of ornamentation in your hair. Ribbons, bows, hair clips and barrettes, a comb, or hair pins are all acceptable.

Finishing Touches:

Select your character's weapons of choice (one or two weapons they carry into battle).

Give them a name, age, general appearance, and, if you'd like, backstory.

Aircraft List

In case you or your group is at a loss for an aircraft upon which to base your character, have a nice big list of them.

Aircraft	Notes
F-14 Tomcat	Recently retired, very well-known. Variable geometry wings. Top Gun.
F-22 Raptor	Stealthy air-superiority. Thrust vectoring, very nice avionics. Mobius One.
Su-27 "Flanker"	Russian fighter. Looks nice. "Twin-tailed" silhouette.
Su-37 "Terminator"	Next-gen Russian aircraft. Canards and thrust vectoring. Yellow 13.
Su-47 Berkut	Forward-swept wings.
F-15 Eagle	US Air force Mainstay. Solo-Wing Pixy and Galm One.
F-4 Phantom	Vietnam-era fighter.
MiG-21 "Fishbed"	Russian fighter from around the Vietnam era.
A-10 Warthog	Ground-attack aircraft. Has a gattling gun bigger than a VW Bug.
SR-71 Blackbird	High-altitude spyplane. Possibly the fastest aircraft on record.
P-51 Mustang	Famous WWII fighter. No jet engines, but some people are old-school.
B-2 Spirit	Flying wing stealth bomber. Literally refuses to stall.

Example Character

Name: Derota "Dragoon" Sanzein

Aircraft: F-14D Tomcat

Age: 27

Ace Style: Veteran

Archetype: Older Sister

Stats:

Air-to-Air: 3

Air-to-Ground: 3

Mobility: 3

Wits: 2

Speed: 2

Defense: 2

Stamina: 14

Ace Points: 1

Friendship Points: 1

Hits: ☐ ☐

Attributes/Quirks/Features:

Cat Ears

Weapons: M61A Vulcan, AIM-9 Standard Hunting Knife (Short Range)

Personal: Derota has seen some battles as a young girl. Lost a few friends and comrades in battle, this has not stopped her from doing her best and fighting to the end. She seems rather fond of everyone even if they don't reciprocate the same feeling. Though some do say she has a younger sister, rumored to be in a far off battle elsewhere.

Appearance: Derota is a full figured woman. Some bother her as to why she has problems in mobility because of her "size", but this does not bother her in any form. Although her motion in the sky is not what wins her battles, it's her ability to strategize zero-point maneuvers is what has kept her alive to this day.

System

The basic system in DitS is as follows: to perform an action, roll a number of 6-sided dice (d6) equal to your character's relevant stat. The total of all dice values is your check result. If it's over an opposed check result or a certain threshold for success, you succeed.

Static Values/Thresholds (for d6s):

- 3-6: Really easy. Why even roll? Or, just good enough to squeak by.
- 7-11: Average difficulty, or average success.
- 11-16: Challenging, and impressive success.
- 17-24: Requires an expert.
- Continue extrapolating as necessary.

Dogfighting

In a dogfight, two characters compete directly, jockeying for position. The aim is to shoot one another down, and avoid being shot down in the process. We'll eventually make some fancier rules that will be a bit closer to real dogfighting, but for now, this will have to do. Dogfights are generally duels between characters. Whether this is enemy aces locked in deadly combat, or allies on a friendly training match or to settle a score doesn't matter. In each "round" of dogfighting, each player rolls an appropriate score, some examples would be Mobility vs. Mobility for jockeying for position, or Mobility vs. Air-to-Air for avoiding an attack made by one side or the other. The winner of the contested roll then describes how things happen, or both sides describe what they're doing before the roll, and the winner gets the upper hand. The loser takes Stamina damage equal to the margin of success, to reflect stress and the like. When a character runs out of stamina, they take a Hit and their stamina resets to the full value. Depending on the situation, this could mean anything from being hit by weapons fire to crashing into the scenery. When a character has taken all the Hits they can, they're shot down, disabled and forced to limp away from the battle, or otherwise suffer some mishap and cannot continue the battle.

In the case of multiple attackers, a defender may split their dice pool to defend against both. Wingmen usually mitigate this by engaging or distracting a second opponent. Generally, while one may have multiple enemies gunning for them, it is very difficult to attack more than one target, unless launching multi-lock missiles, in which case one splits their AtA dice on the attack.

Big Enemies

Significantly large enemies, such as a flying fortress, most Neuroi, or some other bizarre gigantic superweapon, behave differently than a normal dogfight. Their Mobility is significantly low, and they must usually deal with several enemies at once. It's hard to lose track of one, and it's doubtful one will outrun a character. So, how do they fight back? Superior firepower.

A large enemy can generally unleash curtains of some sort of covering fire to force smaller attackers to back off or spend time avoiding attacks. Whether this is flak, machine gun fire from turrets, missiles, or funny laser beams up to the GM's imagination. Players need to roll to defend against these as usual (dodging with mobility, just toughing it out with defense, outrunning it with speed, etc). The enemy takes no stamina damage for each successful defense. Characters generally attack these targets with AtA, and they generally defend with high Defense scores. Once the target's Stamina runs out, it has taken as much harassing fire as it can, and some weak point is exposed. Characters can then finish it off with a final successful attack, and may have a bit of a contest, rolled or otherwise, to see who gets

the final shot.

Ground Targets

Attacking ground targets is a necessary part of warfare. If they're big, important installations, one might want to treat them as big superweapons as above, for something a bit more impressive. If it doesn't matter, or they're small tanks or buildings, this method should work fine. Characters who wish to attack ground targets roll their air to ground vs. the target's defense. The player wins, they score a hit with one of their weapons, the target wins, and it manages to survive. Some ground targets, like SAMs and AA batteries, can shoot back. The GM can replace these opposed rolls with a series of target numbers. Mobility result better than a certain target to avoid fire or not crash into things, AtG good enough to take out the target, and it's done.

When you take all your Hits...

This is a bit of an optional rule, but if you want to let things be a bit more dramatic, there can be a system to "limping away". After taking all of their allocated hits, a character can still fly, but they cannot participate in combat. They need to roll Wits checks (the difficulty is up to the GM) to avoid spiraling out of control or crashing (death is only a possibility if it suits the tone of your game). It's possible to re-stabilize with a second check at higher difficulty, but this higher difficulty will remain until you return to base or crash.

Ace Points and Friendship Points

Characters can earn Ace Points and Friendship Points by playing to type. Ace Points are earned by behaving in manners consistent with a character's Ace Style or by doing something particularly impressive, without the use of Ace Points to aid the action. Characters also earn one ace point for each enemy aircraft downed. Friendship Points may be earned when behaving in accordance with a player's general Character archetype, or by roleplaying out bonding with their friends and allies. Generally, it's the GM's call to reward points for either case.

Only one Ace Point may be spent by a character in a given turn, although they may spend more than one Friendship Point, but only to assist different allies.

Spend Ace Points to:

- Roll an extra die on one action, or reroll the dice for an action.
- Muck with the narrative. This might require GM approval, but a player may spend an ace point to declare an interesting moment of coincidence to make things more interesting or beneficial to their character.

Whenever Ace Points are spent on a roll, things become instantly awesome. Whether the result is a success or failure, it must be described in a more dramatic or impressive way.

Spend Friendship Points to:

- Give an ally an extra die on one of their rolls, or gain an extra die on a roll to assist an ally.
- Rush to a wingman's defense, taking a defensive action for them (however, you'll take any stamina loss).
- Restore a wounded ally's concentration, reducing the difficulty for Wits checks to stay in the air after taking too many hits.
- Make a Mobility check to rush in and rescue a severely damaged ally, catching them in midair. You then have to carry them to safety.

Initiative

To keep everyone from trying to declare their actions and roll dice all at once, characters act in a turn order. Initiative is determined by rolling each character's Wits stat. Higher numbers go first. Each turn a character takes some sort of action, like attack an opponent using the rules above, or move around after an objective, or whatever. If characters team up with wingmen, they act on the lower of their initiatives, but both act together.

A few tips for the GM:

Downtime is important. It's probably easier to earn Friendship Points off the battlefield than on it. Also, it's a good time for roleplaying and character development. In general, use discretion when rewarding people with points for actions, but try to encourage whatever you think is interesting. Probably spend about half of the play time (whether per session, or just every other session) on non-combat downtime between missions.

Give out medals. They may do nothing, but give your players little medals for doing particularly impressive things. It's fun for bragging rights and adds to the general tone. Also might be used as a vague "rank" system.

Variant System: Roll 2d10 plus stat. Stats are 1-10.

Setting

The standard setting for Dive into the Sky is assumed to be a sort of otherworld, inhabited by the spirits of well-known and much-loved military hardware. It's organized into vague countries, and characters are presumably on one side or another in some form of large-scale war. As in Ace Combat, aircraft are not limited by country of origin, and MiGs will be seen happily fighting alongside American aircraft. The various nations are separated by ideological differences, and presumably locked in warfare.

The military of each side of this conflict is as strange as one might expect. Rather than simple weapons of war, vehicle and pilot are one and the same. They live on bases, in a vaguely military lifestyle, and spend their off time hanging around, visiting areas off-base if they have leave, or otherwise occupying their time as your particular gaming group sees fit.

Speaking of doing things however you'd prefer, this is just one setting option. Like any game, this one is what you make of it. The standard setting and rules assume some sort of Ace Combat like world, but one can easily switch to an even quirkier set-up like Strike Witches' alternate WWII-era Earth invaded by aliens, or go in other directions, such as characters being manufactured via unethical means and a much darker tone overall.

Optional Rules

Still in development

If one prefers to make dogfights more interesting, this system can be used. In it, the two characters in a dogfight are designated as aggressor and defender, and select maneuvers from the appropriate list (or, better yet, a set of cards). They should keep their selection to themselves (say, write it on a piece of paper, and keep it face down), until both have made their selections, and they are revealed. Combat then goes by the usual rolling of Stats, based on the selected maneuver's governing stat, and the winner gets their effect. They can, as usual, describe the nature of the conflict for that turn.

In combat against gigantic enemies in this system, a special set of maneuvers are available for the entire squad of attacking characters, and the enemy's various defensive options.

Dogfighting

Aggressor:

Got your Six
Stat: Mobility

Description: You fall in right behind your target, and stick to them, in the prime position to open fire.

Effect: Could be a finisher lead-in. Could also allow for an Air-to-Air based attack for some sort of extra effect.

For either side:

Head to Head (finisher)

Attribute: Air-to-Air

Description: You attack your opponent head-on, weapons blazing in a mid-air jousting match.

Effect: If you win the round, both combatants make Air-to-Air checks as they fly past one another, although you gain an extra die to your roll. Whoever loses this opposed roll takes one Hit, and the dogfight is considered over.

Defender:

Cloud Cover

Attribute: Wits

Description: You head for a local cloud bank, intending to lose your opponent within a sea of white.

Ground Masking

Attribute: Mobility

Description: You dive for the ground, flying low around terrain features. Either you'll disappear into the scenery, or your opponent might crash into it if they give chase.

Effect: Whatever else, both combatants must make a mobility check to avoid smashing into something.

Large Enemies