

WIZKID

The Cheapening



Ian ★ Warner

POSTMORTEM★STUDIOS

Postmortem Studios is the 'independent label' imprint of Origin Award-Winning RPG author James 'Grim Desborough, author of *The Munchkin's Guide to Powergaming* and numerous other titles for various gaming companies.

Postmortem Studios has existed for some time but was formed into an official company in 2004 and has produced several successful PDF works in that time from the much imitated *100 Adventure Seeds* books to the controversial card game *Hentacle*.

Postmortem Studios goes from strength to strength in providing quality roleplaying products for players everywhere.

PIRACY★PLEA

It is likely that this book will turn up on file sharing networks. If it does and you like what you read please go out and buy a real copy. This company is a relatively small player in a crowded market. Without your money we can't go on producing more wonderfully silly works like this one.

Thank you.

LIFE★OF★DAZZLEMENT

'I am prepared to meet my Maker. Whether my Maker is prepared for the great ordeal of meeting me is another matter.'

-Winston Churchill

Welcome, once again, to the Shadow World, a world not too dissimilar to our own but no less frightening for it. Perhaps the nights are darker, the alleyways a little longer and more winding; the sales of the Harry Potter series even higher - the horror!

There are a couple of new additions, like vampires, were-creatures and zombies, but nothing to be too worry about.

In *Bloodsucker: The Angst* we gave you this world from the perspective of the whiney Bloodsucker subculture. With the mysterious powers of undeath granted to them they had become the very creatures they most desired to be.

In *Chav: The Knifing* we introduced the menacing threat of the hooded, thuggish, cheap-lager swilling scum of the streets. This viewed the Shadow World from their perspective and provided a fully fleshed out foil for the Bloodsuckers and other supernatural beings.

The Supernatural creatures we now present are every bit as pretentious as the Bloodsuckers and are quite possibly a threat, even to the Chavs.

Wizkids conspire in the alcoves and other secret places of the Shadow World. Their almost infinitely flexible magical powers are constantly put to the test as they are forever developing new and pettier things to use them for.

The Wizkid Roleplaying Game casts the player as one of these would-be sorcerers as they utilise their fearsome capabilities to hoodwink their rivals, cast fire and brimstone upon their enemies and get the girl they've always wanted. Oh, and to play politics just as pretentiously as any Bloodsucker, for some reason.

While most will play the part of the alter-egos that they create the *Games Master* will describe the world to you, bringing the story to life and, of course, placing many nasty obstacles in your way as you attempt to advance in Wizkid society by ever more heroic or anti-heroic deeds.



WHAT ★ YOU ★ NEED ★ TO ★ PLAY

'Personally I am always ready to learn, although I do not always like being taught.'

-Winston Churchill

- One or more Friends to play with. This may be difficult but if there is one sort of roleplayer there's no shortage of it's the sort that like to play Wizards.
- A Character Sheet.
- Pencil, eraser and spare paper.
- Some six sided dice (D6)
- A voluminous cape.
- A uniform for the magical public school of your choice.
- Ginger Beer or a modern magical equivalent
- A boffo feast of scrumptious tuck shop goodies.
- Miscellaneous Accessories AKA Charms
- A 'Certain Film Series' theme tune on the stereo.
- Somewhere to play. Usually roleplayers use private rooms but Wizkid really lends itself to play in unusual locations. Kudos to the first person to send us a picture of playing Wizkid in a Public School dorm.

THE ★ WIZKID ★ RULEBOOK

'Hell, there are no rules here: We're trying to accomplish something.'

-Thomas Edison

This book has been written to give you everything you need to create and play Wizkid characters within the Shadow World setting. It also gives the Games Master just enough material to create adventures and escapades for your characters and bring the Shadow World to life in High Definition Imaginatioivision™. The following chapters are included in this book.

- **Chapter 1- Characters in Wizkid:** A fully comprehensive guide to creating your own wannabe sorcerer.
- **Chapter 2- Dramatic Systems:** The Key Mechanics of all the actions your character might wish to undertake.
- **Chapter 3- Skills:** A breakdown of the Skills featured in Wizkid. These allow your character to specialise in a number of fields from bitching about their peers to using rope to securely tie a bondage partner.
- **Chapter 4- Magic:** Details of the Magical Abilities of Wizkids and how to use and abuse them.
- **Chapter 5- Merits and Flaws:** Merits and Flaws are little bits of background information that make your character unique.
- **Chapter 6- Background:** Who is this person you have created? Everything from where they come from to what clothes they wear must be considered as well as how they fell into the Wizkid subculture in the first place.
- **Chapter 7- Combat:** Although mostly poor fighters Wizkids need to get into combat sometimes whether to avoid a beating from a gang of angry Chavs or to steal an important Magic(k)al artefact from Bloodsuckers. Rules are herein provided for these occasions. Also included are special considerations for Magic(k)al combat and full rules for the very violent contact sport known as Bigpitch.
- **Chapter 8- Wizkid Society:** Wizkids are just as social and political as Bloodsuckers if not more so. This chapter provides details of the main bodies of Wizkid society and how they interact.
- **Chapter 9- The Shadow World:** A detailed discussion on how Wizkid culture has spread across the globe aided and abetted by the success of That Certain Fantasy Novel.

- **Chapter 10- The Opposition:** Wizkids are not the only creatures in the Shadow World. This chapter deals with the forces that sometimes get in their way.
- **Chapter 11- Campaigns in the Life of Dazzlement:** This Chapter gives you hints, advice and story seeds for your Wizkids Campaign.
- **Appendix: Vehicles:** Rules for all aspects of Vehicles as a little bonus.

NEW★TO★XPRESS

'Half our life is spent trying to find something to do with the time we have rushed through life trying to save.'

-Will Rogers

It is likely that a few of you have not played an Xpress game before or perhaps have never even role-played before.

Do not panic! You should not need to read through the book completely before you begin playing unless you are the Games Master.

Wizkid contains pretty much everything you need to create a character and play but there are a few changes here and there that you will need to be aware of, so follow this book when making your characters. You are now prepared to start creating your character, commencing in Chapter 1.

The basic convention of the game is as follows. Roll a number of dice, equal to the relevant statistic (such as Resilience), trying to roll the same or greater than the target number (2-6) determined by your skill (Like, say, Athletics). Re-roll any dice that succeed once-again and count all these successes from both rolls towards your total. That, in a nutshell, is the Xpress system. Further details can be found in Chapter 2: Dramatic Systems.

If you have never role-played before, you're shit out of luck. We have been role-playing for years and have yet to come up with an adequate explanation of what it actually *is*. Your best bet is to hunt down some people who already play a role-playing game and watching them play in order to get the gist.

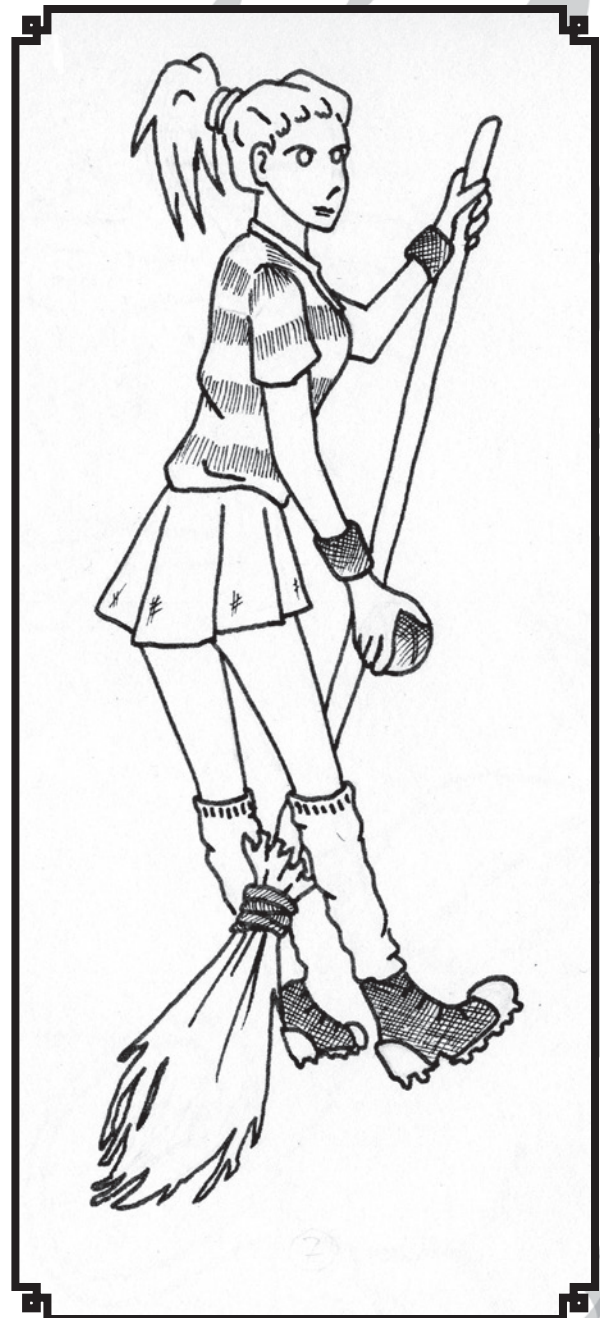
VETERAN★PLAYERS

'Boys will be boys but so will a lot of Middle Aged men'

-Kin Hubbard

There isn't much to add to the basic Xpress system. The Magic(k) and the Wiz Points systema are new but they mesh easily with the Xpress mechanics.

The Wizdom system is heavily inspired by that 'Certain Other RPG' but is much simpler and, of course, works on D6 instead of D10.



- Accessories 90
- Acting 41
- Actions & reactions 93
- Actions 100
- Adding to a pocket dimension 37
- Adventure seeds 151
- Africa 109
- Aimed attack 94
- America 109
- Anatomy of a spell 63
- Annoying sibling 78
- Anthem of command 78
- Anthropoids 122
- Arachnophobia 78
- Aristocrat 75
- Armour 89, 94
- Armour table 89
- Art 41
- Asia 110
- Assault 100
- Athletics 42
- Attackers 99
- Attacks 94
- Automatic weapons 94
- Background 84
- Bacon 147
- Balls 99
- Before you start sharpening your pitchforks 32
- Being a Wizkid 19
- Benefits of high wizard 87
- Benefits of low wizard 87
- Bestial 115
- Bible bashers 143
- Big birds 116
- Bigpitch 99
- Bitching 42
- Blind as a bat 78
- Block 100
- Bloodsuckers 144
- Bonus example 35
- Bookworm 75
- Born to dazzlement 13
- Brawl 43
- Broom of doom 75
- Buff 16, 54
- Bugger Hazard 100
- Buggers 99
- Business 43
- But I'm a pussy 15
- Buzzin on E 78
- CADABRA 147
- Campaigns 149
- Capacity 36
- Catch/recover 100
- Character creation checklist 14
- Character sheet 159
- Characters 12
- Charm 31
- Chav sight and fantasy creatures 114
- Chavs 144
- Closet ninja 75
- Clueless 78
- Colour run 78
- Combat 92
- Comedy 44
- Coming soon 158
- Complications 35
- Computer use 44
- Constructs 144
- Contents 3
- Control 31
- Cool parents 75
- Cool shaped scar 75
- Core mechanic 34
- Covens 106
- Cover 95
- Create 16, 66
- Creating a character 14
- Creating a pocket dimension 37
- Creating your own merits and flaws 82
- Creature notes 115
- Crow's feet 16, 21
- Damage 96
- Damage table 97
- Damaged wand 78
- Dannov's rule 79
- Dark witch 141
- Dead kids 145
- Decorating a pocket dimension 38
- Deep 75
- Defenders 99
- Demolitions 45
- Design 45
- Destroy 16, 68
- Dexterity 32
- Diminutive 78
- Diplomacy 46
- Dire creatures 117
- Dispel 98
- Ditz 79
- Diva 75
- Dodge 100, 46
- Dogboys 146
- Dragons 118
- Dramatic systems 30
- Driving 47
- Dwarves 123
- Elves 124
- Encyclopaedic comic collection 76
- Entering a pocket dimension 37
- Equipment 19, 90
- Equipment rating 89
- Europe 110
- Example car chase 157
- Falling 101
- Fanfic master 76
- Fantasy creatures 114
- Fashion dictated sexuality 79
- Fashion junkie 79
- Feedback 72
- Feedback table 72
- Film buff 76
- Firearms 47
- First aid 97
- Flaws 17, 78
- Folklore 48
- Fouls 101
- Furry 79
- Gaining wisdom 86
- Ganja induced laziness 79
- Gardening 48
- Gauging damage 96
- Gaydar 76
- Gelatinous cubes 119
- Generating wiz 37
- Giant spiders 119
- Giants 125
- Gigmeister 76
- Gnarly wand 76
- Gnomes 126
- Goblins 127
- Great crested toad badgers 120
- Half breed 79
- Half breed aspect 76
- Halflings 128
- Handyman 49
- Hard rules 34
- Headmasters and mistresses 104
- Healing 97
- Health 95
- Health tracking in detail 95
- Healthcare 49
- Hippogriff 16, 23
- Hippy crap 79
- History 50
- Hobgoblins 129
- Horrible life 76
- Horrific scarring 80
- Hospital care 97
- House inferior realms 16
- House points 106
- House realms 16
- House superior realms 16
- Houses 106, 16, 19
- Hubblebubble 16, 25
- Improvement 19
- Improvement example 19
- Imps 130
- Indentured supernatural 76
- India 110
- Induce love Vs induce hate 71
- Initiative 100
- Insane 80
- Intelligence 32
- Interfering with the searchers 101
- Intimidation 50
- Introduction 1
- Isolation of the scholar 104
- Killing another player 101
- Lamer 80
- Language 6, 86
- Leagues 101
- Leet 77
- Lexicon 7
- Life of dazzlement 2, 5
- Light witch 139
- Lightweight 80
- List of fouls 101
- Lizardmen 132
- Look good 52
- Looking good 77
- Looming 77
- Losing wisdom 86
- Magic(k) 62
- Magic(k)al thing 77
- Making a campaign 150
- Masters 105
- Melee 51
- Merits 17, 75
- Merits and flaws 17, 74
- Merpeople 131
- Middle East 111
- Morality systems 86
- Names 6
- National school's cup 101
- Natural healing 97
- Nerf 16, 70
- Never scared 77
- New to xpress 4
- No wizard 114
- Nookie 51
- Nothing to complain about 80
- Obese 80
- Obscuriana 77
- Observation 52
- Ogres 133
- Only Eight 37
- Opinionated 77
- Opposition 113
- Orcs 134
- Other countries and CADABRA 147
- Other foes 143
- Pact with darkness 77
- Paddling in Egypt 80
- Paired statistics 15
- Paisley 80
- Party Hardy 53
- Pass 100
- Path system 122
- Pay scale 81
- Pegasi 121
- Penalties of low wizard 87
- Penalty example 35
- Perception 32
- Personality 85
- Persuasion 53
- Physical description 85
- Piracy plea 2
- Pixies 146
- Players 99
- Playing out of position 101
- Pocket dimensions 37
- Poetry 54
- Points for consideration 85
- Polyhedral sunglasses 80
- Populating a pocket dimension 38
- Postmortem studios 2
- Power forward 100
- Prefects 105
- Professors 105
- Programming 54
- Quarker 99
- Quarter breeds 122
- Reactions 100
- Really lame parents 80
- Realms 16
- Referee's eyesight 101
- Relations 85
- Religion 86
- Resilience 33
- Resistance 33
- Resolve 31
- Result examples 35
- Results 34
- Riding 55
- Rope Tying 55
- Sample schticks 13
- Science 56
- Searcher 99
- Searchers 100
- Secret dice play 45
- Selkies 135
- Senseless violence time 93
- Shadow world 108
- Shallow 81
- Sheep 81
- Singing 56
- Skanky 81
- Skill details 41
- Skill roll example 34
- Skills 18, 40
- Skills table 18
- Slithering 16, 27
- Snorker 99
- So that's bigpitch 101
- Sources of damage 97
- Specialisation example 35
- Speed 33
- Spellcraft 57
- Squeaky 81
- Starting the game 100, 37
- Statistic cost 15
- Statistic description 15
- Statistic pairings 15
- Statistic roll example 34
- Statistics 31
- Stealth 57
- Stop of play 101
- Straight roll with skill 34
- Stratification and social order 104
- Streetwise 58
- Strength 33
- Strictures of school 104
- Stun/Shock/Ko 96
- Supernatural systems 36
- Survival 58
- Table of sins 87
- Talented 77
- Target number 34
- Teaching 59
- Terrible secret 81
- Thing 78
- Things and stuff 89
- Too much glitter 81
- Trademarks 72
- Train animals 59
- Trivia 60
- Trolls 136
- Turn order 93
- Twenty questions 88
- Unicorns 121
- Uniform 90
- Unwritten rules 150
- Useless positions 106
- Using magic(k) 101
- Using other elements 150
- Vehicle chases 156
- Vehicle collisions 156
- Vehicle damage 155
- Vehicle table 157
- Vehicles 154
- Vehicles overview 155
- Veteran players 4
- Voice of the grave 77
- Vying with another 36
- Wannabe wizkid 81
- War paint 77
- Weapons 89
- Weapons table 89
- Weekend warrior 81
- What can spells do? 63
- What you need to play 3
- Where's the indenturing spell? 76
- Witches 138
- Wiz 36
- Wiz in pocket dimensions 38
- Wiz sight 37
- Wizard 19, 86 86
- Wizard zero 87
- Wizkid lands 85
- Wizkid rulebook 3
- Wizkid society 103
- Wraiths 137
- Writing 60