

# Muscle Wizards

You're a Muscle Wizard, a gang of the toughest, roughest, buffest spellslingers to ever live. And muscle wizards, let me tell you, ain't the sort of people you fuck with.

NAME

## Making a Muscle Wizard

Choose one from each category below, and coordinate with other players so that you don't overlap (except for descriptions; I don't give a fuck about those).

**Spellcasting.** You've got some totally sick magic skills (every Muscle Wizard does). Choose your spellcasting speciality:

- [ ] *gravitomancy* (flying is underrated, if anything)
- [ ] *anti-mancy* (the magic of no magic)
- [ ] *coachellamancy* (check out this dope bassline)
- [ ] *raccoonomancy* (control some little savages)
- [ ] *m as in mancy* (control the letter m (or maybe n), yo)
- [ ] *politomancy* (please and thank you really are the magic words)
- [ ] *lawyermancy* (objection, your horror!)
- [ ] *camomancy* (did you accidentally a whole invisibility potion!?)

**MMMA.** You've got some totally sick muscles (every Muscle Wizard does). Choose what type of MMMA (mixed magical martial art) you use:

- [ ] *boxing* (the best the ups store had ever seen)
- [ ] *dunk semantics* (some sort of amazing hoops-wizard)
- [ ] *miyagi wax-on* (sometimes confused for the miyagi wax-off)
- [ ] *can't touch this* (dope on the floor and magic on the mic)
- [ ] *sleight of hand to hand* (feint left, punch right)
- [ ] *sideways gun-kata* (any day you don't use the AK is a good day)
- [ ] *central parkour* (up and over and oh fuck I'm falling!)

**Description.** Choose some descriptive words (you must take *swole*):

*swole, tall, fat, short, angry, happy, chill, burly, hobo, pompadour, mohawk, dreadlocks, mullet, corn rows, goku hair, bald, skrillax, flat-top, grey beard, evil-looking goatee, tattoos, face tattoos, eye tattoos, suit, yoga pants, leather jacket, robes, bathrobe, onesie, yeezy, gi, muscle shirt, black belt, short skirt and a looong jacket, wizard hat, eyepatch, six fingers, monocle, butterfly swarm, hook-hand, wrist on freeze, 2 chainz, oversized clock, ugg, bathin' apes, boots, heels, socks and sandals, gator shoes, bowtie, cheap sunglasses, fur coat, hoodie, Gucci bandanna, flower crown, plastic tiara, top hat*

**Rumors.** Tell the SM which rumor about the Muscle Wizards is true:

- [ ] *They've got some serious outstanding library fines, and the library collects.*
- [ ] *They just found out Slick Buddha's payment was all forged.*
- [ ] *They're in the finals at the House of Gainz dance-off, tonight!*
- [ ] *They jacked that dwarf-bank last week, and 5-0 is still after 'em.*
- [ ] *They own some dangerous magical creatures, stolen from the local zoo.*
- [ ] *They're in a turf war with the Boozy Bugbears, and that shit's getting real.*
- [ ] *They're searching for the Monastery of Lit Fam, and have a fuckin' lead.*
- [ ] *Shit, some of 'em are locked up in Zima Tower right now!*
- [ ] *They're in deep with King Cobra, the sort of fucker you don't wanna owe.*
- [ ] *They just sold six keys of magic shit to El Fuego, and Jazzy Grim is pissed.*

## Moves

Assign these numbers to your moves: -2, +0, +0, +1, +1, +2, +2, +3

## Playing the Game

When you try to get some shit done with a move, roll 2d10 (treat 0 as 10), add the move's rating and other bonuses (max of +7), and do what it fucking says.

If your magic applies (like flying with *gravitomancy*), add +1 to the roll. If your MMMA applies (like trying some risky shit with your *sleight of hand to hand*), take +1 to your roll. If they both apply, great job, take +2.

If your roll comes up 20 or more (including bonuses), you *swole up!* Add +1 to any move (max of +4).

### [ ] **chrow a spell around**

When you throw a spell around, decide what you're trying to do with it (as your magical specialty allows, like hurtin' someone, flying around, talking past someone, or enhancing your muscles/memory/mind-reading), and roll. On a 16+, choose two gainz. On a 13-15, choose a gain and a fuck-up. On a 10-12, choose a gain and two fuck-ups.

#### Gainz

- It's gonna work for some good time. - It's cast in a hot second.
- It affects a larger (or smaller) area. - It's freakin' awesome or scary.
- It works exactly as intended!! - It's all subtle, unnoticed or precise.

#### Fuck-Ups

- It takes some real damn effort, and you Take A Beating.
- It doesn't last as long as you'd like, because this shit ain't easy to keep going.
- It's blatant in a way it ain't supposed to be, the kind of way that people are really gonna notice.
- It's got some really fucking inconvenient side-effects.
- It takes a gods-damned long time to cast.

On a 9-, choose two fuck-ups, and the magic is out of control.

### [ ] **scylin'**

When you that stylin', trying to get your way with looks and whatnot, roll. On a 16+, you get all three, on a 13-15, choose two, on a 10-12, choose one:

- Some chump's gonna do what you want, just like that, even though it's probably gonna fuck up their shit later.
- Some chump(s) buy what you're sellin', no questions asked.
- Ain't nobody runnin' their mouth after this shit.

On an 9-, you fall into a classic blunder, and ain't nobody buying your style.

### [ ] **figure some shit out**

When you figure some shit out, like a person or a situation, roll. On a 16+, hold 3. On a 13-15, hold 2. On a 10-12, hold one. Spend that hold, 1-for-1, any time to ask:

- What does this fucker really want?
- How could I get in, or out, of this place/situation/shitshow?
- How could I take this fucker down a peg?
- What haven't I noticed, that I really shouldn't not notice?
- Is this the honest-to-Anubis truth?
- How could I get \_\_\_\_\_ here?

You take +1 when putting these deets to good use.

On a 9-, ask one anyway but shit about to get all windy-turbo (and you know you don't get that +1).

### [ ] **help a wizard out**

When you try to help out a wizard out, like with a crazy spell or beatin' some chump's face, roll. On a 16+, they add +2 to their roll (remember, max of +7). On a 13-15, they add +1 to it. On a 10-12 they add +1, but you get involved in the situation in a way that's gonna fuckin' suck. On a 9-, the situation was almost certainly fucking better before you "helped."

### [ ] **try some risky shit**

When you try some risky shit, like dodging bullets or picking pockets, roll. On a 16+, you nail it, just like that. Probably make it look easy, too. On a 13-15, it goes alright, and by alright I mean it doesn't go exactly the way you wanted it, or did but with some sort of cost. On a 10-12, you manage, sort of, by the skin of your teeth or some shit, the SM will tell you what goes wrong. On an 9-, you fuck it up royally. Good luck, friend-o.

### [ ] **chrow down**

When you throw down, like delivering the smackdown on some chump or fighting a group of chumps, roll. On a 16+, choose three from below. On a 13-15, choose two instead. On a 10-12, choose one, and your enemy gets to choose one for you, too.

- You instill the fear of Muscle Wizards in your enemies.
- You deliver a full-on smackdown on your enemies.
- You get control of something you were after.
- You avoid the worst of their fighting back.
- You force your enemies where you want them.
- You manage to protect another character from the action.

On an 9-, choose one anyway (because you're a goddamn Muscle Wizard), but know this ain't gonna be pretty.

### [ ] **take a beating**

When you take a beating, roll. On a 16+, you're fine, fam. On a 13-15, choose one from below; on a 10-12, that shit's bad, choose two instead:

- It's bad enough to wind you. Take -1 ongoing to all rolls until you rest up.
- You lose or break some important shit.
- You end up in a worse situation for your efforts.
- Reduce one of your move ratings by one permanently (minimum of -2).

On a 9-, you lose. It's a proper beating, and you lose face over it. Reduce one of your move ratings by one permanently (minimum of -2).

### [ ] **FRONCIN'**

When you front on some chump, like mentioning how you're a fucking muscle wizard and how that means they better shut up and do what you want, roll. On a 16+, they either heed your reputation, shut the fuck up, and do what you want, or they throw down on the fucking spot (the SM chooses which), and you get +1 to Throw Down with them if it goes that way.

On a 13-15, the SM chooses one from below; on a 10-12, they choose two from below instead (because you done fucked up):

- They fuck off, bailing out or getting somewhere nice and fucking safe.
- They sucker you with a beating, and it fuckin' hurts.
- They do, say, or give you what they think you want, but they half-ass it.
- They start a full-on fight with you.

On an 9-, they don't give a fuck: either throw down (with -1 to your roll) or lose face (-1 frontin' 'til you show them and everyone else what's really up).

# Muscle Wizards

*You're the Swole Master, the all-buff, all-knowing, all-drinking deity of the Muscle Wizards world. So start fucking acting like it!*

## Character-Building

**Probing Questions.** *Here are some questions to get the game rolling, since a bunch of muscle wizards in a gang together should probably be responsible for explaining how the fuck that happened:*

Where do you live? Is it some sort of gang hideout, or what?

Where do you lift? Do you practice your MMA there, too?

Where do you study your magic, getting better at the craft of sick-ass spells?

How did you ever get involved with El Fuego / The Monastery of Lit Fam / leg day / King Cobra / replacing all yo' teeth with magic stones?

*Ask about their rumors, then ask these fucking questions. Then ask more. Then ask more, and keep asking them until you've finished your first drink.*

## push, fam, push

**Push Fam Push.** *Here's some shit to get a little explosive out the gate:*

- Springboard off character creation.
- Swole-master the game. Bring that shit.
- Look for who is fucking with them, and who they are fucking with. Push it.
- Push players to get their muscle wizards involved, after things, deep in shit.
- Have a fight.
- Fuck with their things, in the open, right in front of them. Find out if they're fronting, or if they'll do something about that shit.

## Swole Sayings

*"Can't go to the gym today, can't fit through the door. Too swole."*

*"Chest day, popping pecs all day long."*

*"The gods invented tank tops for these guns."*

*"Baking some swole-house cookies!"*

*"Pain is temporary, respect for swole arms is forever."*

*"Chest day is best day."*

*"Elevator or nothing after leg day."*

## Notes

Muscle Wizards is brought to you by *Conjures Games*.

Check out <http://conjur.es/> for more games.

## Running the Game

If you're the swole-master, ask everyone about their characters with probing questions and interesting details. Be sure to mark down whatever they say about the world, the people fucking with them and other shit. Then, lean on your agenda to figure out what to do, always say what we fuckin' tell you, stick to your principles (or your guns, if you lift, whatever), and make your moves when they fuck up rolls.

Oh, and try to get someone else to pay for your drinks.

Do those things, and you'll probably have a blast. Do anything else, it's less certain.

## Agenda

- Make the world over the top, too incredibly awesome and crazy to be real.
- Challenge the wizards: their turf, their swole, their magic.
- Play to have fun, to laugh, and probably to imbibe alcohol.

## Always Say

- What the principles imply, suggest, request, and demand.
- What the rules say, even verbatim if you have to.
- The truth, and nothing else---and I'm fucking serious.
- When you need another drink.

## Principles

Stick to these to make the world feel right.

- Make everything about muscles and being swole.
- Make everything about using magic and for fun, profit, and street cred.
- Call the players by their sweet muscle wizard names, not their human ones.
- Make your move, but never speak it aloud and don't worry if it's unclear you did.
- Name everyone, every gang, every turf, every place. Make them all insane, quirky, weird, arrogant, and awesome. People on the Muscle Wizards' planet ain't nothin' to fuck with.
- Respond with intermittent asshattery and accomplishment, as to make things more tedious (oh, wait, that other thing: more interesting).
- Be a fan of the characters; they're the toughest, roughest, buffest around!
- Some may be stronger, some may be more magical, but nobody is both.
- Think off-kilter, off-stage, and about all that other shit the players aren't.
- Don't decide anything yourself that someone else (a player, a group, an NPC) can decide for you. Instead, drink and let them make up their own damn mind.

## A Note on Health and Damage

As you may have noticed, players and other characters don't have specific health.

**Player Health.** Player health is exactly tied to their move attributes. When a muscle wizard get messed up, and bad, they must permanently reduce a move's rating by one. They can regain them by rolling well (e.g., being lucky), but other than that the points are just gone. Life is tough when you're a muscle wizard!

Oh, and "minimum of -2" means you can't reduce any move's rating below -2; if any of them are above -2, you have to reduce one of those instead.

(Max of +7 means you can't add more than +7 to any roll, no matter if your munchkin player managed to get together +10 worth of bonuses.)

**Non-Player Health.** In general, maybe two good, strong blows should totally dominate an NPC, enough to put them out of action for good. A single good blow, particularly successful or clever, should put them out of action for a moment, or at least struggling to keep going.

## Your Moves

*Make these whenever you want, but especially when someone really fucks up.*

- Split them up.
- Give them an opportunity, but make it cost something.
- Put someone in a tough spot, the sort that needs help or good luck to overcome.
- Hint at shit going down off-screen.
- Hint at shit going down in the future.
- Give them a good beating.
- Inhibit their shit (their thews, their magic, their MMA), for a moment or a scene or until they work to get it back.
- Turn their shit back on them.

After every move, ask "whatcha doin'?"

## The Beef

*Here are some hard moves for specific types of shit, like maybe King Cobra and the Monastery of Lit Fam and 5-0.*

**Rulers.** *They try to rule magic, muscles, all that cool shit.*

- Corner some chump, or fuck his friends up.
- Pop someone like they had it fucking coming.
- Claim some shit as their own, like it was theirs all along.
- Get someone in their corner and out of yours.

**Brutes.** *Brutes, gangs, and goons fuck your shit up, all heavy-handed like.*

- Burst out in uncoordinated, undirected fucking *savagery*.
- Come at someone correct.
- Tell stories (*the T, the shade, the pink lemonade*).
- Enforce (or subvert) the fucking law, 5-0's or someone else's.

**Killers.** *Ghost-faced, Miked, or Priest, they're all scary with a 9-millie.*

- Catch someone while the block's got its eyebrows down.
- Fuck someone's shit up, just to piss 'em off.
- Fuck someone up, or over, just because they feel like it.
- Enforce (or subvert) the fucking law around here.

**Places.** *Twisted prisons, arcane vaults, and old mountains will end yo' life.*

- Show someone some shit they don't want to see, or hide it away instead.
- Grab someone up, swallowed whole, like they're doing a dime stretch.
- Shift, rearrange, or fuck with someone, magically or otherwise.
- Revolt against the intrusion, because they ain't fucking belong here.