

Rogue Magic

Rogue Magic is a mini comedy narrative TableTop game about wizards breaking into places and stealing cool artifacts and get out without anything bad happening (bad things will happen)

Requirements:

- At least 3 players and a GM
- Something to Write with THAT CAN BE ERASED
- Something to Write on
- At least 3 six sided dice

Time: 45 minutes to 1½ Hours

Player Section

Character Creation

Character Creation can be done on a notecard or piece of paper, please have the following

- Your Character's Name
- [One Skill](#)
- [One Negative Trait](#)
- Four Magic Terms (Look at Term Section on last page)
 - Once a term is taken by a player, no other players can use it
 - Choose one Term and give it a Star
- Make a "CP" section and write down "CP: __0__/10"
- Make a "Health Status" section and mark as "Healthy"

Player Actions

When a player wants to do something, they roll a D6 (a six sided die). If the thing involved uses their **starred term** or their **skill** they roll 2D6. and take the **highest** result. If it involves their **worst trait** or the player has some type of negative health status, they roll a D6 and take the **lowest** result instead. If it combines **skill/star term AND negative trait**, roll 2D6 and take the lowest

Roll Results

Here's a general idea of what happens on each roll

On a 1, Everything that could go wrong does

On a 2 - 3, it's a miss and the result does not happen

On a 4 - 5, it's a success and the player results happen

On a 6, everything goes right and something extra happens

Player Health

Instead of using direct numbers, when a player would take damage, see how they are damaged instead and tell them to update their health section to whatever condition they are afflicted from, it's up to the GM to decide how that affects rolls moving forward. If a player is hit with something lethal, the group has 2 attempts to save them using whatever they have at their disposal, two failures mean death, one success keeps them alive but with a negative effect, two is almost a full restore.

Doing Damage

Damage is determined by the roll itself and needs to be determined by the player. If they say they want to use ignite to lethally take out an enemy, they need a 4 or higher in order for that to happen, otherwise it's a miss or a backfire. The player decides if the blast should be lethal or not, you can even make it that a misfire could kill instead of doing nonlethal.

Comboing Ability Rules

Combining Terms for One Player:

Players can use two or all three of their abilities at once if they want to. If they do, they go through the process step by step with each roll having its own effect. So if they got a 6 on absorb but a 1 on ignite, they successfully absorb the thing they want, but in turn the ignite spell gets absorbed as well and something horrible happens to the player.

Combining Terms with Other Players: If two players decide to combine terms, they average out the rolls they get. So if they get a 5, a 2, and a 3, that would average out to 3 and the effect would miss.

Chaos Points

Whenever using magic, the dice results will add a certain amount of CP:

On a 1, add 4 CP

On a 2 - 3, add 2 CP

On a 4 - 5, add 1CP

On a 6, no CP is added

When your CP goes above 10, whatever magic term you used will in some way cause some sort of effect determined by the dice rolls below, afterwards it returns to 0.

On a 1, You explode and die leaving a massive area of effect spell in your wake, all players nearby are affected

On a 2, You horribly mutate based on the term used, update your health status

On a 3, Your spell goes out of control and create a monster-like threat that must be dealt with

On a 4, You gain a new mutation that you can use as a skill

On a 5, Your spell becomes a creature you can command

On a 6, You lose access to your non starred spells but now can use 3D6 on your star spell

GM Section

Set Up

In order to start a session you need to lay out the environment that players are breaking into and determine what they are stealing. This can be as detailed or as simple as you want but primarily you should have these things:

- 4-8 Wizards that are guarding the artifact (Use character creation for them)
- 1 Wizard that is the master over the guards (Use Character Creation but their starred term lets them roll 3D6 and they have an extra non starred ability)
- A Set of traps that can activate
- And any miscellaneous things that would be in the area (A Tavern having a Gambling Table and a Bar for example)
- The artifact your players are trying to steal

Artifact Rule

Your artifact in question should have purpose to it that the players need to learn about through magic or other means. It should have some purpose to it besides being a cool artifact.

- Give your artifact a tag to know what it reacts to:
Example: Activates near Fire, Whispers evil thoughts when held

When your player rolls to use it, use the chart below

On a 1, They aim it at themselves

On a 2, They aim it at the nearest person by mistake

On a 3-4, Nothing happens

On a 5, You use it on the thing you target

On a 6, You hit any foe that's in the way

Rulings for Terms

While discouraged, you can veto the way a player is using a magic term, however it's recommended you let the players be as creative with the terms as possible. If you truly think something is out of line then yes you can say no to it.

Running Encounters

It's a lot to manage a bunch of players, what is suggested is to ask your players to raise hands, when a player or group of players have done what they have wanted to, you should move on to those who haven't gotten to do anything, this will form a nice loop you can circle through as needed. Treat the session like a TV episode where you are cutting from character to character with moments when all come back together in the end.

Ending the Encounter

The Encounter ends when the artifact is collected by at least one player and they manage to escape, or all the players meet a horrible end. Don't let your players be too salty, this is by no means a balanced nor competitive game, every moment should be the potential for something funny to happen.

Magic Terms

- Absorb
- Accelerate
- Alter
- Assemble
- Awaken
- Bleed
- Bounce
- Break
- Build
- Burn
- Crack
- Create
- Command
- Copy
- Crush
- Decay
- Decelerate
- Disguise
- Displace
- Dissemble
- Drain
- Electrify
- Enchant
- Erase
- Evocate
- Exorcize
- Explode
- Flip
- Flood
- Foresee
- Forcast
- Freeze
- Fuse
- Grab
- Grow
- Glitch
- Hunt
- Hinder
- Identify
- Ignite
- Imbue
- Infect
- Intensify
- Invert
- Jack
- Lance
- Learn
- Locate
- Magnetize
- Mechanize
- Mutate
- Noise
- Nullify
- Neutralize
- Optimize
- Persuade
- Pray
- Pull
- Pummel
- Push
- Quake
- Reanimate
- Recall
- Repair
- Restore
- Revert
- Scare
- Scythen
- Sense
- Shapeshift
- Shine
- Skip
- Splash
- Spray
- Split
- Stop
- Summon
- Transmute
- Travel
- Withstand
- Wander
- Vacuum
- Void
- Zoom