



# Magic & Misdeeds



At it's core, this game is about magicians planning and committing crimes. That being said, do understand that the themes of crime and legality are relative ideas. Both are dependent on whomever is in power. The only requirements for this game is that your characters have a desire to do magic & misdeeds.

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**Your goal is to commit your biggest job so far. What that may be, is up to you as players. There are three phases of play:**

## Plotting

This is your planning time. This game is GM-less. Everyone at the table discuss and agree on what the "big job" will be. Then create your characters

## The Big Day

Where the action happens! Through roleplay and dice rolls, you all will decide whether or not you accomplish your goals

## Aftermath

It's some time after the job. Decide how the events prior have effected your character. Think about their future plans and goals



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## Building Your Character

There are four Magician Skills, and you get to decide how good your Magician is at each skill. Each player gains 4 skill points to distribute among Magician Skills. You may distribute a maximum of 3 points per skill.

- **Magic** - Doing something spectacular that would normally be difficult or impossible
- **Escape** - Getting out of bad/dangerous situations
- **Danger** - Participating in dangerous acts. This can anything like avoiding explosions or doing risky acts
- **Charm** - Using the your talents & charisma to get what you want

Give some general info about your Magician (name, age, etc). What's their stage name? How do their stats effect their work and their personality? Someone with high Danger & Escape might be know as **The Daring Disappearance**.



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## Playing the Game

**When you want to take an action towards your goals, choose the relevant skill, roll 2d6 & add your Skill number.**

**6 or below  
Complete Failure**

**Something goes wrong;  
the situation takes a turn.**

**7-9  
Partial Success**

**You accomplish your action, but  
something unexpected happens.**

**10 or above  
Complete Success**

**Things happens as expected.  
Add +1 to your next roll.**

Your group should play until you accomplish the end goal or until your characters naturally exit the scene. Start by asking these questions:

- Where is the job taking place?
- What obstacles are in place?
- When should your characters give up?
- What happens if they're caught?



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As stated earlier, the themes of crime and legality are relative ideas. Here are some examples of potential crimes & jobs your group could do:

- Robbing a bank
- Replacing all the water in swimming pools the night before the Summer Olympics
- Breaking an old friend out of the slammer (prison)
- Stealing from a museum and returning all items to their rightful cultures
- Breaking into Area 51 and taking a selfie with an alien
- In a world where it's illegal to eat cheese, your crew decides to sneak into the US state, Wisconsin
- Replacing all of a government officials' ties with salami
- Creating a Multi-Level Marketing Magic scam to steal the wealth of billionaires
- Stealing a large stack of records in a world where music is banned



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## Aftermath

It's some time after the events of the Big Day. What's next for your characters? Have everyone take turns explaining their characters' epilogue.

Once finished, check in with each other, and unwind.

How's everyone feeling? Did you have fun? What went well?

**THIS GAME WAS CREATED BY CJ MCCULLOUGH (SCHOLASTIC DRAGON). IF YOU ENJOYED THIS, CONSIDER LEAVING A POSITIVE RATING AND/OR FOLLOWING THEM ON SOCIAL MEDIA!**

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