

YOU ARE A SEXY BATTLE WIZARD. You are a member of the College Errant - an organisation based in a magical flying castle that rove the land looking to avert arcane disasters and fight injustice. You have precisely zero authority to do this, the cops hate you, and you are wanted in several countries for collateral damage caused whilst saving the world.

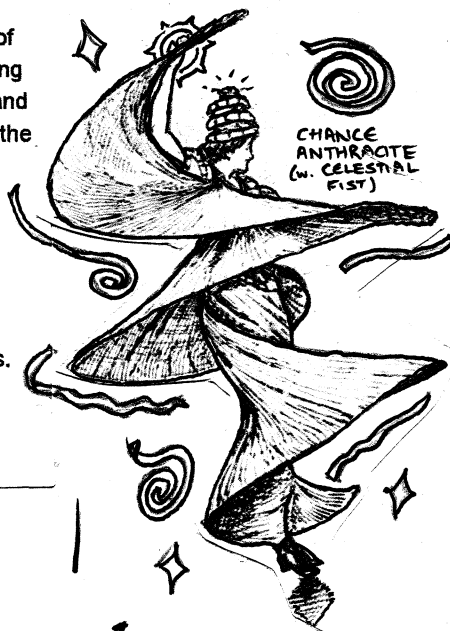
You have three stats:

SEXY! Charm cuties with your slick style and rockin' bod.

BATTLE! Harm your foes with your mighty martial prowess.

WIZARD! Weave the eldritch arts of magic.

Rate your stats at 1, 2, and 3.



CHANCE
ANTHRACITE
(w. CELESTIAL
FIST)

WHY ARE YOU SO SEXY? (D6)

- 1: Sculpted muscles
- 2: Majestic hair/beard/moustache
- 3: Impeccable, pristine style
- 4: Amazing bone structure
- 5: Ethereal, graceful and elegant
- 6: Dangerous rebel with a cool jacket

WHAT IS YOUR SIGNATURE WEAPON? (2D10, combine)

- | | |
|---------------|------------|
| 1: Void | 1: Hammer |
| 2: Sepulchral | 2: Blades |
| 3: Umbral | 3: Whip |
| 4: Celestial | 4: Jezail |
| 5: Ghost-wolf | 5: Bow |
| 6: Fae | 6: Cannon |
| 7: Ember | 7: Glaive |
| 8: Crystal | 8: Chain |
| 9: Rift | 9: Fist |
| 10: Doom | 10: Shield |

WHAT'S YOUR MAGICAL SCHOOL? (D6)

- 1: Lore of Light
- 2: Path of Beasts
- 3: Secrets of Occult Shadowmancy
- 4: Arcana of the Supreme Doorway
- 5: Art of Hyperdimensional Splendour
- 6: Way of Ten Thousand Mirrors



SCOURGE MOMENTUM
(w. CRYSTAL BLADES)

SEXY BATTLE WIZARDS

A GAME BY GRANT HOWITT
MORE FREE GAMES AT:
[PATREON.COM/GSHOWITT](https://www.patreon.com/GSHOWITT)

(ALL ARTWORK IN
PUBLIC DOMAIN)

GAMESMASTER SECTION

Give the players an inkling of what the first, obvious disaster is, and let them go at it. If an NPC isn't kissable, think: "Could I make them kissable?"

WHAT'S GOING WRONG? (Roll twice; one disaster hides another, much more dangerous disaster)

- 1: Undead uprising in the catacombs!
- 2: Demonic incursion from within the inner sanctum!
- 3: Rogue automatons built by a sexy wizard!
- 4: Animated terracotta army in the burial chambers!
- 5: Outbreak of elementals in the occult library!
- 6: Stone behemoth awakening beneath the city!

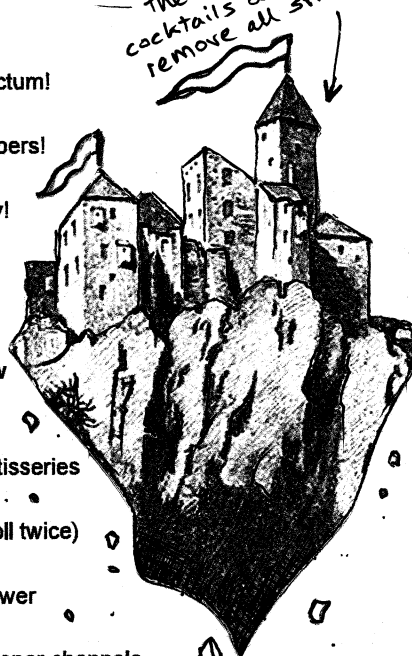
WHAT'S THIS PLACE LIKE?

- 1: Stuffy, prim and proper, vaguely steampunk
- 2: Militaristic and ordered, lots of parades
- 3: Built around a huge temple of the god of Law
- 4: Just a big palace, full of foppish nobles
- 5: Outdated, archaic, and proud of it
- 6: Laden with boutiques, haberdashers and patisseries

WHO'S GOING TO STAND IN OUR WAY? (roll twice)

- 1: The Sexy Chief of Wizard Police
- 2: A local (sexy) Lord/Lady, looking to seize power
- 3: The Monarch of Summer, a sexy fae royal
- 4: A Sexy Wizard who insists you do this via proper channels
- 5: A Librarian (sexy) who guards the information you need
- 6: The sexy angel of a sexy god who'd rather you didn't do this

When you return to
the College Errant for
cocktails and scheming,
remove all stress



SERAPHIM
HELLACIOUS
(w. EMBER-
CANNON)

DOING STUFF

When you do stuff that's intended to grant you an advantage or solve a difficult problem, roll D6 equal to the most relevant stat and pick the highest. (WIZARD can't be used to Charm or Harm: that's SEXY and BATTLE, respectively.) Spend determination (see later) on a 1-for-1 basis to add additional dice to your pool. The difficulty is related to the impact of success, not the complexity of the task itself.

DIFFICULTY

- 4: Standard sexy battle wizard stuff with standard results.
- 5: Audacious or risky stuff that has a great impact.
- 6: Clutch, against-the-odds stuff that can really turn the tide of a situation.

If your highest dice beats the difficulty, you succeed and describe what happens. If it's equal, you succeed, you mark 1 stress, and the GM describes something bad that happens. If it's lower, you fail, gain 1 stress and 1 determination, and the GM describes something bad that happens.

Stress can represent, but is not limited to: arcane feedback, fortune phenomena, injury, madness, sadness, anger, embarrassment, exhaustion, and jealousy.

When you fail, if your total final stress is higher than the highest dice you rolled, you *explode in a burst of magic* and reform in the Chapel of Ages inside the College Errant after a little while. Your determination and stress reset to zero.