**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 to worry about.

In *Bloodsucker: The Angst* we gave you this world from the perspective of the whiny 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 Imaginatiovision™. 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.

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**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.

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**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.