

# Wysh Maykers



Sample file

*The Game of Magical Stories*



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## *The Game of Magical Stories*

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### *About the Authors*

A'n'SR -entertainments is a group of friends and family that enjoy genre fiction, games (of all kinds), stories, and just generally being alive. The abbreviation A'n'SR stands for the two main creators in group: Aaron and Stephanie Richardson, a husband and wife team from the St. Louis region of Missouri.

*WyshMaykers* is an ode to the great fictional worlds of modern-day magic and mysticism. Though Aaron and Stephanie don't necessarily believe in some of the concepts in this book, they make for fantastic stories. Hopefully you can enjoy the hobby of telling these types of stories together as much as they have. And remember, this is only a game, and not some great tome of mysterious truths.

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Make a Wysh...

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# INTRODUCTIONS

Larkin's hand turned the knob on the old, brass door handle and slowly pushed past the threshold.

"Hello?" Her voice echoed off the the large foray in front of her. The room smelt of pomegranate perfume, and was immaculate in its cleanliness. A swift breeze blew in behind her and ruffled her long, pea-green coat.

A low creak came from the top of the grand staircase that lead to the upper rooms. Standing at the top was an older man, tall, thin, with a small drinking glass in his hand. His eyes looked straight through the young girl.

"Please," he said in a voice clear, and unbroken by time, "close the door. Winter is cold, and I'm not kind enough to heat up the entire county."

"Oh, yes," Larkin sputtered out. "I. I'm sorry." Quickly, Larkin closed the door and turned back to face the old man.

"I," Larkin rummaged through her satchel and fumbled out a small, expensive envelope. "I got your invitation. You said that you had information about my mother." Larkin's thumb fell over the etched lettering of the hand-written address and name of her host. Asmodeus Crane, 127 Millersrun Lane, Guilford, CT 06437.

Larkin waited for an answer, holding her satchel a little closer; a little tighter. The older man slowly started walking down the stairs.

"Yes," he began taking his steps carefully, but smoothly. "Adriana Hutchins was my pupil. My student. She was the most gifted person I ever knew." The old man reached the bottom of the stairs and stood a couple of arms lengths away. "She was," he looked down at his drink and back to Larkin's eyes, "special."

Larkin almost began tearing up. The man turned to her right, walked past her, and started heading for the spacious living room.

"I would like to offer you the same opportunity," he said talking over his shoulder, "that I offered your mother." Larkin began to follow him.

"What... what opportunity?"

"The one to learn about yourself. About who you are." The old man sat in a large-backed chair, his hands resting on the velvet-like arms, his wrinkles matching some of the intricate knots in the wood that framed his face. "The chance to learn about truth about your mother, and who she really was."

"I..." Larkin began.

"You have nothing, Larkin." The old man narrowed his eyes toward the girl.

"You have no job at the moment. You are about to be evicted from your apartment. That boy you were clinging to for the past 4 months has left you. And all your family is gone."

Larkin breathed in with a slight shudder.

"All you have," the man continued, "is questions, and a letter from me." Larkin looked in the man's eyes. "And... my opportunity."

Larkin gathered herself, and pushed her deep brown hair to the side. "Mr. Crane," Larkin said, gathering her courage, "What is it you want?"

"To teach you."

"No, I mean, what is it you want in return?" Larkin was afraid of the answer. He was right. She had nothing. She had nothing but questions and a feeling of dread about her next steps.

"To use what I teach you," the man said plainly.

"What is it you want to teach me?"

The old man took a sip of his drink and looked in Larkin's eyes with an intensity that only the truth could create in a soul. "the power of making a Wysh."

Sample file

## Welcome to *WyshMaykers*

What if you had the ability to make any wish come true? Would you use the power for good or evil? Would you help others or keep the benefits for yourself? Would you hide your gift or revel in it? What would your story be?

This is the premise of *WyshMaykers*, a game of stories in a world where Wyshes come true.

This book contains everything you need to know about the world of the *WyshMaykers*, and how to play a game in which you tell your own stories about people with an extraordinary gift.

## About the Game

The game of *WyshMaykers* falls into a category of games called role-playing games (RPG), or story telling games. In these games, players take on the roles of fictional characters, and tell an interactive story with the other players until the story comes to an end.

One player, called the Story Referee, plays the majority of the characters in the story, has a general outline of story, and is the final arbitrator of the rules of the game.

All of the other players concentrate on creating and then playing their Main Characters throughout the story.

The goal of the game, unlike many card and board games, is to pass the time telling fun stories together, not to beat another player in a contest of luck or skill. Though, to be fair, most stories do end with a satisfying victory over some antagonist or situation.

## What You'll Need to Play

You will need the following items to play the game of *WyshMaykers*.

- 2 or more players willing to have fun (no more than 6 though, if you can help it)
- Three 6-sided dice to resolve dramatic moments in the story.
- A pencil or pen and paper to record your characters and story outlines.
- A slight imagination.

## The Rest of the Book

The rest of this book is divided into 3 Chapters.

- **The Rules of the Game** – All of the rules needed to play the game from how to create characters and story outlines to resolving dramatic actions in the story.
- **The World of *WyshMaykers*** – A full look at the world of the *WyshMaykers* and their gift as guided by Larkin's story.
- **Print2Play Pages** – Some helpful play aids to use during any game of *WyshMaykers*. Includes Character Records, Rules At-A-Glance, and Player Point Records to keep track of player rewards.

## Powered by -U-

The game of *WyshMaykers* uses a game system called -U- the *Game of Stories* for all its mechanics. All -U- games are compatible with one another. If you like *WyshMaykers*, visit us at [www.AnSR-entertainments.com](http://www.AnSR-entertainments.com) for more games using the -U- system, including the Core Rulebook with all the rules for any game of -U- that can be imagined.

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# THE RULES OF THE GAME

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Playing *WyshMaykers* is very similar to pretending to be in a movie or play. Each player in the game has an important part to making the story happen. The Story Referee must bring the outline of the story and some supporting cast to interact with in the story. Meanwhile, the other players in the game must bring their best acting skills to interpret their character in the story regardless of the situation. When all of the players do their part, a good time is had by all.

The rules of *WyshMaykers* are divided into a few sections based on what it takes to make a story work. We recommend reading *all* of the rules of the game before playing.

## *Pre-Game Decision*

Before playing *WyshMaykers*, all of the players must decide a small, but important detail: Who will be the Story Referee. The Story Referee is like the host of a party whose job is to make sure that everything runs smoothly, while interacting with the guests. It is a critical role in the game, and one of the most rewarding to the right person.

The rest of the players in the game are considered Main Character players because they... well... play out the Main Characters in the story.

Once everyone's role in the game has been chosen, each player then goes about creating their individual parts of the story.

- Story Referee – Create a Story Outline and the necessary Supporting Cast Characters needed to make the Story happen.
- Main Character players – Create a Main Character to play in the story.

## *Creating Characters*

Creating any character in *WyshMaykers* is a simple task. It takes about 5 minutes or less and involves little to no math. To capture all of the information about a character in the story, write information down on a copy of one of the Print2Play Character Record pages in the back of this book, or on a blank piece of paper.

Each character in the game has a name, a brief description, 3 Attributes, a Wound Threshold, Studies, and Items. Use the instructions below to capture all of the aspects of the character for the story.

## *Name and Description*

Each player has a name that they are known as in the story and general look and personality. Mark down the character's name and description that they will be known by in the game.

All Main Characters in the game are considered to be called WyshMaykers. They are people who have the gift to make their Wyshes come true. Some Supporting Cast members have this ability as well. To indicate that someone has this gift write "WyshMayker" after the character's name.

## *Attributes*

To help resolve dramatic moments in the game, each character in the story has a set of Attributes that represent their expertise and being. There are three Attributes in *WyshMaykers*: Action, Thought, and X.

- Action represents a character's physical being; their strength, agility, fortitude, and the like.
- Thought represents a character's mental prowess; their intelligence, wisdom, smarts, etc.
- X represents anything within the character that is not covered by Action or Thought. This includes their will to resist things, their social charm, and (most importantly) their ability to use the gift of Wyshing.

To capture the level of Action, Thought, and X that a character has, each attribute has asterisks, stars, bullet points or some other marking (called "dots" for simplicity sake) after them. Every character starts with 1 dot in each attribute, and 1 additional dot in one of the three attributes (player's choice).

Example: Larkin (the girl from the introductory story) has the following attributes: Action \*, Thought \*, X \*\*. She is strongest in the X Attribute.

Mark down the your character's levels in Action, Thought, and X.

## *Wound Threshold*

Each character in the game of *WyshMaykers* has a certain amount of strain that they can take physically, mentally, and emotionally before they are removed from the story. This is measured by their Wound Threshold. Each Main Character and Supporting Cast Character starts off with the ability to take 5 Wounds before they are removed from the story / game. Mark that your character has a 5 in Wound Threshold.

## *Studies and Items*

Just like real people, characters in *WyshMaykers* have things that they own and skills that they have spent time honing. These are called Items and Studies, respectively.

For simplicity's sake, it is assumed that a character owns and knows the normal things that most people have/understand in their local region. For instance, most middle-class adults in the U.S.A. know how to drive and own a car; so any middle-class adult character in the game automatically has a car and knows how to use it.

These normal, social skills and items are not captured on a WyshMayker character record. What is captured is the top 3 Studies a character has spent significant time learning and 1 Item that is either special or identified with a character. The 3 Studies and 1 Item can be anything that a normal person could learn about or own in the modern world, and each one gives a character a bonus when they can apply it to a situation to the story. List each Study and Item on the character record.

As with Attributes, it is important to indicate how strong a character is with each Study and Item. So, after each Study and Item, place a "dot" at the end its name to indicate that they have 1 level in that trait.

**Example:** Larkin took college course in literature and research. She also picked up waitressing during her college years. Her prize possession is a small box of trinkets and photos left to her by her mother. Larkin's Studies and Items would then be: Study – Literature \*, Study – Research \*, Study – Waitressing \*, Item – Family Keepsakes \*.

## Player Points

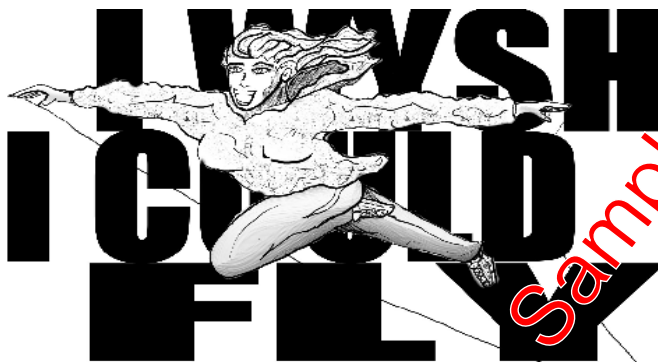
The steps above are all that is needed to create a WyshMayker Character. Sometimes, though, players play multiple games of *WyshMaykers* and have been rewarded Player Points for their efforts. If the Story Referee allows, experienced players may create more robust WyshMayker characters by spending some of these Player Points to increase the various aspects of Main Characters they are playing.

If a Story Referee agrees that a Main Character player can use their Player Points they've earned, then that player may use their points to add new or upgrade current aspects to their character for the game.

- 1 new Study: 5 Player Points
- 1 new Item: 5 Player Points
- 1 Additional "dot" to an existing Study or Item: 5 Player Points
- 1 Additional "dot" to Action, Thought, or X: 15 Player Points
- +1 to Wound Threshold: 5 Player Points

Remember, it is up to the Story Referee as to whether or not earned Player Points from previous games can be used to improve a Main Character for the story.

## Story Outline Creation



In addition to Supporting Cast Characters, the player who is the Story Referee of the game must also create a Story Outline for the game. Unlike scripted stories in books, movies, etc., tales told in the game of *WyshMaykers* have a slightly different cadence to them. Each story has beginning and a complication, but a somewhat fluid ending. Since it is the acts and actions of the Main Characters (and some of the Supporting Cast Characters) that are the heart of the story, Story Outlines are written loosely, encouraging improvisation from the players. *WyshMaykers* is conversational game, and the Story Outline, much like a good conversation, has a point, but can meander as the people participating deem fit.

A great way to tell, and write down, stories is to present the characters in the story with a problem and let them find their own way to a solution. It makes for great conversation.

Capture each of these key story elements on a piece of paper, a Print2Play Story Outline Record, or other place that can be referred to during the game.

## The Story Opening

Every story begins somewhere, somehow. Write down where the Main Characters are at the start of the story and what is going on at the very beginning of the tale. Perhaps all of the characters are all in one place. Perhaps they are scattered across the world. Wherever they are and whatever they are doing, try to note how it all begins.

## The Complication

In almost every story, something happens that brings the Main Characters together or changes their status quo. This is called the complication of the story. Write down the event that triggers the story and will require actions to be taken to resolve. This complication is also, usually, the thing that must be stopped, solved, etc., by the end of the story.



## *Motivations and Goals*

Once the story's complication has been introduced, the characters in the story drive the rest of the story until its conclusion. The things that drive the characters forward, are their motivations and goals. Each character, or group of characters, has a few things they want to accomplish in the story (their goals) and the reason they do what they do (their motivation). Characters act based on their motivations and try to achieve their goals.

**Example:** The thieves in a theft story are motivated to get money and their goals are to rob a bank and get away with it. The police in town are motivated to protect and serve the people, their goal is to stop crime and apprehend the guilty. The robbers successfully rob the bank (which is the complication in the story). Since the police's goal is to apprehend the crooks and the bank robbers' goal is to evade capture, their motivations/goals conflict. These motivations and goals are the ones that should be captured for the purpose of the game.

Write down the motivations and goals of all the major characters, or group of characters, in the story including the following items:

- Name of the faction or character.
- Their general motivation in the story.
- One or more goals they have in the story.
- Any possible actions they may take in the story to achieve their goal.

Be sure to include a probable motivation and goal for the Main Characters in the story, though do not be surprised if the Main Character players don't act according to what is written.

## *Background Facts*

In many stories, there are some background facts that affect how and where the characters will turn during the story. These are facts that, by exploring the possibilities in the story, may or may not be revealed to the Main Characters. These facts can be the location of certain people or things in the story, some hidden point where a character will spring a surprise in the story, or any number of things.

**Example:** In the theft story described previously, a few background facts might be:

- The robbers are hiding out in an abandoned warehouse.
- The bank used to house money for an infamous mobster in town.
- The police use a specialist for bank crimes.

List all of the pertinent background facts that characters in the story might discover, might become a place of interest, or might impact character actions.

## *The Resolution of the Story*

If the complication is what kicks off the story, then the resolution is what it takes to end it. In most instances, the resolution is the cure to whatever complication occurred. Some resolutions are a final battle with the villain, the solving of a mystery, or some other climactic event.

For the resolution, capture what event occurs that might officially put an end to the story, and a few possible ways that the ending could go. Be sure to include any Supporting Cast Characters involved, and any conditions that may sway the outcome of the story.

**Example:** In the theft story above, the resolution might be one of two highly likely outcomes: 1) the thieves get away with the money and live to strike again, or 2) the thieves are brought to justice.

Each ending is different and unique because the characters in each story are unique. Be flexible in how to handle the ending, but be sure to have at least one idea of how it might end, given the complication that started it.

## Final Notes About Story Outlines

Story Outlines are not meant to be the be-all end-all way that a story must go. Stay true to the characters, their motivations and goals, and to the idea that this is an open story-telling experience. As long as these principals are held to, the story will be fun for all.

In truth, the hardest thing about coming up with a Story Outline is to coming up with great Support Cast Characters, which is somewhat ironic. The hardest part of about running a Story Outline is allowing the character motivations and goals (including the Main Character ones) map out the story. The fun had, however, is worth the effort.

## Character Checks

Stories generally need drama and a sense of uncertainty to make them interesting. Imagine how boring it would be if every character could always jump the muscle car over the ravine, or never lose a sword fight, or always successfully find the key clues at the crime scene. Stories need a chance of failure to keep things fun. The game of *WyshMaykers* has a way of interjecting that sense of uncertainty. It's called the Character Check.

Character Checks are tests of a character's attributes in the game. When a character in the story attempts to do something that they may not always succeed at, the Story Referee calls for a Character Check. Once a Character Check has been called for, it takes 3 steps to find out if the character did what their player wants them to do.

1. **Determine the Attribute.**
2. **Determine the Chances.**
3. **Roll the Dice.**

### 1. Determine the Attribute

First, the Story Referee decides what type of Check should be made: an Action Check, a Thought Check, or an X Check.

- If the character is doing something physical, it's an Action Check.
- If they are doing something using their mind, it's a Thought Check.
- If the character is trying to do something not necessarily mental or physical, it's an X Check.
- If the character is a WyshMayker trying to use the power of a Wysh, then it's an X Check.

### 2. Determine the Chances

Next, determine how many chances the character gets to succeed at the task.

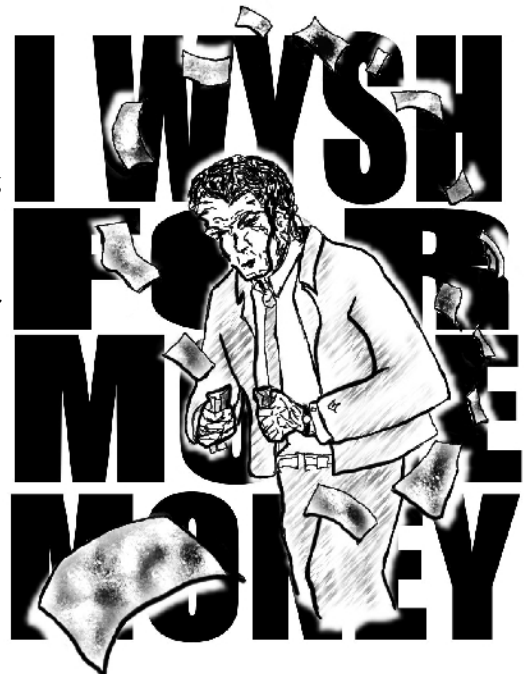
- Each dot that a character has in the determined Attribute equals 1 chance at success.
- If any Studies or Items listed for the character can be applied to the Character Check, then the character gets one extra chance per applicable dot. The Story Referee may veto use of any trait, as long as they have a game-based reason.

### 3. Roll the Dice

For each chance a character has, roll 3 six-sided dice.

- If any 2 of the 3 dice match on any attempt, then the character has succeeded.
- If all 3 dice are the same number, then the character has succeeded, and what's more, it is considered a critical success.
- If none of the numbers match, then the character has failed their Character Check.

Regardless of the outcome of the die rolls, the Story Referee describes the outcome of the action and continues with the story.



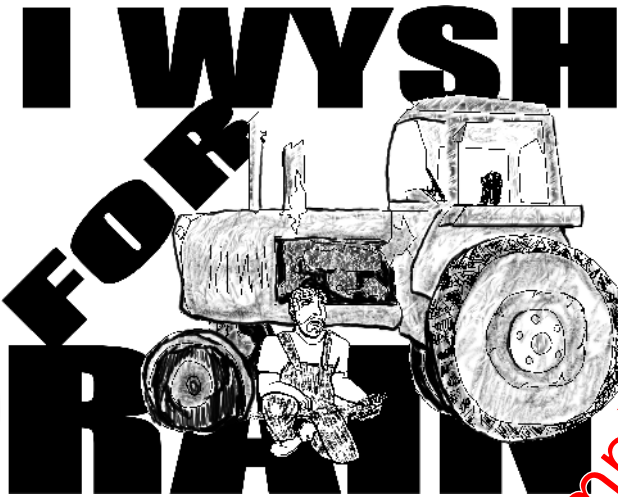
## Critical Successes

If, during a Character Check, the same number is rolled on all 3 dice, it is considered a critical success. In most instances a critical success can be rewarded by doing something better, faster, or more amazingly than what was intended.

Some common examples of reward include:

- Giving the character an extra turn to do something immediately after their success.
- Allowing the task to take  $\frac{1}{2}$  the time than it should have to be performed.
- Impressing the right people at the right time, thus earning a new ally, friend, or admirer out of a Supporting Cast Character.
- Getting another chance to roll another success.

## Contested Character Checks



At times, one character may oppose, prevent, or try to out-do another character's actions in the story. When two characters come into a conflict like this, it is called a Contested Character Check.

In a Contested Character Check, all players involved perform their Character Check as described above. The player with the most successes out of their Character Check attempts wins the contest, and their action is performed. If a player rolls a critical success during a Contested Character Check, then the player gets two extra chances to get more successes for being so lucky.

If both players roll the same number of successes, then it is considered a tie and neither side succeeded in their task, or their opposing efforts canceled each other out. If possible, allow the players to roll again until there is a clear winner in the situation.

## Combat

When one character fights another character to try to cause a Wound, this is considered combat. Generally, a character can cause 1 Wound per success during combat. Some items (such as weapons) allow more than 1 Wound per success to be dealt. The goal of combat, though, is to cause damage to another character.

Combat is a particular type of a Contested Character Check. To quickly resolve combat situations in the game of *WyshMaykers*, both players of the characters in combat roll dice like a Contested Character Check. The winning player then subtracts the losing player's combat successes from theirs. The end result is the number of "net successes" for the winning character.

Each net success causes 1 Wound to the losing player unless the winning character is using a weapon, or other factor that may cause more than 1 Wound per success.

## Wysh Check Modifier (optional rule) \_\_\_\_\_

The power of Wyshing is an amazing ability that allows characters to do anything they can think of. If a Story Referee wants to, they may add an optional modifier to the number of chances a character has to make their Wysh come true. Use the guidelines below to modify a character's Wysh based on the scope, effect, and/or complexity of the Wysh being made.

Scope, Effect, or Complexity	Modifier
Affects 1 – 3 people or local area; not complex to execute.	No modifier
Affects a small group of people (4 – 10) or area; slightly complex or unbelievable.	-1 chance
Affects a large group of people (10 – 100) or area; somewhat complex or unbelievable.	-2 chances
Affects a hundreds of people or an huge area; very complex or unbelievable.	-3 chances
Affects thousands of people or an extremely large area (a city); nearly impossible to comprehend or believe.	-4 chances
Affects millions or billions of people or continent/world wide area; inconceivable	-5 chances

If, after modifiers are applied to the Wysh, the character has 0 or less chances, they may roll one time to make their Wysh come true. If the roll is a critical success, the character succeeds. If the roll is anything but a critical success, however, a permanent -1 chance modifier is applied to **any** Wysh that character attempts for the rest of the story (or longer).

## Examples of Character Checks \_\_\_\_\_

**A Regular Thought Check:** Larkin, after receiving a mysterious letter, wants to find out everything she can about the person who sent it. To that effect, she begins researching the return address. This is a Thought Check, The Story Referee determines. Larkin has Thought \*. She also has Study – Research that the Story Referee says she can use to help her. Larkin has 2 chances. She rolls 3 six-sided dice once and comes up with a 1, 3, and a 5; no success. She then rolls her second chance and gets a 2, 2, and a 4. Since two of the numbers match, her attempt to find out more is a success. The Story Referee describes some extra details about the sender of the letter to her.

**A Wysh Check:** Justin, a WyshMayker, is hunting down a killer in his city. When he finally catches up with him, things turn ugly, and the killer attacks. Justin first Wyshes for his favorite sword to appear in his hands. He has X \* and Item – “Justice” the Sword \*; which means he has 2 chances. Justin's player rolls 3 six-sided dice and comes up with a 2, 3, and 3 – a success! Justin's player rolls a second time and get three 5's – a critical success! The Story Referee tells Justin that not only did his favorite sword appear in his hands, but he will get 1 extra chance to strike at the killer in his attack.

**A Combat Check:** Now that Justin has his sword, he attacks the killer. The Story Referee determines that combat is an Action Check. Justin has Action \*, Item – “Justice” the Sword \* and the bonus chance from his critical success earlier; he has 3 chances. The killer has Action \*\*; he has 2 chances. Justin rolls his 3 chances and gets 2 successes. The killer rolls his 2 chances and gets 1 critical success, which means he gets to roll 2 more times. The killer rolls his two additional chances and has 0 successes. Since Justin had 2 successes, and the killer had 1, Justin wins the battle with 1 net success. Justin's sword does 2 Wounds per success. The killer has 2 Wounds taken from him, and combat continues.

