



Mashle: Magic and Muscles

By FutureMobile4

Welcome to a world where magic is EVERYTHING, a world where your status is determined by your magic. Those who have more are coveted and respected, those who have less are seen as tools and servants, and those with none are seen as abominations to be killed. Here in this world one teen named Mash Burnedead lives in the woods with his father, hidden from the world for his safety. But soon circumstances will force Mash to challenge the status quo to protect his family, friends, and the world.

Here's **1000cp** to get you started.

Location

Roll 1d6 or pay 100cp to choose.

1. **Easton Magic Academy:** Humanity and Compassion
2. **Walkis Magic Academy:** Justice
3. **Saint Ars Holy Magic Academy:** Power
4. **Mash's House:**
5. **Innocent Zero's Headquarters:**
6. **Free Choice:**

Origin

Age and Gender can be chosen freely

Drop-In:

Student:

Enforcer:

Criminal:

Perks

Origins have their 100cp perks for free and other perks are discounted 50%

General Perks

Free/200/400/600cp - Magic: In this world magic is everything and your life is determined by how much you have. For free you have the bare amount of magic to be considered a One-Liner. **200cp** puts you at the top of the One-Liners, able to keep up with Two-Liners for a short time. **400cp** makes you a Two-Liner, a blessed user of magic able to beat One-Liners with ease. For **600cp** you are one of the "Chosen by the Gods" Triple-Liners, able to unleash devastating magical power.

Free/200/400cp - Skill: Power means nothing without the skills to use it. For free you're capable of basic magical spells, nothing special be enough to qualify as a mage. A payment of **200cp** sees your skills growing to the point of being able to cast "Secondth" spells. For **400cp** your skill in magic is so great that you can cast magic on the fly and

with nearly no effort. In addition, you gain access to the powerful “Thirds” magic. This magic allows you to access the power of the gods to gain devastating abilities.

200cp - Looks Like Magic: You are quite the sight to behold. Whether your appearance is seen as cute, sexy, or handsome there’s no denying that you are amazing to look at. People who gaze upon you will remember your face even if they forget all else.

300cp - Noblesse Oblige: “The duty of the strong to protect and care for the weak.” This is the belief of Adam Jobs, the first Divine Visionary and the most powerful mage in existence. You now embody this ideal as now whenever you fight to protect others you find your abilities boosted exponentially. This boost lasts until the person you’re protecting is safe.

400cp - Studios Sorcery: When it comes to magic you are the ultimate student. You don’t **learn** magic, you absorb it like a sponge. What would take others years to learn and perfect only requires you a few months of study, even less if you really worked hard. Just by observing a spell you can analyze it, locate its flaws, and perfect it. The only thing limiting you is whether or not you can use the magic you’ve learned.

500cp - Adam’s Heir: In the past Adam had three pupils under his wing: Wahlberg, Meliadoul, and Innocent Zero. It would seem that he had a secret fourth pupil: you. Your magic power has enhanced greatly, to the point that even as a One-Liner you could match a Double-Liner in strength and withstand magic spells that could kill them. In addition, your potential is nearly limitless. With enough time and training you’ll one day be able to surpass Adam. **Capstone Booster**

Drop-In

0cp - The Magic of Bullshitting: What do you mean Mash can’t use magic?! Of course he can! Just look at all the stuff he’s accomplished! Just like Mash you are able to pull off some deceptions and bluff to fool everyone into believing what you want. It would also seem as if the universe itself is working in your favor, making it easier to pull off these insane lies and tricks. However, this is not an absolute power as enough contradictory evidence will topple your ruse and expose the truth.

100cp - The Magic of Sanity: From older brothers obsessed with their little sister to a grown man in love with pudding to Mash Burnedead there is no shortage of strange

people here, this entire setting filled to the brim with people with crazy personalities. What's more is that those same people tend to rope others into their shenanigans, to the chagrin of the more mentally stable. With this you are protected from any kind of unwanted chaos and mischief brought on by such people, allowing you to live a "normal" life free of headaches and annoying situations. See **Notes** for further details. **Can be toggled, but why?**

200cp - Magic Glare: For such a simple looking person Mash's glares can make even the most stalwart of foes waver and hesitate and Wahlberg's can make foes imagine their own death. Now too possess a powerful glare, able to make even the toughest opponents quiver and make even the fearless pause.

300cp - Pugilistic Rehabilitation: Sometimes these magic users need a good ole' punch to the face to make them better people. Now instead of talking people out of their evil ways you can just punch them. The more evil they are the more of a beating they'll require to change their ways. Just note that some people are too far gone to help.

400cp - Lucky Charm: You seem to have been blessed by the Goddess of Luck, that's the only explanation for your luck. Maybe you're fighting a powerful monster and suddenly it accidentally shows its weakness, or the rare magical ingredient you need for your final exam is found on the ground by your feet. Or you're saved by your peers from a dangerous foe. Just don't exploit this too much.

500cp - Muscles and Magic: In a world dominated by magic physical strength would seem useless for anything other than basic physical activities like holding a wand and carrying magical items. But for you it gives you an advantage others lack. Your physical abilities are now far beyond that of human capabilities, almost as if you were blessed by the gods themselves. From strength to effortlessly shatter steel and lift castles, speed to outrun lightning and dodge railgun fire, and the durability to withstand stab wounds and powerful spells point blank. What's more is that when you train you'll see an explosive growth in power, able to achieve in hours what would take weeks.

But your strength goes far beyond just affecting the physical plane, allowing you to manipulate and resist the supernatural with physical strength alone. From minor feats like slapping away fireballs and magic blasts to major feats like putting ghosts into chokeholds and resisting mind control and curses the possibilities are nearly endless so long as you're physically stronger than your opponent.

Magic and Muscles: It doesn't seem right to have one but not the other. This makes it so your magical strength will always grow to match your physical strength and vice versa. Also, similar to your physical strength your magic will now always affect anyone so long as their magical skill and power is weaker than yours. Your attacks will always hit and your spells will always work. Even things like magic resistances, immunities, or anti magic items will be useless against you so long as you are superior.

Student

100/200/300cp - Personal Magic: There are many different types of magic in the world of Mashle, but some people have their own unique brand of magic that they study and use. For **100cp** you get something basic like Fire magic, **200cp** gives you something more advanced like Explosion or Sound magic. **300cp** gives you magic that is truly a force to be reckoned with like Time, Space, Gravity, or even Dark magic. **Can be bought multiple times.**

200cp - The Friendship of Magic: It's nice to have friends, people to rely upon and trust. With a bond so strong it can't be broken, even with magic. Now you are great at both making and keeping friends and can easily find people to connect with and trust. What's more is that this bond can help you and your friends in times of need. Torture, mind control, and possession are just some of the many things you can conquer with friends by your side.

300cp - Red, White, and Blue: No this is not AMERICA, this is what type of mage you want to be. Red mages specialize in offense and use spells meant for damage. White mages are for supporting allies by healing them, removing traps and curses or boosting their abilities. Finally Blue mages are more about defense, casting spells that prevent damage, protect against curses, and more. **Can be bought multiple times.**

400cp - Hidden Magical Power: Just when all seems lost and you and your friends are going to die suddenly you feel power coursing through like you've never felt before. In times of serious danger, when your back is against the wall, you will unleash an immense amount of magical power. How this power manifests is up to you. This can either be a straightforward boost in power or a transformation that grants you the power as long as you're in that form. This power up is only temporary however and lasts until you're either

no longer in danger or unable to maintain it anymore. Using this hidden power is exhausting to use and will leave you at best unable to move and unconscious at worst. Eventually with training you'll be able to access that power on your own.

500cp - Divine Visionary: To be a divine visionary is to be at the very pinnacle of magic, a symbol of great power and wisdom, the one who restores order and prevents chaos. You are now one of them. As a visionary you are a stalwart pillar of society, protecting the people from all who would harm them. Your magical power and skill have been boosted greatly, enough to stand peer with your fellow visionaries. In addition, magic for you is as easy as breathing. For you everything regarding magic has been improved from better mana control to faster spell casting to less mana cost. What's more is that you have a powerful charisma that shines brightly regardless of your personality. Just the mere sight of you can calm anyone and bring them peace and everyone hangs on to your every word as if they were lifelines.

Visionary of Visionaries: If Divine Visionaries represent the pinnacle of magic then you are its chosen child. Magic now bends to your will, requiring nothing more but a thought to cast spells instantly and with better control and far less mana consumption. Harmful magic has less of an effect on you while beneficial magic is greatly enhanced. You could keep your wand in its true form indefinitely and cast Thirds magic for weeks on end. What's more is that you can combine types/branches of magic together to create something greater than the sum of its parts. Your charisma is such that both your enemies and your fellow Divine Visionaries look upon you with great respect and awe.

Enforcer

100cp - Magic Of Laws: If you're going to enforce the laws it would help to know them firsthand. Both here and in the future you'll immediately gain knowledge of all the laws and rules of any place you go to, both the mundane laws and magical ones.

200cp - Enforcer of Rules: When it comes to enforcing the law it helps to know who's breaking them. This gives you a sixth sense that informs you when a law is being broken. The bigger and more important the law the stronger the feeling will get. This doesn't tell you exactly who's breaking the law or where they are exactly but it will be a general direction.

300cp - Judge, Jury, Executioner: Sometimes enforcers have to take the law into their own hands when exacting judgement upon criminals. Oftentimes this comes with consequences for doing so. So long as the punishment you exact upon criminals is fair and equal to the crime you'll suffer little to no consequences for it, both from the public and the local authorities. See **Notes** for further details.

400cp - Grand Protector: An enforcer's job is not only to uphold the law but protect the public from those who break it. When fighting in defense of another you'll see your capabilities skyrocket. The speed of your spellcasting, the strength of your spells, the durability of your body and more will continue to grow as you defend the helpless. This growth is dependent on how many lives you're protecting. A small group of people will only net you minimal gains, whereas defending an entire country could temporarily give a one-liner the power of a triple-liner.

500cp - Arbiter Of Magic:

Criminal

100cp - Merciless Magic:

200cp - Magical Theft:

300cp - Cursed Power:

400cp - Inhuman:

500cp - Imperfect Human:

Companions

100cp - Canon:

50-400cp - Import:

Items

Drop-In

0cp - Mashle Merchandise:

50cp - Cream Puffs:

50cp - Limiter Bands:

100cp - Personal Gym Set:

200cp - Fitting Clothes:

300cp - Cozy House:

400cp - Iron Wand:

500cp - Magical Academy:

Student

100cp - Magical Library:

200cp - Holding Glass Jar:

300cp - Magic Mannequin:

400cp - Master Canes:

500cp - Wand Of Beginnings:

Enforcer

100cp - Magic Badge

200cp - Magical Sensor:

300cp -

400cp - Magical Weapon:

500cp - Bureau of Magic:

Criminal

100cp - Concentrated Magic Essence:

200cp -

300cp - Magical Mirror:

400cp - Reflecting Mirror:

500cp - Dark Fortress:

Drawbacks

+100cp - Simple:

+200cp - Weird:

+300cp -

+400cp -

+500cp -

+600cp - Cursed:

+700cp - Baby:

+800cp - Divine Fury:

+900cp - Mad Mash:

+1000cp - Wrath of the Divine:

+1200cp - Dark Perfection:

Magic

Personal Magic

Magic Skill/Secondth/Thirds

Wand Type
Magic Items
Divine Visionary
Drop-In
Student
Enforcer
Criminal
Wand/Iron Wand/Summon/Master Canes/Wand of Beginnings
Adam's Heir
Noblesse Oblige
Normal Person
Studious
For My Friends
Muscles and Magic
Concentrated Magic Essence
Punch no Jutsu
Grand Protector
Ira Kreuz
Dark Mind
Visionary of Visionaries
Perfect Human Being
Never-Ending Magic
The Right of the Strong
Red, White, and Blue
Conditional Magic
Locations: Easton Magical Academy, Walkis Magic Academy, Saint Ars Holy Magic Academy
Evil Eye
Black Magic
Inhuman
Forbidden Magic
Protecting Your Magic
Villain Sympathy
Gym Equipment