

NAME	ORIGIN	CONCEPT
DESCRIPTION	NOTES	POWERS

AVERAGE	HEROIC	SUPERHUMAN
1 - 3 = MISS • 4 - 6 = 1 SUCCESS • 7 - 9 = 2 SUCCESSES • 10 - 12 = 3 SUCCESSES • 13 - 16 = 4 SUCCESSES • 17+ = 5 SUCCESSES	D4 • D6	D8 • D10 • D12
	D20	

Freewild Supers is a free-form tabletop roleplaying game (TTRPG) of comic book super hero action for up to 6 players and a Game Master (GM).

Players need a set of polyhedral dice consisting of a 4-sided die (d4), a 6-sided die (d6), an 8-sided die (d8), a 10-sided die (d10), a 12-sided (d12), and a 20-sided die (d20); plus a pencil and eraser.

YOUR HERO

Decide what kind of super hero you want to be. A mythical demi-god wielding a legendary weapon? A super-fast speedster who zips past enemies? A techno-ninja armed with swords and pistols? Use your imagination to come up with your hero.

ABILITIES

Your physical and mental abilities are represented by five ability spheres - Intellect, Agility, Physique, Presence, and Intuition. Assign one die (from your pool of d4, d6, d8, d10, and d12) to each of your ability spheres. The size of the die you assign reflects your strength in that ability sphere.

Your d20 is for your super abilities. Actions for which you roll a d20 create truly extraordinary effects.

ACTIONS

To perform a challenging action, roll the die associated with the relevant ability sphere. For example, to break down a door, you would roll your Physique die; to sneak past a guard, you would roll your Agility die.

When you attempt a challenging action, the GM

will tell you how many “successes” you must score to succeed. (See the die roll results table at the bottom of on your character sheet.) More difficult tasks will require more successes to accomplish.

For example, bashing in a wooden door might need only 1 success, but a reinforced steel door might need as many as 5 successes to punch through!

Rolling 3 or less – a “miss” – means you have failed to accomplish the task.

YOUR POWERS

Your hero has three powers, which you can select from the list provided. Each power is related to one of your five ability spheres.

Using a power is much like trying to perform an Action, but with an extra twist: to use a power, roll the related ability die and your d20 and use the higher result to determine the number of successes scored. When you describe how you’re using your power, the GM will tell you how many “successes” you need to succeed.

For example, a hero with Super Strength can deal massive damage with a melee attack. Suppose his Physique die is a d10. He rolls that along with his d20, getting a 6 (1 success) on his d10 and a 15 (4 successes) on his d20. He uses the higher result, scoring 4 successes against his opponent!

COMBAT

When combat breaks out, the GM declares which side – heroes or adversaries – attack first. Once all combatants of one side have acted, it is the other side's turn. On the heroes' turn, the players decide among themselves in what order each acts.

Attacking. To attack with a close weapon, such as a sword or your fists, roll your Physique die. To attack with a ranged weapon, such as a ray gun or throwing knife, roll your Agility die. Your GM will tell you how many successes you need to hit your opponent.

Defending. To defend yourself from an attack, roll either your Agility die to dodge out of the way or your Physique die to withstand the blow, whichever makes the most sense for your hero. If your defence roll scores fewer “successes” than the GM declares are needed to avoid the attack, you lose 1 Health point.

Moving. You cover as much distance as seems reasonable, depending on what you’re doing on your turn, as per the GM’s ruling.

HEALTH

Your Health points are a measure of your injury threshold. Your maximum Health points are equal to your Physique die size divided by 2. *For example, if your Physique is a d10, you have 5 Health points.*

Defeat. If you lose all your Health points, you’ve been defeated. You fall unconscious until you heal at least 1 Health point.

Healing. Generally, you restore 1 Health point for every hour of rest, however your GM may rule that you heal faster or slower, depending on how you were defeated or whether special healing resources are available to you.

ORIGINS

If you need help coming up with your hero, the following origins might give you some ideas.

ALIEN

Are you an alien being whose natural abilities are superior to humans? Where did you come from? How and why did you come to earth? How do humans react to your alien nature?

ARTIFICIAL

Are you a normal human whose super powers are granted by a special suit or an object you wield? What is it and how did you acquire it? Did you find it? Did you invent it? Was it given to you? Is it magical or technological? Can anyone use it or only you?

CYBERNETIC

Are you cybernetically enhanced with synthetic parts, a fusion of flesh and technology? Why were you augmented? Have your artificial parts been disguised to look human or are they obviously cybernetic?

MYTHICAL

Are you a celestial (or infernal) being from a mythical realm with god-like abilities? Why did you come to the mortal plane? Do you flaunt your divine (or demonic) nature or keep it hidden?

MYSTICAL

Can you alter the fabric of reality through magic? What is the source of your sorcerous power? Was it granted to you by an otherworldly being? Did you stumble upon a powerful ancient artifact? Does it run in your family?

SYNTHETIC

Are you an artificially intelligent being, a self-aware machine? Who or what made you? Were you designed to look identical to humans or are you obviously synthetic? Are you even humanoid or do you have some other form?

TRANSFORMED

Were you a normal human who was transformed? How did your transformation happen? Was it an accident or intentional - or were you just born this way? How do you feel about being "different"?

POWERS

When you choose your hero's powers, think about how your origin would explain their function. For example, an Artificial origin might involve the use of powered armour to gain Super Strength, whereas a Mythical being might have Super Strength naturally.

If you have a power in mind that isn't listed here, talk to your GM about it.

CAMOUFLAGE (AGILITY)

You can dynamically blend into your surroundings, making you very hard to spot.

CLAIRVOYANCE (INTUITION)

You can perceive things remotely, perhaps by projecting your consciousness, deploying nanobots, or by some other method.

COMBAT MASTERY (AGILITY)

Your close weapon, ranged weapon and unarmed strikes hit with deadly precision. You make all such attacks with Agility instead of Physique.

CONTROL ANIMALS (PRESENCE)

You can coerce animals, insects, and other non-sentient creatures to do your bidding.

CONTROL PLANTS (PRESENCE)

At your command, nearby trees, vines and other vegetation come to life to carry out your wishes.

DANGER SENSE (INTUITION)

You have an uncanny ability to sense when danger threatens. This includes being able to roll your Intuition die (plus your d20) to avoid being hit.

DUPLICATION (PHYSIQUE)

You can create duplicates of yourself (one for each success) that act independently or in concert with you. For every hit you lose, one duplicate disappears.

ENERGY BLAST (PHYSIQUE)

You fire an energy blast of some form, such as a spout of flame, ionized particles, or a freeze ray, towards your targets.

EXTRA LIMBS (AGILITY)

You have additional extremities such as extra arms, legs, tentacles, or a prehensile tail.

FLEXIBILITY/STRETCHABILITY (AGILITY)

You can bend and stretch your body like living plasticine.

FLIGHT (AGILITY)

You can fly, able to perform challenging aerobatic maneuvers such as catching missiles or overtaking fighter jets.

GROWTH (PHYSIQUE)

You can grow to enormous size, granting you increased strength and toughness.

ILLUSIONS (PRESENCE)

You can create convincing illusory images (magical or holographic).

INVISIBILITY (AGILITY)

You can turn invisible, making you nearly impossible to detect.

MIMICRY (PRESENCE)

You can morph your body to look and sound like any sentient being.

MIND CONTROL (PRESENCE)

You can mentally coerce other sentient creatures to act according to your will.

POSSESSION (PRESENCE)

You can possess the mind of another sentient creature, gaining outright control over their body.

REGENERATION (PHYSIQUE)

You can heal quickly from wounds by making a Physique roll (plus your d20) and restoring 1 hit for each success scored.

SHAPESHIFTING (PHYSIQUE/AGILITY)

You can assume the form of any non-sentient creature. Transforming into large creatures (e.g. elephant, gorilla) affects your Physique. Transforming into small creatures (e.g. hawk, mouse) affects your Agility.

SHRINKING (AGILITY)

You can shrink to a tiny size, making you much harder to notice or hit.

SUPER SENSES (INTUITION)

You have enhanced vision, hearing, touch, taste and/or smell, able to detect things hidden from normal senses.

SUPER SPEED (AGILITY)

You move faster than the human eye can see.

SUPER STRENGTH (PHYSIQUE)

You are incredibly strong, able to hurl dump trucks and catch planes. You don't need a weapon to make melee attacks.

SUPER TOUGHNESS (PHYSIQUE)

You can withstand massive amounts of damage, perhaps because you are made of something other than flesh and blood, wear high-tech armour, or are just naturally durable.

TECHNOPATHY (INTELLECT)

You can invent, modify, take over, and disable high-tech devices and complex machines.

TELEKINESIS (INTELLECT)

The power of your mind allows you to affect the physical world, such as by hurling cars or restraining opponents.

TELEPORTATION (INTUITION)

You can disappear from one spot and instantly reappear in another.

WALL-CRAWLING (AGILITY)

You can climb up sheer surfaces and across ceilings without risk of falling.

WEATHER CONTROL (INTUITION)

You can conjure storms, gale force winds, lightning, and other weather out of nowhere.

UNCANNY STEALTH (AGILITY)

You move like a living shadow, leaving no trace, making no sound, and avoiding watchful gazes.

EXAMPLE HEROES

GADGETEER

Gadgeteer is a super genius who invents technological wonders. His hand-held multi-scanner can disable or commandeer other high-tech devices (Technopathy). He wields a freeze ray to stop villains cold (Energy Blast), and deploys a swarm of nanobots to spy on the enemy (Clairvoyance).

VALKYRIE

Valkyrie is a demi-god descended from Yggdrasil to smite evil on the mortal plane (Mythical). She wields a gleaming sword and shield with god-like might (Super Strength) atop her celestial winged steed (Flight) and is impervious to most mortal weapons (Super Toughness).

TECHNO-KNIGHT

Techno-Knight is a billionaire vigilante who wears high-tech powered armour to fight crime (Artificial). His suit is equipped with thrusters (Flight), forearm mounted pulse cannons (Energy Blast), and protects him from most harm (Super Toughness).

ANDROMEDA

Andromeda is an alien humanoid from another galaxy (Alien) whose people have the natural ability to assume other forms (Mimicry), fly unaided (Flight), and communicate telepathically with other sentient creatures (Telepathy).