

# We Are Wild

## a game about paradise in peril

We Are Wild is a roleplaying game built on the tradition of collaborative storytelling. In the game, you play the Wild Children, or simply the Wild for short, as the Last Paradise is threatened by the Harvesters—adult humans bent on harnessing the magical energies of the island which the Wild rely upon for their powers. To play, everybody will need a pair of six-sided dice and some index cards. You can find these dice in board games you may have around the house, as well as in hobby and game stores. If you don't have enough for everybody to hold onto their own pairs, don't worry, you can always share!

### The Wild

The Wild Children are the residents of the Last Paradise. Their full name is an apt description of their kind: they are largely boys and girls, ranging from infants to the elder teenagers. Don't let their appearance fool you, though. Many of them are much older. Centuries old, even. For the most part, they are immortal beings which don't age past nineteen. Their population never fluctuates unless they are killed by wild animals, and only then will they undertake efforts to return their numbers to a hundred total. Because of this, they never really grow up, and since survival is easy for them with magic, they are the epitome of innocence and paradise.

### The Harvesters

The Harvesters are the single greatest threat the Wild have ever faced. They are adults garbed in ominous robes, wielding deadly, magic-absorbing sickles. They are largely industrialized, but not at all immortal like the natives are. They seek to uncover the mysteries behind immortality, however, and believe that the secret lies in the magic which saturates the Last Paradise. In pursuit of this, they have kidnapped several of the Wild to interrogate and conduct experiments on them. And if these captives escape and return, they never forget the cold feeling accompanying the absence of magic in the eastern complex known as the Farm.

### Creating a Character

When you begin to create your character, grab an index card. Write down the name of your Wild Child, and write down his or her apparent age (ideally from 8-19). Write down the true age after that—this can be as old or as young as you like, since all of the Wild grow differently. Come up with three words to describe your character. These are your Outs—each Out can be used once during play to automatically help a situation go the way you want it to. Once an Out is used in a situation, it cannot be used again. An Out cannot override another Out in the same situation; you must wait for your next chance.

Finally, talk about your character with everyone else. Determine the kinds of friendships, rivalries, and other relationships they might have. And feel free to take notes if it will help your roleplay!

### Playing the Game

In this game, you'll only roll dice is if your character is in a Clash. But a Clash may include arguments, combat, or even sneaking around! It is up to the game master to determine what a Clash is in his or her game. Otherwise, you're largely in control of your character and the destiny they forage.



Before every roll, the game master should assign bonuses to everyone. Automatically, a character can take a bonus of 1 or 2 if they are working in tandem with another character, or multiple characters respectively. The game master can assign a Clash bonus from 1 through 6 depending on the readiness of both sides.



Don't forget that you're playing one of the Wild Children, so sometimes, the most direct approaches are the most risky. Ambushes, though, are their specialty. You'll receive a bonus of 6 if you completely catch another character by surprise. Otherwise,

the game master determines the total bonus for the roll.

When you roll the dice, you're trying to beat your opponents with your total to determine your level of success in the Clash. But rolling a double trumps all other rolls, unless a higher double comes up, in which case, tough luck. If there is a tie between the game master and a player, the player is automatically the winner. If two players tie, try to determine what happens between the two of you, to what ends, and if a tiebreaker is still required, go for it! The winner gets to decide how the clash ends, but everyone involved should discuss what happened in between the start and the end of the Clash.

The game itself should be largely framed in scenes. But scenes are as much about plot as they are about characters. Whenever you start a new scene, think about what the focus of the previous scene was and try to balance that out. So if the characters just emerged from battle, try framing a scene where they communicate and nurse each other back to health. There are no health points, but sometimes, good roleplay results when someone dies and the players can't do anything about it. A final note: no matter what, if you're playing a character, you determine when he or she dies or gets removed from play. No one else can make this sacrifice for the sake of the narrative.

### So What Do We Do With This Information?

Whatever you want! There are tons of stories to tell among the Wild, and plenty more in the conflicts with the Harvesters. The Last Paradise is a bundle of uncharted territory as well, so anything can happen. But for a quick, easy place to start, consider the following questions when it comes to both the Wild and the Harvesters:

What issues do the Wild have to face on a regular basis? Are the Wild surviving the Farm unscathed? Does the Last Paradise hold more mysteries than the Wild believe? Are the Wild their own worst enemy in the ongoing conflict? Exactly who are the Wild Children?

Who are the Harvesters and where did they come from? What lies within the depths of the Farm? Do the Harvesters have ulterior motives in being here? Is there a greater threat to fear than the Harvesters? Are Harvesters distant cousins to the Wild?

Most importantly, think about when your game is occurring, and what span of the conflicts you want it to cover. Are the Wild or the Harvesters winning dominance over the Last Paradise? Is the war almost over...or is it just beginning?



“All that glitters is not gold—but in nature, what glitters here is worth far more.”

- The Mantra of Wild Magic. The Last Paradise is infused with glittering surroundings, which is the magic binding itself to everything. One of the Wild need only see something glitter to wield awesome power.