



# THE REAL THING<sup>RPG</sup>

## the PROTECTOR

I've been here before, and I know your kind. You're right where I want you to be.

Name:

Appearance (choose 1 from each, or write in your own)

Gender:

Ethnicity:

Body: Athletic, Average, Lithe, Muscular, Petite, Rotund, Stocky, Thin

Look: Casual, Fancy, Messy, Outdoorsy, Plain, Refined, Sporty, Trendy

Statistics (assign +2, +1, 0, 0, 0, -1)

	Base	Mod	Mod
Awareness	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intellect	<input type="text"/>	<input type="text"/>	<input type="text"/>
Might	<input type="text"/>	<input type="text"/>	<input type="text"/>
Rapport	<input type="text"/>	<input type="text"/>	<input type="text"/>
Reflexes	<input type="text"/>	<input type="text"/>	<input type="text"/>
Subtlety	<input type="text"/>	<input type="text"/>	<input type="text"/>

Stuff

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Wounds (max = 3 + Base Might)

Current

Injuries

- ☐ Broken Arm (-1 to Might tests)
- ☐ Broken Ribs (-1 to Reflexes tests)
- ☐ Concussion (-1 to Intellect tests)

Stress (max = 3 + Base Rapport)

Current

Complications

- ☐ Phobia (-1 to Rapport tests)
- ☐ Hallucinations (-1 to Awareness tests)
- ☐ Paranoia (-1 to Subtlety tests)

## Starting Move

### ■ The Big Kahuna

**Hit me. Harder.** After a Fight has been initiated, you may attempt to draw one or more enemy combatants to focus on you. Roll with Subtlety or Rapport. On a hit, choose one of the following: (1) All enemy combatants within fighting distance will focus their next harmful moves on you, (2) an enemy combatant of your choice will focus their next harmful move on you. On a 7 - 9, also choose one of the following: (a) gain 1 Stress, (b) take a -1 Forward on your next test in the scene.

## Advanced Moves

### ☐ War Pigs

**Sometimes a good offense is the only defense.** When using the Fight Move, on a hit, choose 2 of the options.

### ☐ Mouth to Mouth

**Because sometimes you are too late to take a punch for them.** Once per scene: You may attempt to treat the Injuries of any character. When attempting to treat these Injuries, roll with Intellect. On a hit, remove up to 2 marked Wounds from another character. On a 7 - 9, remove 1 Wound from another character.

### ☐ King for a Day

**Toughness is a matter of will as much as body.** Gain 1 additional maximum Wound, and +1 to all Second Wind Moves.

### ☐ Get Out

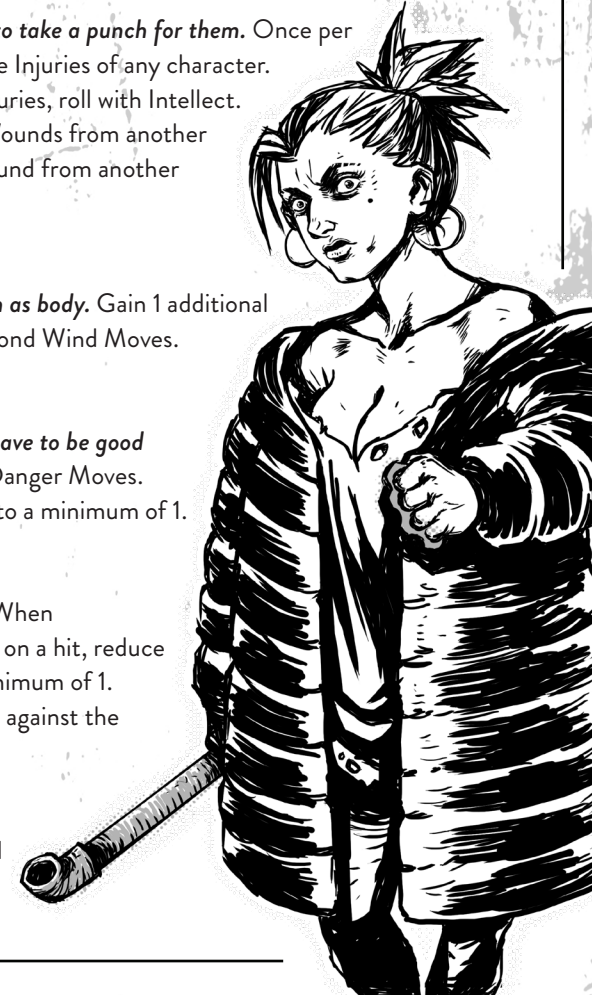
**When you are the last one out, you have to be good at surviving.** Gain a +1 on all Defy Danger Moves. Reduce the Wounds suffered by 1, to a minimum of 1.

### ☐ Death March

**Surely you can do better than that.** When attempting to Defend another PC, on a hit, reduce the Wounds sustained by 1, to a minimum of 1. Gain +1 forward on your next Move against the target that inflicted the damage.

### ☐ Epic

**You are more than you know.** Gain +1 to a statistic of your choice.





# THE REAL THING <sup>RPG</sup>

# the **PROTECTOR**

*If life has taught you anything, it's that other people are weak. It isn't their fault, but it's true. You've seen enough bad stuff that you know what to expect and how to protect people from it.*

The Protector comes to life when others are in need. They are at their best when those weaker than them are in peril. Protectors tend to seek out places of trouble, where despair or danger are prevalent, then put their skills to use for the benefit of others. Whether through force of will or strength of body, the Protector stands strong against bad odds.

## Three Facts

*[Faint handwritten notes on lined paper]*

## Discoveries

A 6x6 grid of circles. The first four columns contain white circles, and the last two columns contain light gray circles. A large, faint 'X' is drawn over the right half of the grid, from the top-right to the bottom-left.

## Notes & Memories

A black and white illustration of a character's head and shoulder on the left side of a lined page. The character has dark, spiky hair and is wearing a dark jacket with a collar. The page is filled with horizontal lines for writing.