



THE REAL THING^{RPG}

the HEDONIST

Buy me a future regret, A shrink wrapped fantasy, that I'll wanna forget

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

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

■ Jizzlobber

Nothing beats a good distraction. You may use Rapport or Intellect in place of Subtlety when attempting to Mislead an NPC. On a hit, gain Advantage instead of +1 Forward. On a 7 - 9, gain +1 Forward.

Advanced Moves

☐ Everything's Ruined

The world disappoints, but you deal with it. Gain +1 on all attempts to Resist an NPC. On a hit, gain +1 ongoing on all Moves against the NPC that you resisted for the rest of the scene.

☐ Greed

Few things are more fun than getting what you want when you want it. When attempting to Persuade an NPC, gain +1 to the Move. Narratively, when opting to gain something of value from them, you get just a bit more than others would, and the NPC never begrudges the giving.

☐ Arabian Disco

You can act quickly and decisively when you need to. Gain +1 on all Defy Danger Moves. Once per scene: On a hit, remove 1 Stress.

☐ Caffeine

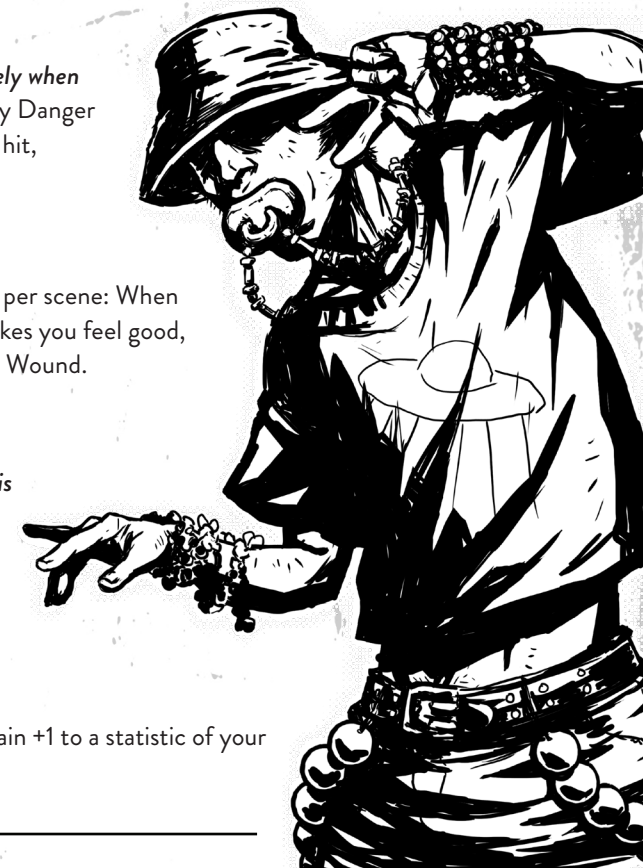
Feeling good feels good. Once per scene: When consuming something that makes you feel good, you may remove 1 Stress and 1 Wound.

☐ Take This Bottle

Sometimes the best way to win is to simply outlast everyone else. When determining max Wounds and Stress, add +1 to the totals.

☐ Epic

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






Life is little more than a slow trip through boredom, for most. You, on the other hand, have figured out that pleasure is the only thing worth pursuing. You hop on every ride with the intention of enjoying it to the fullest.

Three Facts

Discoveries

[illegible]A black and white line drawing of a hand holding an open book. The book's cover features a skull and the word 'POWER' in a bold, stylized font. The hand is positioned on the left side of the page, with the book's pages fanned out. The background of the page is filled with horizontal lines, suggesting a notebook or a template for writing.