



THE REAL THING^{RPG}

the ARTIST

You shall weep no more. It's your last breath of air. These walls won't keep them out, they'll keep you in.

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

■ Paths of Glory

Emotion is the key to winning people over. When attempting to impress another character with a performance or an artistic expression, roll with Awareness. On a hit the targets are impressed and you gain Advantage on your next attempt to Persuade or Mislead them. On a 7 - 9, gain +1 Forward instead.

Advanced Moves

☐ Got That Feeling

You know people, inside and out. When attempting to Analyze NPC, on a hit or a 7 - 9, you may choose 2 of the listed options.

☐ We Care a Lot

You feel things that others ignore... at least until you can reach them. When attempting to Persuade an NPC, you may also cause them to feel substantial guilt, regret, sorrow, or sympathy. Gain +1 on all attempts to Persuade an NPC and add the following options to the list of choices: (1) inflict 1 Stress on the target, (2) cause the target to immediately leave your presence.

☐ Smaller and Smaller

Art is about seeing what others refuse to. Gain +2 on all attempts to Investigate.

☐ Just a Man

Being trusted is the most important element in any relationship. When attempting to Mislead an NPC, you may choose to roll with Rapport instead of Subtlety. Regardless of the statistic used, gain +1 on the attempt.

☐ Take This Bottle

Embracing the hidden things in the world takes its toll on one's body and mind. 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.





You are governed by an innate curiosity and a unique perspective. You know joy and suffering to an extent that would frighten others. These combine to help you create thought-provoking and inspiring experiences.

Three Facts

[illegible]This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has some minor texture and slight discoloration, particularly towards the edges. There is no handwriting or other markings on the page.