



THE REAL THING ^{RPG}

the FANATIC

Someone to look to in need or in want
or in war. If you give him everything,
he may give you even more.

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

■ Rise of the Fall

Nothing else matters. When attempting a Fight, Hinder, Overcome, Persuade, or Resist Move that directly supports or defends your particular belief, gain +1 on the attempt.

Advanced Moves

□ Spirit

My mind is made up.. When attempting to Resist an NPC, gain +1 to the Move. On a hit, gain +1 ongoing to Mislead, Persuade, or Analyze the NPC for the rest of the scene.

□ This Town Ain't Big Enough for the Both of Us

If you won't listen to my words, there are other ways. When attempting to coerce or intimidate an NPC, roll with Might. On a hit, choose two of the following: (1) they tell you something of value, (2) they give you an item of value to you, (3) they assist you on your next action, (4) they make every effort to remove themselves from your presence. On a 7-9, choose one from above and one of the following: (a) You receive 1 Stress, (b) You put yourself in a bad position (as determined by the Narrator).

□ The Gentle Art of Making Enemies

We were never going to agree anyway. When attempting to Persuade an NPC, you may use Subtlety or Intellect instead of Rapport. On a miss, the target has a negative impression of you, but you gain +1 ongoing to attempts to Fight or Analyze NPC against that target for the remainder of the scene.

□ King for a Day

When it's all said and done, you'll see that I was right. Gain 1 additional maximum Wound, and +1 to all Second Wind Moves.

□ Ashes to Ashes

How dare you! When inflicting wounds or stress on a target that has insulted your fanatical beliefs earlier in the same day, you may cause one additional wound or stress, respectively.

□ Epic

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





THE REAL THING ^{RPG}

the **FANATIC**

You believe. You believe so strongly that almost nothing can deter you. Your belief is so specific and so encompassing that it affects nearly every aspect of your life. You live by this belief, and you would die for it if it was required of you.

Whether the Fanatic was converted to their belief system or they were born into it, it defines who they are. The Fanatic might fight in the public arena for their belief, or they might literally kill for it. It gives them strength despite often being seen as a weakness or defect by others. It doesn't matter to the Fanatic, though, as long as they can keep fighting for the cause.

Three Facts

[illegible]

Discoveries

The image displays a 6x4 grid of circles on the left and a 6x1 grid of progress bars on the right. Each row in the grid contains four circles, followed by a single progress bar. The progress bars are horizontal and rounded, with a grey fill indicating the current value. The first row shows a progress bar that is approximately 25% full. The second row shows a progress bar that is approximately 50% full. The third row shows a progress bar that is approximately 75% full. The fourth row shows a progress bar that is approximately 90% full. The fifth row shows a progress bar that is approximately 95% full. The sixth row shows a progress bar that is approximately 98% full.



Notes & Memories

This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. In the bottom-left corner, there is a small, dark, irregular shape that appears to be a piece of tape or a mark from a scanning process. The rest of the page is blank.