



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

## 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"/> | ___ | ___ |
| Intellect | <input type="text"/> | ___ | ___ |
| Might     | <input type="text"/> | ___ | ___ |
| Rapport   | <input type="text"/> | ___ | ___ |
| Reflexes  | <input type="text"/> | ___ | ___ |
| Subtlety  | <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

### ■ 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.



