



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="checkbox"/>	___	___
Intellect	<input type="checkbox"/>	___	___
Might	<input type="checkbox"/>	___	___
Rapport	<input type="checkbox"/>	___	___
Reflexes	<input type="checkbox"/>	___	___
Subtlety	<input type="checkbox"/>	___	___

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.



