



THE REAL THING ^{RPG}

the CRIMINAL

I feel no wrong, hide no wrong,
I love this place.

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

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

■ The Perfect Crime

Anything that isn't bolted down is yours for the taking. When attempting to acquire an item without being seen, or hide an item on your person, roll with Subtlety. On a hit, choose one of the following: (1) take a small object from the environment without being noticed, (2) steal something unsecured from another character without being noticed, (3) hide an object on your person, and penalize anyone trying to find it by -2 ongoing. On a 7 - 9, also choose one of the following: (a) you put yourself in a bad spot (per the Narrator) (b) make a hard choice (provided by the Narrator).

Advanced Moves

Spirit

You will not be deterred once you set your mind to something. 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.

Midnight Cowboy

They'll never see you coming! When attempting to move or remain unnoticed, roll with Subtlety. On a hit, you may move slowly through an area without being detected by normal means. On a 7 - 9, also choose one of the following: (a) make a hard choice (as determined by the Narrator), (b) take 1 Stress, (c) put yourself in a precarious position.

Smaller and Smaller

All the best things are well hidden. Gain +2 on all attempts to Investigate.

Ricochet

Others always seem willing to take a bullet for you. When attempting to Defy Danger, if you take any Wounds, you may select another nearby character (PC or NPC) to take 1 of the Wounds instead of you.

I Started a Joke

Deception comes naturally to you. Gain +1 on all attempts to Mislead an NPC. When rolling a 7 - 9, you never gain Stress.

Epic

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



