



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

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

### ■ 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.



