



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

## the PROTECTOR

I've been here before, and I know your kind. You're right where I want you to be.

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

#### ■ The Big Kahuna

*Hit me. Harder.* After a Fight has been initiated, you may attempt to draw one or more enemy combatants to focus on you. Roll with Subtlety or Rapport. On a hit, choose one of the following: (1) All enemy combatants within fighting distance will focus their next harmful moves on you, (2) an enemy combatant of your choice will focus their next harmful move on you. On a 7 - 9, also choose one of the following: (a) gain 1 Stress, (b) take a -1 Forward on your next test in the scene.

### Advanced Moves

#### War Pigs

*Sometimes a good offense is the only defense.* When using the Fight Move, on a hit, choose 2 of the options.

#### Mouth to Mouth

*Because sometimes you are too late to take a punch for them.* Once per scene: You may attempt to treat the Injuries of any character. When attempting to treat these Injuries, roll with Intellect. On a hit, remove up to 2 marked Wounds from another character. On a 7 - 9, remove 1 Wound from another character.

#### King for a Day

*Toughness is a matter of will as much as body.* Gain 1 additional maximum Wound, and +1 to all Second Wind Moves.

#### Get Out

*When you are the last one out, you have to be good at surviving.* Gain a +1 on all Defy Danger Moves. Reduce the Wounds suffered by 1, to a minimum of 1.

#### Death March

*Surely you can do better than that.* When attempting to Defend another PC, on a hit, reduce the Wounds sustained by 1, to a minimum of 1. Gain +1 forward on your next Move against the target that inflicted the damage.

#### Epic

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



