



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

## the STRANGER

It's like when your mind has a mind of its own. Please take mine. Don't leave me alone.

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

■ Matador

Your road has prepared you for anything. Gain one Advantage each scene that you may use on any test. On a hit for that test, mark a Discovery.

### Advanced Moves

The Gentle Art of Making Enemies

If you can't persuade someone, you can always trick them. 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.

This Town Ain't Big Enough for the Both of Us

People are scared of outsiders, so why not use it. 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 Last to Know

Knowing is the entire battle. Gain +2 on all Know or Recall Moves. On a miss, take 1 Stress.

Stripsearch

Know your enemy. When attempting to Analyze NPC, you may use the Intellect or Awareness statistics in place of Rapport. Regardless of the statistic used, gain +1 on the attempt.

Cuckoo for Caca

Everyone is abnormal in some kind of way. Gain a +1 on all Re-Center Moves, and +1 to Resist an NPC.

Epic

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



