



# THE REAL THING RPG

## the SOLDIER

Blood in your eyes again. Bravery, the face of man. Blood on your mind again. Chivalry, the face of man.

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

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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

#### Light Up and Let Go!

You were taught to keep kicking until they stop moving. Whenever you cause at least 1 Wound to a character, gain +1 forward on your next Move against that character.

### Advanced Moves

#### From the Dead

The only things that matter are the soldiers to your left and right. When you choose to Assist a nearby character on a Second Wind Move, gain +1 on the attempt. On a hit, grant the character Advantage on the Second Wind Move. On a 7 - 9, grant +1 Forward to the Move instead of Advantage.

#### Mouth to Mouth

Because they'd do the same for you. 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.

#### War Pigs

You have to be ready to go all out, all the time. When using the Fight Move, on a hit, choose 2 of the options.

#### Collision

Sometimes the only way out is through. Gain +1 on all attempts to Overcome Obstacle. When attempting to Overcome Obstacle, on a hit, gain +1 forward on your next Fight, Overcome Obstacle, or Defy Danger Move.

#### Last Cup of Sorrow

Looking back, it's all kind of a blur. When you are able to Rest, reduce your current Stress by 1 additional mark on a hit or a 7 - 9.

#### Epic

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



