



THE REAL THING RPG

the BROKER

Sink the eight-ball. Buy the lady a drink. And nobody knows my name

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

Black Friday

It's not stealing if they want you to have it. Once per scene: When attempting to gain something of value from someone, roll with Subtlety. On a hit, you convince them that you should have it, at least temporarily. On a 7 - 9, they will allow you to use the item, but it is on loan, and they aren't particularly happy about it.

Advanced Moves

The Jungle

Nothing is more important than understanding your prey. Once per target per story: When attempting to identify a person's potential leverage points or motives, spend at least 5 minutes in conversation with them and roll with Rapport. On a hit, choose 2 of the following: (1) You know who or what in the vicinity is most valuable to them, (2) you learn something that is frightening or intimidating to them, (3) you learn a secret about someone of importance, (4) you learn a defining trait or ability about them. Gain +2 forward on the next Move that takes advantage of your new information. On a 7 - 9, choose 1 of the above instead and take +1 forward.

We Care a Lot

Heartstrings can easily become garroté wire. When attempting to Persuade an NPC, you may also cause them to feel substantial guilt, regret, sorrow, or sympathy. Gain +1 on all attempts to Persuade an NPC and add the following options to the list of choices: (1) inflict 1 Stress on the target, (2) cause the target to immediately leave your presence.

The World is Yours

You've got to know when to hold 'em... and when to run. Gain a +2 on all attempts to Resist an NPC.

I Started a Joke

A good lie always has some truth in it. Gain +1 on all attempts to Mislead an NPC. When rolling a 7 - 9, you never gain Stress.

Just a Man

Tell the story your mark wants to believe. When attempting to Mislead an NPC, you may choose to roll with Rapport instead of Subtlety. Regardless of the statistic used, gain +1 on the attempt.

Epic

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



