



THE REAL THING RPG

the KILLER

In the age of the mercenary. In the nursing home where river swallows the sea. That's where we'll be, with guns.

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

Another Body Murdered

Shit happens, and what's shittier than unbridled violence? When defeating a target (Narrator's discretion) that had previously caused you to gain Stress or Wounds, you may remove 1 Stress. Additionally, you never gain Stress from causing another harm.

Advanced Moves

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

It is often better to end a fight before it begins. 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).

Be Aggressive

Sometimes you have to eliminate your competition. When using the Fight Move, gain +2 on the first roll if you are the instigator (first aggressor), and +1 on all Fight Moves thereafter in the encounter.

Collision

Barriers are meant to be broken. Gain +1 on all attempts to Overcome an Obstacle. When attempting to Overcome an Obstacle, on a hit, gain +1 forward on your next Fight, Overcome Obstacle, or Defy Danger Move in the same scene.

Stripsearch

You know a weakness when you see one. 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.

Digging the Grave

Nothing gets in your way. Gain a +2 on all Mislead attempts when covering up your own misdeeds.

Epic

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



