



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

## the LOVER

I'll tell you all the things you want to hear. Don't worry, baby, there's nothing to fear.

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

#### Underwater Love

*It feels good to make others feel good.* Once per scene: You may attempt to ease the mental burden of others. When attempting to relieve another's suffering, roll with Rapport. On a hit, remove up to 2 marked Stress from another character and 1 from yourself. On a 7 - 9, remove 2 Stress from another character.

### Advanced Moves

#### Got That Feeling

*You know people, inside and out.* When attempting to Analyze NPC, on a hit or a 7 - 9, you may choose 2 of the listed options.

#### Sweet Emotion

*We are such emotional creatures, and emotions are so easy to toy with.* When attempting to Persuade an NPC, add the following options only on a hit: (1) they will defend you in combat if possible, (2) you gain a +1 ongoing to Persuade, Mislead, or Analyze them for the rest of the scene.

#### I Won't Forget You

*Knowing that you belong can be a powerful feeling.* Once per scene: When attempting to Assist another PC, you may also remove 1 Stress from yourself or the targeted character.

#### Just a Man

*Being trusted is the most important element in any relationship.* 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.

#### Absolute Zero

*It is when we are at our lowest that we learn who we truly are.* Gain a +2 on all Re-Center Moves, and also mark Discovery on a 7 - 9.

#### Epic

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



