

THE REAL THING (lite)

Story & Narrator

Every story told in *The Real Thing* hinges on the Narrator creating a story in which the player characters (PCs) begin lost, confused, and with very little memory of who they are and what they are doing. While the full version of *The Real Thing* is based on the music of **Faith No More** and has a specific setting and genre, this “lite” version of the game is intended to be a sandbox. Gaming groups are encouraged to work together to create a basic setting (such as “yacht adrift at sea” or “a maximum security prison complex” that helps the Narrator form a story and the players create characters. Throughout the story, PCs will engage in actions that help them uncover their personal stories as well as the nature of their situation. When determining the narrative components of your setting and story, be sure to think about the time period (ex: the late ‘60s) and over all feel (ex: dark comedy) as well as the physical location and elements.

Taking Actions

Players drive the action in *The Real Thing*. This means that the only people who roll dice are the players. Every action consists of rolling two six-sided dice (2d6) and adding a statistic rating. Specific actions that can be taken (called Moves), as well as their potential rewards and consequences, are detailed herein. The Moves describe what happens when a character scores a **success (10+)** or a **partial success (7 - 9)**. For rolls that score a **6 or lower, the character fails**. When a failure is rolled, the player marks a Discovery on their character and gains a memory, flashback, or insight about themselves based on prompts from the Narrator and recent events in the story.

Dangers & Obstacles

Narrators are responsible for describing obstacles, dangers, NPCs, and enemies. Generally speaking, these things do not possess statistics. That said, they do have narrative effects on the PCs, and can impose penalties to actions that the PCs take. For example, fog might impose a -2 penalty to some Awareness rolls, or an MMA fighter might make attackers suffer a -1 to Fight rolls against them. Dangers can also have distinct damage ratings (1 - 3) and can cause Stress (1 - 3). Lastly, enemies have between 2 (weak) and 20 (mighty) maximum Trauma and Stress.

Character Moves

Fight

When you attempt to fight someone, roll with Might. On a hit, you inflict 1 Trauma and choose one of the following:

- » Inflict 1 additional Trauma
- » Put them in a bad position
- » Gain +1 on your next action against that character

On a 7 - 9, you inflict 1 Trauma, they inflict their damage rating on you, and choose 1 from below:

- » They inflict 1 Stress on you
- » You find yourself in a bad position
- » Make a hard choice

Defend PC

After another PC undertakes an action or is the target of an effect that would cause them physical harm, roll with Reflexes. On a hit, you suffer all of the Trauma and the PC being defended suffers no Trauma. You also gain +1 on your next action against the source of the damage. On a 7 - 9, as above and choose one of the following:

- » Suffer 1 additional Trauma
- » Suffer 1 Stress
- » Put yourself in a bad position

Defy or Overcome

When engaging in a dangerous activity or reacting to a dangerous situation, roll with Reflexes or Might (Narrator discretion). On a hit, avoid the danger. On a 7 - 9, avoid the danger and choose one of the following:

- » You put yourself in a bad position
- » Suffer 1 Stress or 1 Trauma (whichever is most appropriate)

Investigate

When attempting to learn about your environment or find useful items, roll with Awareness. On a hit, choose two of the following questions for the Narrator to answer, and gain +1 on one action related to the answers you receive:

- » What item/object here is most useful to me?
- » What here is not what it appears to be?
- » What happened here recently?
- » What do I need to be wary of?
- » Who should I be paying attention to here?

On a 7 - 9, choose one of the above instead and do not gain +1.

Analyze NPC

When attempting to discern the abilities or motives of an NPC, roll with Awareness. On a hit, choose one:

- » Determine the character’s current motives
- » Determine one special ability the character has
- » Determine the character’s emotional and mental state
- » Determine if the character is being forthright or not

On a 7 - 9, also choose one of the following:

- » Suffer 1 Stress
- » Make a hard choice

Persuade or Mislead NPC

When you attempt to persuade or mislead someone, roll with Rapport or Subtlety (Narrator discretion). On a hit, choose one of the following:

- » They tell you something of value
- » They give you an item of value
- » They assist you with your next action
- » They overlook you or believe your misdirection/lie

On a 7 - 9, also choose one from below:

- » You must do them a favor or give them something of value
- » Suffer 1 Stress

Know or Recall

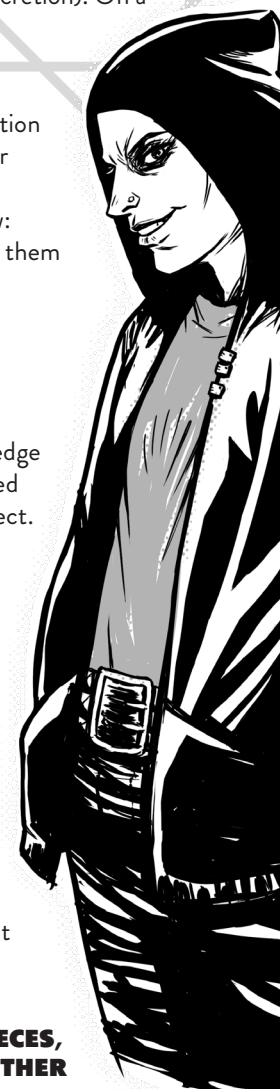
When attempting to apply your knowledge of the world or recall information related to the current situation, roll with Intellect.

On a hit, choose one:

- » The Narrator tells you a piece of important information about the world as it relates to your current situation, and you gain +1 on one action related to that knowledge.
- » You recall how to do something practical related to the current situation, such as fix something or understand how something complex functions. Gain +1 to apply this knowledge.

On a 7 - 9 choose one of the above, but do not gain +1.

**MY LIFE IS FALLING TO PIECES,
SOMEBODY PUT ME TOGETHER**

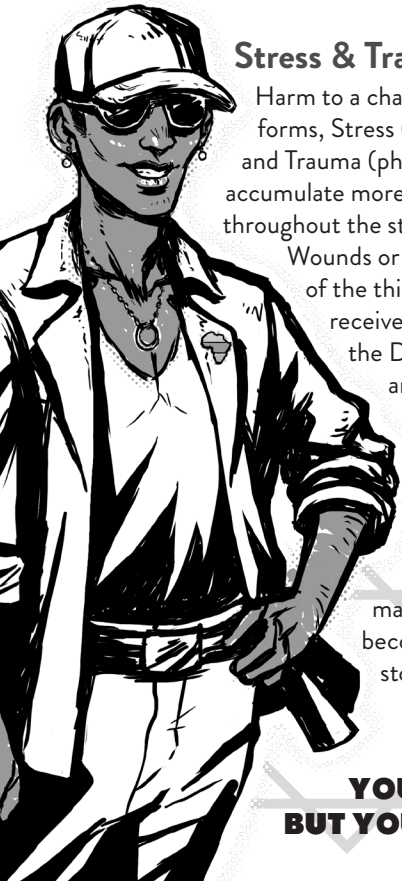


Characters

Players begin by crafting a character name and a description that are representative of the game's setting and genre. From there, they assign the ratings of +2, +1, 0, 0, 0, -1 to their statistics (Awareness, Intellect, etc.). These ratings are used for Moves and roughly describe a character's abilities. Players then select one of the Advanced Moves to begin play with. Lastly, create three facts about your character and share them with the group...

Three Facts

Because the PCs begin the game lost, confused, and/or addled, they each have only a few concrete memories of who they are. Aside from their names and some other personally identifying details, each character has only three facts that stick out in the haze of their brains. Examples might include: "I drive a really badass 2018 Camaro, and it is neon green," or "My mother was a prostitute, and I watched her slowly die of a venereal disease when I was nine." The memories should be specific to an event, person, or object so that they anchor the character to a time and a feeling.



Stress & Trauma

Harm to a character is easured in two forms, Stress (mental/emotional) and Trauma (physical). As characters accumulate more Stress and/or Trauma throughout the story, they may suffer from Wounds or Derangements. On each of the third, sixth, and eighth Stress received, players will mark one of the Derangements listed and are then penalized as noted. For each of the third, sixth, and eighth Trauma received, the character marks a Wound. If the character receives any Trauma or Stress after marking the eighth, they become unplayable for some story-driven reason.

**YOU WANT IT ALL
BUT YOU CAN'T HAVE IT.**

Discovery & Advancement

As noted above, each time a character fails a roll they mark a Discovery. Discoveries consist of a simple prompt such as "tell me about a time when..." or "this reminds of you of someone from your past..." Once prompted, the player then describes the event or situation from their PC's past, thusly creating facts about the story and world. It is encumbant on the Narrator to wrap the Discoveries into the overall story. Every time a character marks their fourth Discovery (4, 8, 12, etc.) they gain an Advanced Move of their choice.

Modifiers

Narrators should restrict equipment and modifiers to three types: persistent, limited, and one-time. A persistent modifier provided by equipment or effects should grant +1 to a specific Move, but a -1 penalty to a different Move. Limited modifiers should be limited to a few uses (3 - 6) and grant a +1 to one or two Moves. One-time modifiers may grant +2 to a Move or create an entirely new effect, but they can be used only once.

Your Character

Name

Description

Awareness	<input type="checkbox"/>	Wounds	
Intellect	<input type="checkbox"/>	<input type="checkbox"/> Broken Arm	-1 to Might
Might	<input type="checkbox"/>	<input type="checkbox"/> Broken Ribs	-1 to Reflexes
Rapport	<input type="checkbox"/>	<input type="checkbox"/> Concussion	-1 to Intellect
Reflexes	<input type="checkbox"/>	Derangements	
Subtlety	<input type="checkbox"/>	<input type="checkbox"/> Phobia	-1 to Rapport
Stress	<input type="checkbox"/>	<input type="checkbox"/> Delusions	-1 to Awareness
Trauma	<input type="checkbox"/>	<input type="checkbox"/> Paranoia	-1 to Subtlety
Discoveries	<input type="checkbox"/>		

Advanced Moves

Black Friday

When attempting to Persuade an NPC, you may also cause them to feel substantial guilt, regret, sorrow, or sympathy. 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.

Evidence

When attempting to Investigate, on a hit, choose 3 options instead of 2, and add the following additional option: (1) What action would likely be most beneficial for us to take next?

Light Up and Let Go

Whenever you cause at least 1 Trauma to a character, gain +1 on your next Move against that character.

The Big Kahuna

When using the Fight Move, on a hit, choose 2 of the options.

Midnight Cowboy

When attempting to move or remain unnoticed, roll with Subtlety. On a hit, you may move slowly through an area without being detected by normal means. On a 7 - 9, also choose one of the following: (a) make a hard choice, (b) take 1 Stress, (c) put yourself in a precarious position.

Sweet Emotion

Gain +1 when attempting to Persuade or Mislead an NPC, and add the following option: they will protect you from harm if possible.

This Town Ain't Big Enough...

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).

Epic

Gain +1 to a statistic of your choice.