



THE REAL THING^{RPG}

the ARCHITECT

Your day has finally come, so wear the hat, and do the dance, and let the suit keep wearing you.

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"/>	<input type="text"/>	<input type="text"/>
Intellect	<input type="text"/>	<input type="text"/>	<input type="text"/>
Might	<input type="text"/>	<input type="text"/>	<input type="text"/>
Rapport	<input type="text"/>	<input type="text"/>	<input type="text"/>
Reflexes	<input type="text"/>	<input type="text"/>	<input type="text"/>
Subtlety	<input type="text"/>	<input type="text"/>	<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

■ Land of Sunshine

You always find a way to push forward, past even the most daunting problems. Once per scene: When at a loss for what to do next, or when all else fails, roll with Awareness. On a hit, choose 2 of the following: (1) get a hint from the narrator, (2) gain Advantage on your next test, (3) center yourself and remove 1 Stress. On a 7 - 9, choose one of the above.

Advanced Moves

☐ Stripsearch

Knowing someone's weaknesses or motives is the best way to win any conflict. When attempting to Analyze an NPC, you may use the Intellect or Awareness statistics in place of Rapport. No matter which statistic you use, gain +1 on the attempt.

☐ A Small Victory

Your greatest strength is in bolstering and supporting your allies. Gain +2 on all attempts to Assist a PC.

☐ The World is Yours

Mastery of one's own emotions, pain, and weaknesses is the first step to success. Gain a +2 on all attempts to Resist an NPC.

☐ Evidence

Even the smallest of details can be pivotal in making the right decision. When attempting to Investigate, on a hit, choose 3 options instead of 2, and add the following additional option: (1) Ask the Narrator if a specific course of action would be more beneficial or problematic.

☐ Sunny Side Up

Providing clear answers and actionable decisions can make everyone feel more at ease. Once per target, per day: When attempting to Know or Recall, on a hit, remove 1 Stress from a character of your choice.

☐ Epic

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





You think several steps ahead of everyone else. You can see the results of a decision before you make it. When everyone else is falling apart, you hatch a plan and execute flawlessly.

Discoveries

Three Facts

A black and white illustration of a hand gripping a sword hilt, located in the bottom left corner of the page. The hand is shown in profile, with fingers wrapped around the hilt. The sword blade is partially visible, extending downwards. The background of the page is white with horizontal ruling lines.