



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

## the SOLDIER

Blood in your eyes again. Bravery, the face of man. Blood on your mind again. Chivalry, the face of man.

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

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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

### ■ Light Up and Let Go!

*You were taught to keep kicking until they stop moving.* Whenever you cause at least 1 Wound to a character, gain +1 forward on your next Move against that character.

## Advanced Moves

### ☐ From the Dead

*The only things that matter are the soldiers to your left and right.* When you choose to Assist a nearby character on a Second Wind Move, gain +1 on the attempt. On a hit, grant the character Advantage on the Second Wind Move. On a 7 - 9, grant +1 Forward to the Move instead of Advantage.

### ☐ Mouth to Mouth

*Because they'd do the same for you.* Once per scene: You may attempt to treat the Injuries of any character. When attempting to treat these Injuries, roll with Intellect. On a hit, remove up to 2 marked Wounds from another character. On a 7 - 9, remove 1 Wound from another character.

### ☐ War Pigs

*You have to be ready to go all out, all the time.* When using the Fight Move, on a hit, choose 2 of the options.

### ☐ Collision

*Sometimes the only way out is through.* Gain +1 on all attempts to Overcome Obstacle. When attempting to Overcome Obstacle, on a hit, gain +1 forward on your next Fight, Overcome Obstacle, or Defy Danger Move.

### ☐ Last Cup of Sorrow

*Looking back, it's all kind of a blur.* When you are able to Rest, reduce your current Stress by 1 additional mark on a hit or a 7 - 9.

### ☐ Epic

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





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*All the world is a war zone, but you pick your battles carefully. When the shit hits the fan, you are the best person to have around. And when the shit stops flying, you are great at cleaning up.*

The Soldier is a trained warrior and survivor. They approach most conflicts as if lives are on the line, and they are prepared to do what is necessary to further their cause. Soldiers may be leaders or rank-and-file, but they always follow a code or support a cause about which they are passionate. Beyond even their own code and survival, however, come the lives of those with whom they share a bond.

## Three Facts

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## Discoveries



## Notes & Memories

A black and white illustration of a person's arm and hand, wearing a dark sleeve and a light-colored glove, reaching out towards the right. The background is white with faint horizontal lines.