



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

## 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"/>	<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

### ■ 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.





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# the KILLER

*The world is tough, so you have adapted. You are the fittest, and you have proven it time and again. This requires understanding your enemies and the will to ensure that nothing prevents you from overcoming them.*

The Killer has a certain instinct for using aggression and violence to accomplish their goals. For some people, this instinct results in a lifetime of controlled, tactical violent action. For others it leads to a life of reactionary violence. In either case, the Killer will often rationalize their actions as inevitable, productive, or defensive. Whatever the case, Killers survive and thrive through force of body and will.

## Three Facts



## Discoveries

A 5x5 grid of circles and horizontal bars. Each row contains four empty circles followed by a horizontal bar with a shaded left portion, representing a dot marker.

## Notes & Memories

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.