



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

## the STUDENT

Everything you know and never knew  
Will run through your fingers just  
like sand. Enjoy it while you can.

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

### Chinese Arithmetic

Who needs charm when you have infallible (or confusing) reason? When attempting to Persuade an NPC, you may use the Intellect statistic in place of Rapport. When doing so, on a 7 - 9 you may choose 2 options instead of 1.

## Advanced Moves

### As the Worm Turns

History is a series of mistakes that could have been avoided with enough forethought. When attempting to Assist a PC, you may use the Intellect or Awareness statistics in place of Rapport. Regardless of the statistic used, gain +1 on the attempt.

### Easy

The key to success is to always be learning. Take a Move from any other Playbook, but the chosen Move must be one that uses the Intellect, Awareness, or Subtlety statistics.

### The Last to Know

Knowing what others don't is the ultimate power trip. Gain +2 on all Know or Recall Moves. On a miss, take 1 Stress.

### Caffeine

Sometimes you just need a little jolt to keep going. Once per scene: When consuming something that makes you feel good, you may remove 1 Stress and 1 Wound.

### 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) What action would likely be most beneficial for us to take next?

### Epic

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





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*You've built a life around knowing more than everyone else. While everyone else is jockeying for status, you are learning and growing. There is always more to know, and more to be gained.*

As a perpetual student, you've learned how the world works. You see the patterns others miss. You know what information to apply when. People respect your knowledge, but sometimes find you off-putting or strange. In the end, that doesn't matter, so long as they keep listening. All that matters is knowing more than everyone else, because knowledge is everything.

## Discoveries

## Three Facts

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## Notes & Memories

A black and white illustration of a person with short, curly hair, wearing a white shirt and a dark belt with a chain. They are holding a pair of scissors in their right hand, positioned as if about to cut. The background is a light gray grid pattern.