

KING FOR A DAY

A Faith No More Role-Playing Game

King for a Day is the third installment in the Faith No More-inspired TTRPG, The Real Thing RPG. This game is for fans of the dark, gritty RPGs of the 1990s. It blends elements of mystery, action, drama, and urban fantasy.

King for a Day adds systems for creating and playing supernatural creatures in The Real Thing universe. Characters can now play through the process of trading humanity and morality for supernatural powers, creating inner and interpersonal drama at the table.

King for a Day also concludes the epic story that began in The Real Thing RPG and expanded through Angel Dust, with hours and hours of additional story content.

Taking a narrative spin through what Accidental Cyclops cooked up in The Real Thing was a great time, and one that helped build a story as we moved along. It was feeling the story come together as much as telling it ourselves.

Bryan C.P. Steele

Game Designer and Author

Conspiracy, Corporations, and Magic with only a slight dose of delusion. The Real Thing fills the blackened heart of urban fantasy role-players with everything needed since the old days of trench coats and rock-paper-scissors.

Rick Heinz

Storytellers Forge



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