

Think Michelle Yeoh,  
Chow Yun-Fat

# GUNFIGHTER

Pick your actor's stage name, then choose one set of ability scores below, two moves to the right, and you're good to go.

- Agility+2 Drama+1 Muscles-1 Magnetism+1 Swagger=0
- Agility+2 Drama=0 Muscles-1 Magnetism+1 Swagger+1
- Agility+2 Drama+1 Muscles+1 Magnetism=0 Swagger-1
- Agility+2 Drama+2 Muscles-1 Magnetism-1 Swagger=0

NAME

AGILITY



STAR POWER

DRAMA



TICKS

MUSCLES



EXPERIENCE

MAGNETISM



SWAGGER



☐ **Gun Ballet** - All ranged weapons you use, no matter the type, count as having the -area special ability.

☐ **Time to Reload** - People don't usually run out of ammo in action movies unless it's dramatic to do so. You're the master of turning the reload into high drama. At any time during a scene involving ranged combat, you can declare that you're out of ammo. Reload your gun and roll +Drama. On a 10+, choose one. On a 7-9, choose one but also take a point of harm as you leave yourself open to attack. On a miss, you're stuck where you are; the Director may make an immediate move against you.

- Escape danger scot free, leaving your friends behind.
- Rely on your buddies for cover, safely moving toward danger.
- Advance a romantic interest (help him escape, send him off on his own with a kiss, etc).
- Gain an extra tick of star power as you deliver a line
- An awesome shot after you've reloaded makes something explode.

☐ **"Yes. I am God. You're one. A god can be human"** - Add +1 to Agility (max +3)

☐ **Instincts of the Predator** - Roll +Agility instead of +Swagger to read a situation.

☐ **This Is My Gun** - Any time a ranged weapon is in your hand, combat or not, you receive a +1 to all Stunt moves.

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MOVIE NAME

CHARACTER NAME

☐ Lead

☐ ☐ ☐ ☐ ☐ Harm

SPECIAL RELATIONSHIP

SCRIPT MOVES

GEAR

HOLDS

**ACTION  
MOVIE  
WORLD**

The Gunfighter's portrait is based on  
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