

Think Brigitte Nielsen,
Arnold Schwarzenegger

MUSCLEHEAD

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

NAME

AGILITY

STAR POWER

DRAMA

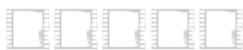


TICKS

MUSCLES

EXPERIENCE

MAGNETISM



SWAGGER



☐ "The greatest feeling you can get in a gym is the pump" - Add +1 to Muscles (max +3).

☐ **Animal Magnetism** - When you attempt to seduce or manipulate someone, roll +Muscles instead of +Magnetism.

☐ **Brutal Force** - Whenever you inflict harm, you have the option of inflicting +1 harm.

☐ **A Machine Made of Meat** - Getting hit only makes you angry. When you are hit in ranged or close combat, whether harm is inflicted or not, you can make this move. Roll +Muscles. On a 10+, hold 2. On a 7-9, hold 1. Spend one of your holds to:

- Immediately inflict 1 harm as a counterattack against whoever attacked you.
- Inflict an extra +1 harm on your next attack.
- Close the gap between yourself and your enemy.
- Perform a feat testing the limits of human strength.
- Gain +1 Muscles for the rest of the scene.

☐ **Get to the chopper/tank/bus/car/plane!**
Add +1 Camraderie if you save one of the other Actors from harm.

☐ **BFG** - Roll +Muscles instead of +Agility when shooting guns. You can also use weapons with the -two-handed quality in one hand.

☐ _____

☐ _____

☐ _____

MOVIE NAME

CHARACTER NAME

☐ Lead

☐ ☐ ☐ ☐ ☐ Harm

SPECIAL RELATIONSHIP

SCRIPT MOVES

GEAR

HOLDS

**ACTION
MOVIE
WORLD**

The Musclehead's portrait is based on a photo from Morguefile.com.