

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

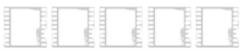


MUSCLES



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.

MOVIE NAME

CHARACTER NAME

Lead

Harm

SPECIAL RELATIONSHIP

SCRIPT MOVES

GEAR

HOLDS

The Gunfighter's portrait is based on a photo CC BY 3.0 Marcus Ranum.



Think Reb Brown

YELLER

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

NAME

AGILITY

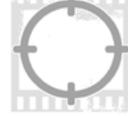


STAR POWER

DRAMA

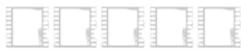


MUSCLES



EXPERIENCE

MAGNETISM



SWAGGER



"JAKODA!" - Add +1 to Muscles (max +3).

Just Yell - Let the power of your lungs carry you through the scene! You may roll +Muscles instead of +Drama whenever you make an Emote move.

Especially Yell When You Do Something Crazy - Yelling while performing a stunt is awesome. Yell during a Stunt move to add +1 to the roll.

Sheer Terror - You can terrify people by yelling at them incoherently. If you choose to do this, roll +Muscles: **On a 10+**, pick two. **On a 7-9**, pick one but the noise alerts an enemy or group of enemies to your presence. They'll be here any second, no matter where you are. **On a miss**, you strain your lungs, nothing happens, and the enemy takes advantage of your openness. The Director may make a move against you.

- A single person of your choice flees immediately.
- A group makes a fighting retreat, hastily but organized.
- Someone falls down.
- Someone's grip on an item is lost.
- A friend is alerted to your presence.

Move, Move, Move! - Nothing gets people moving quickly like screaming at them to hurry up. This is a proven fact. When you yell at people to "MOVE MOVE MOVE", roll +Drama. **On a 10+**, all of your allies (including you) either move at double time or take a +1 to an immediate Stunt. **On a 7-9**, as above but something or someone important (including yourself) is left behind. **On a 6 or less**, you're being annoying. The other PCs decide how they react. NPCs actively ignore you. -1 Camaraderie.

MOVIE NAME

CHARACTER NAME

Lead

Harm

SPECIAL RELATIONSHIP

SCRIPT MOVES

GEAR

HOLDS

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



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



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



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

Think Jet Li, Chuck Norris, Cynthia Rothrock, Maggie Q, Jean-Claude Van Damme

PUGILIST

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

NAME

AGILITY



STAR POWER

DRAMA

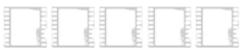


MUSCLES



EXPERIENCE

MAGNETISM



SWAGGER



“Go for the gut. He's soft there” - Add +1 to Agility (max +3).

Duck and Weave - You're tough to get a bead on from range. When you take harm from a ranged attack, roll +Agility. **On a 10+**, you avoid the damage. **On a 7-9**, you've managed to duck the worst of it, but you still got winged. Choose one:

- You've ducked into a bad position and left yourself exposed, but take 1 less harm.
- You're too far from your fellows for you to help each other, but take 1 less harm.

Sting Like a Bee - You may roll +Agility instead of +Muscles in melee.

Fists of Stone - Inflict +1 harm when striking with your bare hands.

Training Montage - By training hard or performing a kata, you can enhance your hand to hand combat capabilities greatly. Once per session, you may roll +Drama: **On a 10+**, hold 2. **On a 7-9**, hold 1. Spend one of your holds to:

- +1 on a Violence roll
- +1 harm on a Violence hit
- -1 harm inflicted upon you
- Increase your Star Power by 1 immediately (limit once per movie).

On a miss, the Director chooses one:

- You're late for something important
- You neglect a relationship
- Someone or something is taken from you while you were occupied

MOVIE NAME

CHARACTER NAME

Lead

Harm

SPECIAL RELATIONSHIP

SCRIPT MOVES

GEAR

HOLDS

The Pugilist's portrait is based on a stock photo by Marcus Ranum.



Think Lucy Lawless,
Kurt Russell, Bruce Willis

SMARTASS

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

NAME

AGILITY



STAR POWER

DRAMA



TICKS

MUSCLES



EXPERIENCE

MAGNETISM



SWAGGER



"Yippie ki yay, motherfucker" - Add +1 to Swagger (max +3).

Better Living Through Wisecracks
You may roll +Swagger when performing a Stunt move.

Nothing Sexier Than s Sense of Humor
You may roll +Swagger instead of +Magnetism when performing a Getting What You Want move.

Sticks and Stones - You've mastered the art of taunting your enemies until they lose reason. When you taunt a bad guy, roll +Swagger: **On a 10+**, pick one. **On a 7-9**, as above but you're engaged in outright combat with the tauntee. This is obviously not a drawback if this was your intent!

- Your enemy does something stupid.
- Your enemy charges at you.
- Your enemy tries to counter your wit by revealing his plans.

Smiling Through the Pain - You're not the strongest, biggest, fastest, or meanest, but you are the coolest. Physical punishment only serves to make you look cooler. When you take harm, dig deep into that core of resolve and roll +Swagger. **On a 10+**, hold two. **On a 7-9**, hold one. Spend one of your holds to:

- Get an automatic 10+ on a Killer One-Liner move.
- Substitute Swagger for another stat for the duration of your next move.
- Add the points of harm you've taken so far to your next roll as a bonus.
- Inspire your fellows with your unflappable nature; +1 Camaraderie.

MOVIE NAME

CHARACTER NAME

Lead

Harm

SPECIAL RELATIONSHIP

SCRIPT MOVES

GEAR

HOLDS



The Smartass's portrait is based on a free stock photo from b-e-c-k-y stock.

Think Sean Connery,
Daniel Craig, Geena Davis

SMOOTH OPERATOR

Pick your actor's stage name, then choose one set of ability scores below, take *You Only Live Twice* and one other move to the right, and you're good to go.

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

NAME

AGILITY



STAR POWER

DRAMA



MUSCLES



EXPERIENCE

MAGNETISM



SWAGGER



You Only Live Twice - Your hair is never mussed, cuts you receive always avoid your good side, and your sex appeal is never reduced over the course of a movie. When you die, it's never horrible or nasty, just quick and clean.

At the beginning of every new movie, you receive 3 Smooth Points. Use poker chips or coins to represent them. Every time you would take a point of harm, you may spend a Smooth Point to make it simply disappear. The action still happens: the bad guy shoots at you, you're caught in the explosion, the airplane crashes. You simply get off scot free with nary a scratch on you. This can protect you from death, even if you're in a Supporting Role.

In addition, you look so damned cool doing it that you actually use the awe you create to your advantage. When you would take harm and use a Smooth Point, take the amount of harm which disappeared forward to your next move (ie, if you spend a Smooth Point to mitigate 2 harm, take +2 forward).

"Just a drink, a martini, shaken not stirred." - +1 to Magnetism (max +3).

Make It Look Good - You can use +Magnetism when making a Stunt move.

Motion of the Ocean - Receive a +1 to rolls when you make Love Scene or Getting What You Want moves.

The Spy Who Loved Me - Once per movie, you may designate one NPC you meet as your primary romantic interest. This NPC becomes intertwined with your character and grants you +2 to Love Scenes. When you designate your love interest, roll +Drama:

On a 10+, your romantic interest has plot immunity, much like the Lead Role. Gain +1 XP at the end of the movie, should you both survive.

On a 7-9, hold one. Spend the hold one for one at any point to have your romantic interest:

- Die by taking a hit for you when you suffer +harm.
- Be taken by the Villain instead of you when you might be captured or separated from your friends.
- Fatally sacrifice him/herself in order to prevent your death.

On a miss, the NPC becomes a secondary villain with a fixation on you. The Director may make an immediate move against you, with the new villain central to the proceedings.

MOVIE NAME

CHARACTER NAME

Lead

Harm

SPECIAL RELATIONSHIP

SCRIPT MOVES

GEAR

HOLDS

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



Think Mel Gibson, Linda Hamilton, Sylvester Stallone

THE SPIAN

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

NAME

AGILITY



STAR POWER

DRAMA

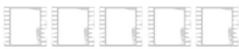


MUSCLES



EXPERIENCE

MAGNETISM



SWAGGER



"I dunno, she's got gaps, I got gaps, together we fill gaps." - Add +1 to Drama (max +3).

The Delivery - When making a Killer One-Liner move, roll +Drama instead of +Swagger.

Soliloquy - When you deliver a solo speech about what's going on in the current movie, trying to piece together the events unfolding around you, roll +Drama.

On a 10+, you gain insight into the emotional or physical nature of the conflict underpinning the plot. Name one thing that will happen related to the plot, no matter how big or small. The Director will make it come true, at no cost to you (though it may involve cost to others).

On a 7-9, as above but the events come true at great cost to yourself.

On a miss, your ramblings are the product of self-delusion about your abilities and/or powers of insight. Take -1 forward and the Director can make a move against you.

Open Book - You receive a +1 to all Emote moves.

The Wrap-Up - When a movie ends, you can deliver one final speech before the credits roll. Roll +Drama:

On a 10+, you clarify what just happened for your companions (if any survive). Everyone gains +1 XP.

On a 7-9, it's a good speech and helpful for wrapping things up, but only you gain +1 XP.

On a miss, you're way off in either tone or substance. It's neither helpful nor clarifying. -1 XP for everyone.

MOVIE NAME

CHARACTER NAME

Lead

Harm

SPECIAL RELATIONSHIP

SCRIPT MOVES

GEAR

HOLDS



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