

# The Barbarian Movie

## ACTORS' SCRIPT



### Description

Conan. Beastmaster. Ator. Deathstalker. Hulky dudes and buxom women fighting against the Dark, as embodied by some jerk in a temple or castle or mountain fastness, either solo or in a group.

### Relationships

Starting with the Lead, each player establishes a relationship with the player to his or her left. Roll 2d6 or make something up:

- 2 you both share a curse
- 3 teacher and student
- 4 a weapon
- 5 former slaves
- 6 siblings
- 7 heroes for hire
- 8 from the same village or town
- 9 lovers
- 10 one rescued the other from certain doom
- 11 involved in a cult once upon a time
- 12 thieves of something mysterious and powerful

### Gear

Each player should pick one gear combo listed below. Unlike the Script's moves, there is no limit to how many players may pick each gear combo.

- Sword (2-harm, -hand, -deadly), dagger (1-harm, -hand), throwing axe (2-harm, -close, -reload), 1-pt of armor
- Bow (2-harm, -long, -reload, -two-handed), dagger (1-harm, -hand)
- Two hand axes (2-harm, -hand, -area when wielded together), dagger (1-harm, -hand), throwing dagger (1-harm, -close), 1-pt of armor
- Sword (2-harm, -hand, -deadly), small furry creature (-alive), 1-pt of armor
- Two-handed weapon (3-harm, -hand, -deadly, -messy, -two-handed), 2-pts of armor
- Flail (3-harm, -hand, -messy), 1-pt of armor

### Moves

Each move may only be picked by two players. As with relationships, the Lead picks first before passing to his or her left. This continues until each player has one Script move.

**Spend It Like Water** - Money is generally meaningless in AMW, but not in barbarian movies. No matter how noble the outcome of the movie, money is almost always the prime motivator for some, if not all, of the characters. That money is meant to be spent, quickly and ostentatiously. You may throw a massive party at an inn, encampment, feast hall, or other suitable place, blowing all your cash. When you throw your party, roll +Swagger.

On a 10+, hold two.

On a 7-9, hold one.

Spend your holds to:

- Gain +1 to a move
- Call in a bribe or favor
- Gain a new piece of gear, your choice
- Impress a crowd
- Get the attention of someone well over your social station

On a miss, you've overindulged or otherwise misstepped socially. Take -1 forward and you've attracted unwanted attention.

**Mighty Thews** - You're even more muscley and violent than most characters in barbarian movies. All of your attacks have the -area and -messy qualities.

**The Deadliest Warrior** - You are so deadly with a weapon that enemies fall almost at a touch. All weapons you wield have the -deadly quality against anyone but the main villain.

**Magic is Scary** - Wizardry is to be mistrusted at all times. You hate and fear the warlock in equal measure. When you are in combat with a wizard, warlock, witch, or other practitioner of the dark arts, roll +Swagger.

On a 10+, you are filled with loathing for the evil before you. All attacks against the source of your ire gain the -deadly quality.

On a 7-9, your fear leaves you open to attack, even as it drives you forward. You do +1 harm against magic using foes, but they do +1 harm to you, as well.

On a miss, your fear has gotten the better of you.

Pick one:

- You retreat quickly.
- Take -1 for the scene.

**Secret Engineer** - The secretly brilliant barbarian, using technology in MacGuyver-esque ways, is an infrequent but lasting trope of the genre. Technology is used here to mean appropriately low-tech but still shockingly advanced items; a hang-glider is a good example. You are one of these technically inclined folks. When you attempt to make a device which you have no business making, roll +Drama.

On a 10+, the device works perfectly.

On a 7-9, it works but has a flaw, determined by the MC. Say what it is. The MC may activate this flaw at a dramatic moment to make things interesting.

On a miss, the device seems to work but is actually dangerously defective, either to yourself or to others. A hang glider might crash, a black powder grenade might explode in your hands, etc.

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## Gear

The bad guys will probably be using the same kind of things as the heroes, just not as well.

- Sword (2-harm, -hand, -deadly)
- Throwing axe (2-harm, -close, -refill)
- Bow (2-harm, -long, -reload, -two-handed)
- Two hand axes (2-harm, -hand, -area when wielded together)
- Dagger (1-harm, -hand)
- Throwing dagger (1-harm, -close)
- Two-handed weapon (3-harm, -hand, -deadly, -messy, -two-handed)
- Flail (3-harm, -hand, -messy)
- 1-pt of armor (leather, cloth)
- 2-pts of armor (chain, plate)

## Villain

**Priest** - Wants to convert. Wants to slay unbelievers.

- Reveal the deity's power
- Convert someone
- Proselytize
- Demand obedience
- Convert a population
- Seek out and show heresy
- Reveal his or her insanity

**King** - Wants to conquer. Wants to enslave.

- Display raw force
- Command an army
- Send in specialists
- Take over territory
- Exert authority
- Enforce oaths or create new ones

**Undead** - Wants to consume. Wants to remember.

- Devour someone
- Convert someone to undead
- Emote secrets from the past
- Raise an army of the dead
- Terrify everyone
- Shrug off harm
- Harm with the chill of the grave

**Wizard** - Wants to dominate. Wants to exalt himself.

- Cause mass destruction with a word
- Disguise him or herself
- Alter the flows of space or time
- Spy on someone from afar
- Raise an army via magic
- Teleport or become invisible
- Conjure the elements

**Crimelord** - Wants to indulge. Wants to steal.

- Throw a massive party which everyone attends
- Offer someone his or her darkest desire
- Infiltrate a populace via vice
- Send in thugs and brutes
- Influence local politics
- Procure something very rare

**Dragon** - Wants to acquire. Wants to devour.

- Take flight
- Add to its hoard
- Set things on fire
- Terrify everyone
- Destroy cities and countryside
- Shrug off harm
- Slay by fire and claw

MOVIE TITLE

CAMARADERIE



NOTES

**ACTION  
MOVIE  
WORLD**

# The Cop Movie

## ACTORS' SCRIPT



### Description

Cop flicks tend to revolve around anti-establishment motifs in an extremely emotional manner. Someone in a position of authority is always corrupt. It might be the police brass above them. More often it's local governmental authorities, particularly in American cop movies. Crime is usually rampant and it's abetted by the systemic corruption at play.

### Relationships

Starting with the Lead, each player establishes a relationship with the player to his or her left. Roll 2d6 or make something up:

- 2 in on a secret
- 3 drug money
- 4 same department
- 5 came up through the academy together
- 6 partners
- 7 precinct buds
- 8 a cop and informant
- 9 a murder weapon
- 10 rivals for promotion
- 11 grew up in the same neighborhood
- 12 saw something terrible

### Gear

Each player should pick one gear combo listed below. Unlike the Script's moves, there is no limit to how many players may pick each gear combo.

Everyone has access to a police vehicle.

- 9mm pistol (2-harm, -close, -loud), nightstick (2-harm, -hand)
- SWAT vest (2-armor), assault rifle (3-harm, -far/close, -autofire, -loud)
- 9mm pistol (2-harm, -close, -loud), tear gas grenades (s-harm, -close, -refill)
- 9mm pistol (2-harm, -close, -loud), drug package (-valuable)

### Moves

Each move may only be picked by two players. As with relationships, the Lead picks first before passing to his or her left. This continues until each player has one Script move.

**Buddy Movie** - This move is only available to one character; once it's picked, that's it. It also cannot be picked by the Lead. Picking this move makes you, in all ways, a second Lead, including the same plot immunity that the Lead enjoys. This move cannot be made permanent with XP.

#### A Cop Who Doesn't Play By The Rules

You don't play by "their" rules, whoever "they" are.

When you buck authority, roll +Drama.

On a 10+, choose one:

- You inspire someone to follow your lead.
- The authority backs down.
- An enemy is distracted by you (this may happen off-camera).

On a 7-9, choose one above but you are forced to do something dangerous to remain on the force.

On a miss, someone in a position over you is dedicated to getting back at you.

**Crime Doesn't Pay** - Nobody does better than you when the heat is on from the scum of the city. When rolling in opposition to criminals of any sort, you add +1 to your roll.

**Supercop** - Whether through training or natural ability, you're faster, stronger, and just generally more of a badass than your peers on the force. You receive a +1 to all Stunt rolls.

**Corrupt Is As Corrupt Does** - At the beginning of the movie, state whether you're fighting or aiding the forces of corruption. You receive two Corruption Points. Spend these one for one through the course of the movie as you would a hold. Each time you spend a Corruption Point, choose one of the following:

- Gain access to drugs.
- Gain access to weapons.
- Gain access to vice.
- Gain access to stolen mundane goods.
- Gain access to an off-limits location.

Access should be read very broadly and change in meaning depending on whether the character is fighting corruption or corrupt. For example, an honest cop with this move might gain access to drugs, with the Director setting up a scene in which following bribes leads to a city councilwoman's drug deal, while a corrupt cop would use it to snag drugs from a bust for his or her own use.

**High Speed Chase** - Nobody's better than you in a chase. When you're behind the wheel, roll +Swagger:

On a 10+, choose both. On a 7-9, choose one:

- You get where you want really fast.
- You're safe.

On a miss, you're not as good as you thought you were. You crash.

# The Cop Movie

DIRECTOR'S SCRIPT

## Description

Cop flicks tend to revolve around anti-establishment motifs in an extremely emotional manner. Someone in a position of authority is always corrupt. It might be the police brass above them. More often it's local governmental authorities, particularly in American cop movies. Crime is usually rampant and it's abetted by the systemic corruption at play.

## Gear

The bad guys will probably be using the same kind of things as the heroes, just not as well.

- police vehicle
- news chopper
- 9mm pistol (2-harm, -close, -loud)
- assault rifle (3-harm, -far/close, -autofire, -loud)
- SWAT vest (2-armor)
- nightstick (2-harm, -hand)
- tear gas grenades (s-harm, -close, -refill)
- drug package (-valuable)

## Villain

**Drug Kingpin** - Wants to sell. Wants to scourge.

- Use drugs to influence the masses
- Display incredibly violent and erratic behavior
- Offer drugs
- Offer money
- Buy someone off
- Bring in dangerous foreigners
- Wield power of an addict

**Corrupt Politician** - Wants to control, to be loved.

- Exploit privatization for his or her own gain
- Deliver a rousing speech that makes converts of listeners
- Weasel out of trouble
- Reveal megalomania
- Turn the public against someone
- Offer a way out
- Have a closed door meeting

**Mafia Boss** - Wants to control. Wants to show honor.

- Send out a hit
- Take over a neighborhood (but just one; there are rules)
- Make peace or war with another family
- Buy off a cop or politician
- Appeal to bonds of tradition or family
- Offer protection
- Get out of legal trouble
- Buy someone off
- Promote someone
- Find someone who doesn't want to be found

**Master Thief** - Wants to be rich. Wants to be thrilled.

- Misdirect attention to someone else
- Reveal that he or she stole something while you were distracted
- Reveal a key weakness in a person, structure, or system
- Successfully feign innocence
- Reveal he or she has been in disguise the whole time
- Has just the right tools for the job
- Make a death defying escape

**Assassin** - Wants to kill. Wants to hunt.

- Put someone in his or her sights (literally)
- Reveal he or she has been in disguise the whole time
- Disappear into thin air
- Whip out high tech or military grade weaponry
- Use superior martial arts
- Shoot someone in a dramatic or emotional fashion
- Make a death defying escape

**Police Chief** - Wants to hide. Wants to bully.

- Have someone arrested
- Beat someone up
- Escape via technicality of the law
- Disappear in the nick of time
- Send the whole precinct after someone
- Demote or promote someone, literally or figuratively
- Bribe someone
- Trade integrity for power

MOVIE TITLE

CAMARADERIE



NOTES

**ACTION  
MOVIE  
WORLD**



# The Fighting Tournament Movie

ACTORS' SCRIPT



## Description

An underdog enters a fighting tournament for pride, vengeance, or redemption. An older guy trains the hero up for a big tournament invariably run by a drug lord or some other unsavory type. The Karate Kid, Kickboxer III, Bloodsport: this is the sort of movie in which The Pugilist can really shine

## Relationships

Starting with the Lead, each player establishes a relationship with the player to his or her left. Roll 2d6 or make something up:

- 2 an heirloom for your shared fighting style
- 3 childhood friends
- 4 the villain hurt both of you in some way
- 5 teacher and student
- 6 in a war together
- 7 loved the same person
- 8 students at the same dojo
- 9 rival schools
- 10 family
- 11 own a business together
- 12 tourists in a strange land

## Gear

Each player should pick one gear combo listed below. Unlike the Script's moves, there is no limit to how many players may pick each gear combo.

Everyone has his or her fists and an outfit appropriate to his or her fighting style.  
That's it.

## Moves

Each move may only be picked by two players. As with relationships, the Lead picks first before passing to his or her left. This continues until each player has one Script move.

**Not Tommy! NO!** - Eventually, the friends in the movie are going to have to face each other. One of them is going to hurt one of the others, probably badly. That's a real shame. It's also an awesome time to go heavy on the pathos.

Once per movie, you can declare that you're fighting one of the other PCs in the next action scene. The Director must make this happen. When the scene takes place, roll +Drama:

**On a 10+**, you've killed the other character accidentally. Let out a cry to the heavens! The other party gains 2 XP, per usual, and automatically goes up 1 in Star Power. You gain 1 XP, Camaraderie goes up by 1, and you're allowed to make a Vengeance move, just as if your pal had died at the hands of NPCs.

**On a 7-9**, the other party is seriously injured. You both gain 1 XP. You feel really bad about this. Take -1 forward. Camaraderie also goes down by 1.

**On a miss**, you've flubbed your moves and delivered a silly scene where gravity was needed. Both take -1 forward. Fight the scene as normal and let things go where they will.

Obviously, this move cannot kill the Lead. Instead, on a 10+ the injury is truly dire and the star must make that much more effort to come back from it.

**Hands of Stone** - When fighting with your fists in an organized setting (tournament, organized fight, boxing match, etc) you gain +1 to all Stunt and Close Combat rolls.

**Float Like A Butterfly** - Once per movie, you can gain an automatic 10+ on a Close Combat roll. Just tell the Director when you want to do it and it'll happen.

**I've Seen This Style Before** - You've been around the fighting circuit long enough to have seen it all. When you get ready to fight someone, declare what fighting style your opponent is using and roll +Swagger.

**On a 10+**, choose two.

**On a 7-9**, choose one.

- You will turn your opponent's best move against him or her
- You will avoid all harm in the coming fight
- You will impress the crowd, becoming a fan favorite
- You will intimidate a foe with your obvious knowledge of fighting

**On a miss**, you aren't as smart as you think you are.

The Director makes a move against you, one that hurts. Tell everyone some details about this school of fighting.

**Work It Like JCVD** - Even the toughest fighter needs a little R&R. Between fights, you like to party at nightclubs, bars, and beach lounges. You also really like to dance. When you go out carousing with the locals, roll +Magnetism:

**On a 10+**, you're smooth as hell and rad to the max.

Launch an immediate Love Scene move with one of the people you managed to hook up with. You also impressed the locals with your moves at the club; one of your new buds will help you when you need it most.

**On a 7-9**, not bad on the social front but you may have overindulged a little bit. You have a roaring hangover. Take -1 forward and choose one.

- Tell how the owner of the tournament is secretly monstrous
- Tell the Director who is now your friend

**On a miss**, you've made a serious social faux pas.

A fight breaks out at the bar or club. Take -1 for the scene while you try not to get beaten up.

# The Fighting Tournament Movie

DIRECTOR'S SCRIPT

## Description

When the time comes, play up the combination of badass and underdog for the Lead. The weenies at the front of the tournament bracket should fall like wheat before a scythe. Things get tougher around the semifinals (and by all means, make an actual bracket), until the cheating, conniving final bout against whatever asshole is champion. That's when things get super tough.

## Gear

The bad guys will probably be using the same kind of things as the heroes, just not as well.

Everyone has his or her fists and  
an outfit appropriate to his or her fighting style.  
That's it.

## Villain

**Mister Big** - Wants to be on top. Wants to stay in control.

- Bring big money and influence to bear
- Disappear into his or her fortress
- Whip out military hardware
- Call on his or her bodyguards for help
- Reorganize the tournament's rules
- Throw someone out of the tournament
- Show off his or her secret fighting skills

**Bloodthirsty Monster** - Wants to inflict physical pain and mental anguish.

- Attack with intense savagery
- Hurt a character's dearest loved one
- Show his or her disgusting heart
- Shrug off injury
- Get the crowd to switch sides
- Taunt someone to fury

**Darwinist** - Wants to cull the weak. Wants to determine the best.

- Reorganize the tournament's rules
- See into someone's mind
- Obscure his or her true motivations
- Declare someone the strongest so that everyone agrees
- Call on his or her bodyguards for help
- Show off his or her secret fighting skills
- Decree a death sentence for a fight's loser

MOVIE TITLE

CAMARADERIE



NOTES

**ACTION  
MOVIE  
WORLD**

# The Ninja Movie

## ACTORS' SCRIPT

### Description

Ninja movies don't really lean on decent martial arts skills. They rely on magic. The movie ninja is less Bruce Lee, more Merlin. Smoke bombs, disappearing into thin air, playing dead, and killing with a touch! Embrace the silliness of walking turtles and Power Rangers. You'll be closer to the style than a more serious take.

### Relationships

Starting with the Lead, each player establishes a relationship with the player to his or her left. Roll 2d6 or make something up:

- 2 reincarnated lovers
- 3 your souls are claimed by a demon
- 4 former Yakuza members
- 5 a sword, hundreds of years old
- 6 members of rival schools, now allies
- 7 loved the same person
- 8 members of the same ninja clan
- 9 a shared thirst for revenge
- 10 the war
- 11 you thought that you'd killed one another
- 12 a lost medallion

### Gear

Each player should pick one gear combo listed below. Unlike the Script's moves, there is no limit to how many players may pick each gear combo.

Everyone gets a ninja outfit, including mask, in a color of the player's choice.

Everyone also receives the following:

- katana (2-harm, -hand, -deadly)
- dagger (1-harm, -hand)
- shurikens (1-harm, -close, -reload)

In addition, pick one extra ninja weapon:

- Bow (2-harm, -long, -reload, -two-handed)
- Choking gas bombs (S-damage, -close, -refill, -area)
- Bo staff (2-harm, -hand, +1 Stunt moves)
- Nunchaku (1-harm, -hand, -area)
- Layered ninja clothing, 1-pt of armor



### Moves

Each move may only be picked by two players. As with relationships, the Lead picks first before passing to his or her left. This continues until each player has one Script move.

**Puff of Smoke** - You can disappear into thin air with the aid of a smoke bomb or other ninja device.

When you want to disappear, roll +Swagger:

**On a 10+**, you disappear. When you come back, you have the element of surprise. Gain a +1 for the scene to all rolls when you decide to return.

**On a 7-9**, you manage to get away, but you are seen at the last second. Get away but choose one:

- Take one level of harm.
- You cannot use the Puff of Smoke move again in this movie.

**On a miss**, your smoke is too thin, the wind too strong, etc. for your disappearance to work. You look pretty silly and the Director makes a move against you.

**Opossum** - You can play dead with amazing precision. Once per movie, declare that you are playing dead at a dramatically appropriate moment. Everyone thinks you are dead, whether your "corpse" is available or not.

You gain XP for this fake death, just as if you had truly died; this does mean that you can gain dying XP twice in a single movie should you die for real later on. While "dead", you are safe from harm and plot complications and all observers, both PC and NPC, act as though you are dead and gone.

**Dim Mak** - By focusing your chi, you can kill with a touch. All it takes is some brief but intense meditation and a willingness to become an avatar of Death. When you meditate on killing with the power of chi, roll +Drama.

**On a 10+**, you have the -deadly quality when attacking with your bare hands. This lasts for the rest of the scene.

**On a 7-9**, as above but you take one level of harm as your chi is turned inward for dark purposes. As well, for the rest of the movie you gain one small but extremely noticeable deformity.

**On a miss**, your meditation on dark chi goes horribly wrong. Take two levels of harm. You gain one serious, overt deformity for the rest of the movie.

**Nimble Extreme** - You have unparalleled reflexes and balance. Take +1 to all Stunt moves based on +Dexterity.

**Flying Debris** - You can throw anything you're physically able to lift with the grace and accuracy of a throwing star. All such items you use as weapons have the -Near and -Refill qualities. If you throw something designed to be a throwing weapon, such as a throwing knife or javelin, you do +1 harm.

# The Ninja Movie

DIRECTOR'S SCRIPT

## Description

Cop flicks tend to revolve around anti-establishment motifs in an extremely emotional manner. Someone in a position of authority is always corrupt. It might be the police brass above them. More often it's local governmental authorities, particularly in American cop movies. Crime is usually rampant and it's abetted by the systemic corruption at play.

## Gear

The bad guys will probably be using the same kind of things as the heroes, just not as well.

- katana (2-harm, -hand, -deadly)
- dagger (1-harm, -hand)
- shurikens (1-harm, -close, -reload)
- Bow (2-harm, -long, -reload, -two-handed)
- Choking gas bombs (S-damage, -close, -refill, -area)
- Bo staff (2-harm, -hand, +1 Stunt moves)
- Nunchaku (1-harm, -hand, -area)
- Layered ninja clothing, 1-pt of armor

## Villain

**Yakuza Lord** – Wants to expand his or her influence. Wants to corrupt.

- Bring big money and influence to bear
- Summon a horde of mooks
- Reveal the meaning of his or her tattoos
- Escape
- Reveal unexpected corruption
- Bring forth a character's captured loved one
- Show off his or her secret fighting skills

**Master Ninja** – Wants to be hidden. Wants to show his or her clan is the deadliest.

- Disappear in a puff of smoke
- Play dead
- Attack with alacrity
- Whip out a hidden weapon
- Blend into a crowd
- Reveal a heretofore unknown tie with a character
- Challenge someone to a one on one battle

MOVIE TITLE

CAMARADERIE



NOTES

**ACTION  
MOVIE  
WORLD**



# The War Movie

## ACTORS' SCRIPT



### Description

War movies are some of the most common action flicks. They err on the side of high body counts and big explosions, but there's almost always a vein of the deeply personal in them. Emotions should be punchy and loud. Characters should almost always be grunts. Your only friends are the other men and women who went through what you went through.

### Relationships

Starting with the Lead, each player establishes a relationship with the player to his or her left. Roll 2d6 or make something up:

- 2 played a pro sport together before the war
- 3 secretly military intelligence
- 4 rivals keeping track of kills
- 5 went to boot camp together
- 6 hate the same officer
- 7 from the same home town
- 8 veterans of the same past war
- 9 a stash of hidden loot
- 10 the girl/guy back home
- 11 fellow new blood
- 12 saved you from certain death

### Gear

Each player should pick one gear combo listed below. Unlike the Script's moves, there is no limit to how many players may pick each gear combo.

Everyone gets a pistol (2-harm, -close, -loud), a uniform, and picks one:

- assault rifle (3-harm, -far/close, -autofire, -loud)
- rocket launcher (4-harm, -far, -area, -messy, -refill)
- grenades (2-harm, -close, -refill, -area)
- submachine gun (2-harm, -close, -autofire, -loud)
- sniper rifle (3-harm, -far, -deadly, -reload)

### Moves

Each move may only be picked by two players. As with relationships, the Lead picks first before passing to his or her left. This continues until each player has one Script move.

**All-Star Cast** - This move is only available to one character; once it's picked, that's it. It also cannot be picked by the Lead. Picking this move means that everyone is subject to the same rules as the Lead. Go nuts.

Unlike the actual Lead, the other characters may die if they choose to, gaining XP normally if they do. It is entirely up to them and they will not die otherwise.

The character picking this move gains 1 XP immediately upon choosing it in recognition of the generosity of his or her player.

This move cannot be made permanent with XP.

**Demolitions Specialist** - On a Violence roll of 10+, something always explodes. It does not cost you one of your choices.

**Die Well** - You die with panache. When you die, give a speech on your way out. Choose one listener to hear your wise and/or dramatic words. He or she gains 1 XP.

**Barking Orders** - You're both fearsome and inspiring when the heat's on. When you start barking orders, roll +Drama.

On a 10+, one person of your choice who hears your voice is inspired, taking +1 forward.

On a 7-9, one person of your choice takes +1 forward, while another person takes -1 forward.

On a miss, everyone who hears your speech is unsettled. They take -1 forward.

**Always Something There To Remind Me** Pick a memento of something you love, like a picture of your mom or the flag of your country. So long as you have this with you to inspire you, you take +1 on all moves. However, when you miss any physical move while you have your talisman, you lose it or it's destroyed; you take -1 on all moves for the rest of the film.

**Last Gasp** - When you die, make one final Violence move. That move is considered a 10+ success. You then expire as normal.

# The War Movie

DIRECTOR'S SCRIPT

## Description

War movies are some of the most common action flicks. They err on the side of high body counts and big explosions, but there's almost always a vein of the deeply personal in them. Emotions should be punchy and loud. Characters should almost always be grunts. Your only friends are the other men and women who went through what you went through.

## Gear

The bad guys will probably be using the same kind of things as the heroes, just not as well.

- assault rifle (3-harm, -far/close, -autofire, -loud)
- rocket launcher (4-harm, -far, -area, -messy, -refill)
- grenades (2-harm, -close, -refill, -area)
- pistol (2-harm, -close, -loud)
- submachine gun (2-harm, -close, -autofire, -loud)
- sniper rifle (3-harm, -far, -deadly, -reload)

## Villain

**Enemy Army** - Wants to kill.

Wants to conquer.

- Shell a position from afar
- Launch a frontal assault
- Fray a relationship
- Make someone bug out
- Send in the tanks
- Sow doubt amongst the ranks

**The Army You Fight For** - Wants to control.

Wants to waste time.

- Call for a meaningless patrol
- Throw someone in the brig
- Send a platoon into the meat grinder
- Cancel or grant R&R
- Find a code violation
- Cow someone of low rank
- Fray a relationship

**The Environment** - Wants to exhaust.

Wants to endure.

- Conjure extreme weather
- Cause people to get lost
- Cause people to get stuck
- Conceal the enemy
- Starve soldiers of food or hope
- Reveal locals

**Foreign Ideology** - Wants to control.

Wants to be loved.

- Seduce someone to its side
- Reveal the power of an idea
- Cause betrayal
- Inspire fanaticism
- Sow doubt amongst the ranks

MOVIE TITLE

CAMARADERIE



NOTES

**ACTION  
MOVIE  
WORLD**

# The Sci Fi Flick

## ACTORS' SCRIPT



## Description

Lasers, space ships, and lost planets. Themes of loneliness and isolation. The erosion of the mind by bad guys. Space warps your senses, both of self and others. It's a particular breed of sci-fi, one with guns and big effects. Rubber suits. Explosions.

## Relationships

Starting with the Lead, each player establishes a relationship with the player to his or her left. Roll 2d6 or make something up:

- 2 clones, but you don't know it yet
- 3 served together in the space special ops
- 4 siblings
- 5 friendly rivals
- 6 work buddies
- 7 friends
- 8 made a discovery together
- 9 share an odd technical hobby
- 10 part of the same group of colonists or explorers
- 11 romantically involved
- 12 clones, and you know it

## Gear

Each player should pick one gear combo listed below. Unlike the Script's moves, there is no limit to how many players may pick each gear combo.

- BFG (3-harm, -deadly, -loud, -autofire, -area, -messy).
- Environment/space suit (2-armor), tools, welding kit (2-harm, -hand).
- Space armor (2-armor), standard issue side-arm (2-harm, -close).
- A lab full of cool devices, books, and tools (-valuable, +1 to science, engineering, knowledge moves), side arm (2-harm, -close).
- A space ship (-deadly, -valuable) either small and fast or big and slow, side arm (2-harm, -close).
- A gear combo from any other movie script, but add the -alive and -loud tags: they're AI powered devices.
- The clothes on your back. Hold 3, trade in one for one to get +1 to moves involving getting equipment

## Moves

Each move may only be picked by two players. As with relationships, the Lead picks first before passing to his or her left. This continues until each player has one Script move.

**From Another Star** - You aren't human. Take +2 to one stat (max +3) and -1 to another. Describe how you're different from humans. If you're an inhuman monster looking thing, take another +1 to Muscles or Agility (max +3), and -1 to Magnetism. This move cannot be made permanent with experience.

**Integrity Breach** - When in space, in a ship or otherwise, you have a new option added to the list of choices you have when you make a Violence move.

- You cause a breach through which the void rushes in.

**Impossible Knowledge of the Unknown**  
When you encounter something humanity has never seen before, tell everyone what it is and roll +Drama.

On a 10+, take +1 forward on all moves related to this thing  
On a 7-9, gain a hold against this thing

**Short Circuit** - Once during your movie, introduce an invention that breaks the laws of nature. Describe its purpose. Roll +Drama.

On a 10+, pick three:

On a 7-9, pick two:

On a miss, pick one, and you may make this move again later in the movie.

- Your invention mostly works
- Your invention doesn't mutilate or transform people nearby
- Your invention doesn't open a rift in reality

Your invention doesn't require all nearby power

**Alien Musk** - Whenever you encounter a member of another species, roll +Magnetism.

On a 10+, choose two:

On a 7-9, choose one:

- The alien wants to be your friend
- The alien wants to be your lover
- The alien won't try to harm your friends
- The alien won't try to harm you

On a miss, the alien definitely wants to harm you and your friends.

# The Sci Fi Flick

DIRECTOR'S SCRIPT

## Description

Lasers, space ships, and lost planets. Themes of loneliness and isolation. The erosion of the mind by bad guys. Space warps your senses, both of self and others. It's a particular breed of sci-fi, one with guns and big effects. Rubber suits. Explosions. Star Wars, maybe. Space Mutiny, definitely.

## Gear

The bad guys will probably be using the same kind of things as the heroes, just not as well.

- BFG (3-harm, -deadly, -loud, -autofire, -area, -messy).
- Environment/space suit (2-armor)
- Welding kit (2-harm, -hand)
- Space armor (2-armor)
- Science lab (-valuable)
- A space ship (-deadly, -valuable)
- A ray guy (2-harm, -hand, -deadly)
- Artificial Intelligence powered gear (-alive, -loud)

## Villain

**Alien Army** - Wants to kill. Wants to conquer.

- Shell a position from orbit
- Launch a frontal assault
- Seize a strategic location
- Make someone bug out
- Send in the hover tanks
- Deploy Impossible Weapons (make plants attack, remote control cars, etc)

**Incoming Asteroid** - Wants to annihilate.

- Cause panic
- Create a crime wave
- Reveal hedonism
- Break into pieces
- Escalate government overreach

**Bloodthirsty Alien Hunter** - Wants to prove superiority and enjoy a clean kill.

- Attack with intense savagery
- Show its disgusting heart
- Shrug off injury
- Disappear into thin air
- Use superior biology

**Hostile Planet** - Wants to exhaust. Wants to endure. Wants to tear a hole in your space suit.

- Conjure extreme weather
- Cause people to get lost
- Cause people to get stuck
- Conceal the enemy
- Starve people of air or water
- Reveal locals

**Pod People** - Wants to replace. Wants to deceive.

- Appear as a character's loved one
- Create pods
- Attack in waves
- Emit a terrible shriek
- Coat in slime

**Time Traveller** - Special

Take a villain from another movie, give it a cool "sciencey" power like a spaceship, an amazing laser blaster, or a monofilament blade.

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