

Think Jonathan Ke Quan,
Alyssa Milano

CHILD ACTOR

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

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

NAME

AGILITY



STAR POWER

DRAMA



MUSCLES



EXPERIENCE

MAGNETISM



SWAGGER



☐ **You're Not a Kid Forever** - ALL Child Stars have this move. After the completion of four movies, you MUST transition to an adult Actor Playbook. Choose one Child Star Move to carry over to your new role. Other Child Star Moves you have are not carried over; instead, increase a Stat of your choice (max +3) for every Move not carried over on a 1:1 basis. You also carry over any XP and Star Power you've earned.

☐ **Child Prodigy** - Add +1 to any single Stat (max +3).

☐ **Innocent** - When you take Harm, you can inflict it on any other single character instead, dictating that someone is in the line of fire for you. If this would kill a Supporting Character, he or she gains XP as normal, and you gain 1 XP, as well.

☐ **Stories of Disneyland** - If you die and your death is referenced in a Vengeance move, everyone (including you!) gains 1 XP. In addition, the group may make one extra Vengeance move this movie if you die.

☐ **Voice of a Generation** - Whether through low expectations or genuine talent, critics love you. +1 Star Power at the end of each film.

☐ **Wiggly** - You can get into tight spaces which no adult can. When you wriggle into someplace too tight (physically or socially) for an adult to follow, roll +Agility:

On a 10+, you get where you want and are practically invisible, even if you're in plain sight.

On a 7-9, you get where you want and you're unnoticed for now.

On a miss, you're found out and one of those big people is cranky.

☐ _____

☐ _____

MOVIE NAME

CHARACTER NAME

☐ Lead

☐ Harm

SPECIAL RELATIONSHIP

SCRIPT MOVES

GEAR

HOLDS

**ACTION
MOVIE
WORLD**

The Child Actor's portrait is based on a photo from Unsplash.

Think Lee Van Cleef, anyone from *The Expendables*

OLD CODGER

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

NAME

AGILITY

STAR POWER

DRAMA



MUSCLES

EXPERIENCE

MAGNETISM



SWAGGER



☐ **Unbelievable Fighter** - When you fail a Violence or Stunt move, spend 1 Star Power to roll a 10 instead. The move works in the movie, but looks super cheesy.

☐ **Old Age and Treachery Beat Youth and Enthusiasm** - When you make a move against someone less than half your age, take +2.

☐ **Kicked Upstairs** - You are now a trainer, leader, or mentor. Whenever you need some grunt work done, roll +Magnetism:

On a 10+, A squad of youngsters loyal to you show up to get it done.

On a 7-9, In order to get the help, you'll have to go find them. Skip the next scene, or forgo the assistance.

On a miss, a rival group has scattered your crew. You can't use this move again until you've rounded them back up.

☐ **Fatherly Advice** - When you sit down with another PC and dispense some serious advice, roll +Drama:

On a 10+, The PC holds 1, and may trade it for +2 on any move following that advice.

On a 7-9, The PC holds 1, and may trade it for +1 on any move directly contradicting your advice.

☐ **Get off my Lawn!** - Roll +Swagger to disperse a crowd.

On a 10+, They flee, and they fear you in the future.

On a 7-9, They flee, but come back to get you later.

On a miss, They bum rush you.

☐ _____

☐ _____

☐ _____

MOVIE NAME

CHARACTER NAME

☐ Lead

☐ ☐ ☐ ☐ ☐ Harm

SPECIAL RELATIONSHIP

SCRIPT MOVES

GEAR

HOLDS

**ACTION
MOVIE
WORLD**

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

The Comic Book Movie

ACTORS' SCRIPT



Description

The Comic Book Movie as a big deal is a recent phenomenon. Back in the day, they were something else: overly earnest, sappy cheese fests about responsibility and right thinking as embodied by people in tights.

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 romantic subplot
- 3 siblings
- 4 received your powers from the same source
- 5 discovered your powers together
- 6 members of the same neighborhood watch
- 7 common cause against the same bad guy
- 8 ex-scientists from a government lab
- 9 aliens from different worlds
- 10 aliens from the same world
- 11 exposed to the same nuclear blast
- 12 born this way

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.

- Spandex suit
- Spandex suit with cape



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.

Superpowered - The Lead must take this move. It cannot be made permanent. Pick two superpowers and one weakness from the lists below or make up your own.

Powers:

- **Flying** - You can fly.
- **Invisibility** - You can turn invisible at will.
- **Teleportation** - Can go anywhere you've seen.
- **Mind Control** - Your +Magnetism is +5 for this movie. If this pushes any roll over 15, the effects look fake; lose one Star Power.
- **Super Speed** - Your +Agility is +5 for this movie. If this pushes any roll over 15, the effects look fake; lose one Star Power.
- **Super Strength** - Your +Muscle is +5 for this movie. If this pushes any roll over 15, the effects look fake; lose one Star Power.
- **Over-equipped** - Hold 3. Whenever you're about to make a roll, spend 1 to get a piece of equipment granting +2 to that roll only. Spend 1 to keep the equipment for use in a later scene.
- **Invulnerability** - You are impervious to all normal sources of harm.
- **Weather Control** - You can color any scene by changing the weather. Additionally, you may make the violence move with +Magnetism.
- **Laser Eyes** - You have a built-in weapon (3-harm, -far/close).
- **Claws** - You have a cooler built-in weapon (4-harm, -close, -messy).
- **Extreme Athleticism** - You can climb any surface, cling to any wall or ceiling, and gain +1 to your +Agility for this movie.

Weaknesses:

- Your powers depend on the sun
- You are dependent on a potion/piece of equipment
- The touch of iron
- Any one color
- A special mineral
- Your true love
- You cannot kill

Trademark Considerations Mean You Always Come Back - Everyone with the Superpowered move above also gets this move. Superheroes never die, at least not for long. If you die, you can always come back later on. You don't get XP for dying, but you do get a point of XP if you make it to the end and help defeat the villain.

Emotional Cannon Fodder - Actors who do not take the Superpowered move above must take this move instead and sidekicks. The Lead may not take this move. A character with this move is a sidekick and is will die in a heart wrenching fashion in this movie. When you die, gain 1 XP as normal and roll +Drama.

On a 10+, the heroes gain 1 XP immediately as they learn about themselves through your sacrifice.

On a 7-9, the heroes gain 1 XP but are grief-stricken; they take -1 forward.

On a miss, the grief is unbearable. No Vengeance move is allowed for this death.

The Comic Book Movie

DIRECTOR'S SCRIPT

Description

The Comic Book Movie as a big deal is a recent phenomenon. Back in the day, they were something else: overly earnest, sappy cheese fests about responsibility and right thinking as embodied by people in tights.

Villain

Supervillain - Wants to conquer the world. Wants to make people pay.

- Taunt people
- Threaten violence
- Destroy a big chunk of land
- Escape in a blaze of light and/or sulfur
- Reveal elaborate plans
- Blot out the sun
- Summon a comet
- Create a deathray
- Use your weakness against you
- Punch your lights out

Super Powers:

- **Flying** - Can fly.
- **Invisibility** - Can turn invisible at will.
- **Teleportation** - Can go anywhere you've seen.
- **Mind Control** - +Magnetism is +5 for this movie. For any roll over 15, the effects look fake; lose one Star Power.
- **Super Speed** - +Agility is +5 for this movie. For any roll over 15, the effects look fake; lose one Star Power.
- **Super Strength** - +Muscle is +5 for this movie. For any roll over 15, the effects look fake; lose one Star Power.
- **Over-equipped** - Hold 3. Before rolling, spend 1 to get a piece of equipment granting +2 to that roll only. Spend 1 to keep the equipment for use in a later scene.
- **Invulnerability** - Ignore normal sources of harm.
- **Weather Control** - Color any scene by changing the weather. May make the violence move with +Magnetism.
- **Laser Eyes** - A built-in weapon (3-harm, -far/close).
- **Claws** - Cool built-in weapon (4-harm, -close, -messy).
- **Extreme Athleticism** - You can climb any surface, cling to any wall or ceiling, and gain +1 to your +Agility for this movie.

Super Weaknesses:

- Powers depend on the sun
- Dependent on a potion/piece of equipment
- The touch of iron
- Any one color
- A special mineral
- A true love or particular obsession
- Cannot kill

MOVIE TITLE

CAMARADERIE



NOTES

**ACTION
MOVIE
WORLD**

The Disaster Movie

ACTORS' SCRIPT



Description

It's not man versus nature. It's nature versus man! The Disaster Movie is set DURING the apocalyptic disaster. This movie really traffics in stunts and tense, emotive scenes between people in impossibly bad situations. The stars don't stop the disaster, but they either escape it or survive it by using the Lead's "Move Towards Safety" move.

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 romantic subplot
- 3 went to the same college
- 4 lab partners
- 5 play sports together
- 6 live in the same neighborhood
- 7 work together
- 8 family
- 9 race cars together
- 10 boss and employee
- 11 in a club together
- 12 fly planes together

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 the clothes on their backs, a little money, and their ID. Also choose one:

- A reliable vehicle, inconveniently off-camera
- Enough food for almost everyone
- A friend with a way out of town
- A gun and some ammo.
- Enough water for almost everyone
- First aid supplies

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.

Move Towards Safety - The Lead must take this move, and only the Lead may take this move; it cannot be made permanent. When you get a moment of peace, or when someone close to you dies, roll +your highlighted stat for this movie. Friends can give you bonuses via Emote, Read the Situation, Stunts.

On a 10+, hold 1. Spend 5 to get to safety and end the movie.

On a 7-9, choose another PC to suffer 2 harm.

On a miss, all the PCs suffer 2 harm.

Ridiculously Prolonged Escape - When another PC is about to take harm from a disaster, roll +Drama:

On a 10+, choose two:

On a 7-9, choose one:

- You save them.
- The Lead takes +1 to the next Move Towards Safety.
- You don't take 2 harm.

Rescue the Herd - When you direct a crowd away from danger, roll +Magnetism.

On a 10+, choose two:

On a 7-9, choose one:

- A guy you save shows up later to save you.
- Gain 1 Star Power in a dramatic moment with an NPC.

Into the Eye of the Storm - When you throw yourself suicidally into the heart of a disaster to help a friend, roll +Swagger:

On a 10+, choose two:

On a 7-9, choose one:

- You don't die.
- Each PC holds 2. Spend 1 for 1 to get +1 to any roll.
- Another PC is immune to harm from the Disaster for the rest of the movie.

Master of Disaster - For some reason, you know a lot about dealing with bad things. Hold 3. Spend 1 to use your expertise to get out of a bad situation.

The Disaster Movie

DIRECTOR'S SCRIPT

Description

It's not man versus nature. It's nature versus man! The Disaster Movie is set DURING the apocalyptic disaster. This movie really traffics in stunts and tense, emotive scenes between people in impossibly bad situations. The stars don't stop the disaster, but they either escape it or survive it by using the Lead's "Move Towards Safety" move.

Gear

The disaster itself won't use equipment, but freaked out people probably will.

- police vehicle
- news chopper
- pistol (2-harm, -close, -loud)
- assault rifle (3-harm, -far/close, -autofire, -loud)
- SWAT vest (2-armor)
- steel pipe (2-harm, -hand)
- tear gas grenades (s-harm, -close, -refill)
- exploding vehicle (4-harm, -messy, -loud)

Villain

Earthquake - Wants to raze. Wants to consume.

- shake in warning
- demolish a building
- take the ground out from under someone
- separate two people cause a panic
- corporate sleazeball tries a cover-up

Tornado - Wants to spin. Wants to throw things around.

- darken the sky
- rip something up and throw it
- wreck a building
- deposit someone or something miles away
- attack storm chasers
- cause a panic
- deny access to a storm cellar

Volcano - Wants to burn. Wants to relieve pressure.

- rumble ominously
- cause a tremor
- extend a river of lava
- blot out the sun with smoke
- choke people with fumes
- cause a panic
- friend or colleague steals your car

Tidal Wave or Flood - Wants to submerge. Wants to chase.

- drag someone under
- collapse a building
- toss vehicles or debris
- take away possessions
- cause a panic

Doomsday Apocalypse - Wants to destroy the world.

- cause storms, floods, and hurricanes
- cause an earthquake
- cause a tidal wave
- cause volcanic eruptions
- cause forest fires
- send the world into a panic
- government soldiers block your escape

MOVIE TITLE

CAMARADERIE



NOTES

**ACTION
MOVIE
WORLD**

The Family Friendly Comedy

ACTORS' SCRIPT



Description

Action hero in the wrong genre. You're probably employed in an improbable place, like a school, family restaurant, or babysitting agency; you're also probably deep undercover. You want to solve your problems through violence, but some social obligation usually gets in the way. Grab this script for a change of pace, or to rejuvenate a flagging career. (Kindergarten Cop, Junior, Twins)

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 teacher and student
- 3 romantic subplot
- 4 witnesses to a crime
- 5 neighbors
- 6 sports buddies (or rivals)
- 7 ex-partners from a previous job
- 8 siblings
- 9 long lost relative
- 10 work for rival agencies
- 11 partners who have to hide it
- 12 boss and employee

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.

- **Cop gear** - pistol, handcuffs, a police radio at home
- **Nanny gear** - minivan with child seats, a box full of snacks, some stuffed animals
- **Office worker gear** - business casual outfit, briefcase, a healthy savings account
- **Karate Instructor** - Gi, nun-chucks, and a small dojo in a strip mall

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.

Poor Fit - You are so incompetent that you luck into just the right situation. Whenever you have an opportunity to embarrass yourself in front of important characters, or to make a bad first impression, roll +Drama:

On a 10+, you are so hilariously inappropriate that the audience loves you as much as the NPCs pity you. Hold +2.

On a 7-9, you manage to put your foot in your mouth or break something valuable. Offend another character and Hold +1.

Spend a hold to slip up, trip up, or otherwise embarrassingly end up in just the right place to avoid the consequences of a Director's Move.

Burdened With Responsibilities - You are responsible for another person, and will do anything to keep that person safe. The dependant has plot immunity, and will survive to the end of the movie. If you also survive, gain +1 XP. During the movie, hold 2. Spend 1 for 1 to:

- Have your dependant help you out in a surprising way, giving you an automatic 10+ on a single roll.
- In a scene where you would normally take harm, instead you narrowly escape, but the dependent is captured.
- Learn a vital fact, or make an important connection, through your dependent.

Sudden Friendship - You make a meaningful emotional connection with someone from your new station: a gardener, the other kindergarten teachers, the butler. Roll +Magnetism:

On a 10+, choose two:

On a 7-9, choose only one:

- +1 to all moves when you protect or help your new friend for the rest of the film
- You're suddenly full of new insights. Take +1 forward.
- Your new friend will show up during a moment of danger to provide critical aid.
- Your new friend introduces you to someone who reveals almost everything you need to know.
- You found a new audience. Your actor gains +2 Star Power and a wild new fan club.

On a miss, the Director uses the character against you in a surprising and cruel way.

The Family Friendly Comedy

DIRECTOR'S SCRIPT

Description

Action hero in the wrong genre. You're probably employed in an improbable place, like a school, family restaurant, or babysitting agency; you're also probably deep undercover. You want to solve your problems through violence, but some social obligation usually gets in the way. Grab this script for a change of pace, or to rejuvenate a flagging career. (Kindergarten Cop, Junior, Twins)

Gear

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

- **Cop gear** - pistol, handcuffs, a police radio at home
- **Nanny gear** - minivan with child seats, a box full of snacks, some stuffed animals
- **Office worker gear** - business casual outfit, briefcase, a healthy savings account
- **Karate Instructor** - Gi, nun-chucks, and a small dojo in a strip mall

Villain

Capitalist Greed-hound - Wants to shut down the characters' place of employment. Wants to build things and make money.

- Use the courts to harass the characters with impunity
- Buy off characters' friends
- Make false promises
- Threaten violence
- Reveal secrets
- Hire some muscle
- Buy the election

Social Rival - Wants to ruin the Lead's life. Wants to show up the Lead.

- Steal the Lead's spouse
- Steal the Lead's friends
- Use the neighborhood association to ruin plans
- Succeed where the Lead fails
- Ruin a business
- Turn out to be a terrorist, alien, or kung fu master
- Get the Lead in trouble at work

Criminal Element - Wants to get rich easy. Wants to indulge.

- Call in a favor from another organization
- Send out a hit
- Schedule the Big Deal
- Get out of legal trouble
- Start a fight
- Move contraband through a character's area of responsibility
- Reveal character's secrets

MOVIE TITLE

CAMARADERIE



NOTES

**ACTION
MOVIE
WORLD**

The Trucker Movie

ACTORS' SCRIPT

Description

In the 1970s, truckers became objects of cool. Truckers are the ultimate expression of the American ideal. They wisecrack, they kick ass, they make money, they drive. Concentrate on ideas of freedom, as they relate to American ideas of the small business owner as national hero. You're not just a truck drivin', punch throwin', freedom lovin' ruler of the road - you're also a businessperson.

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 parent and child
- 3 romantic subplot
- 4 witnesses to a crime
- 5 boss and employee
- 6 colleagues in the same trucking company
- 7 veterans of the same war
- 8 siblings
- 9 in a country band together
- 10 participants in a dirty job way back when
- 11 you both used to race stock cars
- 12 went to the same dojo (secret badasses)

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.

- Your own rig (with or without a trailer), your fists
- A bar or flophouse, a pistol (2-harm, -close, -loud)
- A high powered rifle (3-harm, -far, -deadly, -reload, -loud), three crates of something valuable
- A moonshine still, a shotgun (3-harm, -close, -reload, -messy)
- Bulletproof vest (2-armor), a submachine gun (2-harm, -close, -autofire, -loud)



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.

10-4, this is Sloppy Bear - You're a master of CB radio nonsense talk. Take +1 to any +Drama, +Magnetism, or +Swagger moves if you're spouting bullshit into a radio while doing them.

This is a Weapon - Add +1 harm to any make-shift weapons you use, like pool cues, bottles, chairs, etc.

I'm buying - When you buy a round for the whole bar, roll +Swagger

On a 10+, take 1 forward and make a new best pal who will follow you anywhere.

On a 7-9, take 1 forward. You feel good as hell.

On a miss, someone was drunk and thinks you're calling them cheap. A fight's in the cards.

Brotherhood of the Road - Truckers are a tight-knit family of travellers. Whenever you call on your fellow truckers for help, send out a call and roll +Magnetism.

On a 10+, a posse of truckers (the Director decides how big a posse is) come to your aid, no strings attached.

On a 7-9, a lone trucker comes to lend a hand, but he or she is going to want something and you'd better pay it.

On a miss, all families have tensions and truckers are no different. None of your trucker siblings show, but a rival trucker sure did.

Where everybody knows your name - You've made contacts all over the place. When you enter a bar or hotel, name someone you know there. That person is your ally and will provide information or help so long as you remain in that building.

The Trucker Movie

DIRECTOR'S SCRIPT

Description

In the 1970s, truckers became objects of cool. Truckers are the ultimate expression of the American ideal. They wisecrack, they kick ass, they make money, they drive. Concentrate on ideas of freedom, as they relate to American ideas of the small business owner as national hero. You're not just a truck drivin', punch throwin', freedom lovin' ruler of the road - you're also a businessperson.

Gear

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

- Trucks, trailers, truckstop bars, flophouses
- Pistol (2-harm, -close, -loud)
- High powered rifle (3-harm, -far, -deadly, -reload, -loud)
- Shotgun (3-harm, -close, -reload, -messy)
- Bulletproof vest (2-armor)
- Submachine gun (2-harm, -close, -autofire, -loud)

Villain

Rival Trucking Company - Wants to embarrass the characters. Wants to shut down their business.

- Call in evil truckers
- Threaten violence
- Beat up a loved one
- Trash a communal hangout
- Work with the cops
- Sabotage a rig
- Set a road ambush

Local Sheriff - Wants to be a big fish in a small pond. Wants to enforce his or her own laws.

- Use a legal loophole to get a character into trouble
- Use a legal loophole to get out of trouble
- Frame a player character
- Start a high speed chase
- Set a road ambush
- Arrest someone



MOVIE TITLE

CAMARADERIE



NOTES

**ACTION
MOVIE
WORLD**

The Vigilante Movie

ACTORS' SCRIPT

Description

The vigilante movie is a staple of the action genre, but some of the early ones are really uncomfortable to watch: a middle class America under siege by crazed youth, minorities, and working class thugs, one that needs an angry guy with a gun and the will to use it. The lighter, later knockoffs scale back the meanness in favor of over the top violence.

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 romantic subplot
- 3 veterans of the same war
- 4 witnesses to a crime
- 5 someone you both loved died
- 6 members of the same neighborhood watch
- 7 neighbors
- 8 siblings
- 9 co-workers
- 10 gun nut pals
- 11 boss and employee
- 12 ex-cops from the same precinct

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:

- A big-ass pistol (3-harm, -close, -messy)
- A really big car, a pistol (2-harm, -close, -loud)
- A machete (2-harm, -hand, deadly)
- A shotgun (3-harm, -close, -reload, -messy)



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 Vigilante Movie

DIRECTOR'S SCRIPT

Description

The vigilante movie is a staple of the action genre, but some of the early ones are really uncomfortable to watch: a middle class America under siege by crazed youth, minorities, and working class thugs, one that needs an angry guy with a gun and the will to use it. The lighter, later knockoffs scale back the meanness in favor of over the top violence.

Gear

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

- A big-ass pistol (3-harm, -close, -messy)
- A really big car, a pistol (2-harm, -close, -loud)
- A machete (2-harm, -hand, deadly)
- A shotgun (3-harm, -close, -reload, -messy)

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
- Show off his or her secret fighting skills
- Change the rules of the game
- Assassinate an NPC

Mafia - Wants to consolidate power. Wants to rule the city.

- Frame the characters
- Ambush a character
- Use a legal loophole to get out of trouble
- Threaten violence
- Hire someone to betray the characters
- Grab local power
- Bring in thugs from elsewhere

Evil Gang of Rowdy Teens - Wants to embarrass the Lead. Wants to rule the neighborhood.

- Taunt people
- Threaten violence
- Rob someone
- Trash the streets
- Dance and holler
- Get drugs and booze
- Grab baseball bats and scrap

MOVIE TITLE

CAMARADERIE



NOTES

**ACTION
MOVIE
WORLD**