

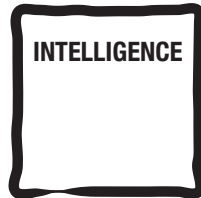


THE LEADER

Playbook

Name _____

Player _____



MOVES

“Here’s the plan, gang!” When you **tell the gang what your gonzo plan is**, roll +Charisma. On a 10+ the gang gets a shared 3 hold for the rest of the scene. On a 7-9, the gang gets a shared 1 hold for the rest of the scene. Holds may be spent before a roll to add +1 to that roll.

“Let’s get that Bad Guy!” You are the expert at trapping, capturing, and otherwise incapacitating Bad Guys. When you use the **“Get ‘em, gang!”** basic move, add +1 and roll +Agility.

“Scooby snacks...” Is someone afraid? When you **use their favorite vice to encourage another character**, roll +Charisma. On a 10+, heal 2 points of Fear. On a 7-9, heal 1 point of Fear.

The Clue Cart. You have both the keys to the ride and the learner’s permit that says you’re in charge of the wheels. When you use the gang’s vehicle, roll +Agility. On a 10+, choose two. On a 7-9, choose one:

- you remember everything from driver’s ed! (you are competent)
- you are fast!
- you remember where you parked (the vehicle is where you want it to be)
- you don’t damage the Clue Cart

Rally the troops. What good is leading a world famous band if you can’t get rabid fans to do things for you? When you **summon rabid fans out of nowhere** for a single task roll +Charisma. On a 10+, choose two. On a 7-9, choose one:

- the rabid fans are eager to help
- the rabid fans are competent

You drive the van. You make the plans. Rocking a sailor shirt and bell bottoms, you just can’t seem to keep the rabid fans from throwing themselves at you. As long as you can keep the gang together, the music doesn’t stop. You’re the Leader.

- the rabid fans don’t bother you afterwards for autographs
- the rabid fans show up when you want them to

That ascot is so hot! When you **use the Interrogate basic move** on a suspect, you may choose to roll +Charisma. On a 10+ the suspect must answer one of the following questions. On a 7-9, the suspect must answer one of the following questions:

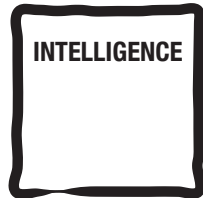
- who are you working for?
- why are you here?
- how can I get you to _____?
- what do you wish I would do?



THE MASCOT Playbook

Name _____

Player _____



MOVES

Groovy snacks! Groovy snacks seem to give you superpowers, but after too many you won't feel too super! When you **eat a groovy snack** roll 2d6 unmodified. On a 10+, gain a +1 to the next move you attempt. On a 7-9, gain a +1 to the next move you attempt, but take a -1 to one of your attributes (Animator's choice) for the rest of the Episode. On a 6 or less, take a -1 to one of your attributes (Animator's choice) for the rest of the Episode. Note that these penalties can stack up!

Shape shifter. Being made of ink means you can turn into all kinds of things. When you **become something new** (a ball, a haunted love testing machine, a

bulldozer...) roll +Weirdness. On a 10+, choose two. On a 7-9, choose one:

- you turn into the desired form
- you stay in your form for the intended duration
- you don't take any Fear from the shape shift (the Animator may decide that you take up to 1 point of Fear from shape shifting)
- you turn back into your original form when done

Anthropomorphic animal. You are one of a kind in the universe: a magical talking animal with a super power. You set the tone of the gang, so get busy and define yourself, baby!

- Name:
- Species:
- Power:

Nyuk nyuk nyuk, no respect! You're a creature of pure magic, a beast of fantastical animated powers. Yet no one really seems to notice. You get asked to do the gang's dirty work, their coffee runs. But whatever. As long as the groovy snacks keep coming, you're good. You're the Mascot.

Talk with beasts. You're an animal, man! You understand their language! When you **ask an animal a question**, without rolling dice, except the following:

- Where is something I want?
- Who did it?
- Where is the Bad Guy right now?

Animal senses. You've got a snout. Or big ears. Or maybe hawk eyes. Whatever the case, you catch things everyone else misses. Once per Episode, you may **use your uncanny senses to find a Clue**. Describe it to the gang.

Strength in numbers? You always seem to **find yourself alone with the Weird One**. Every time you two are alone, take +1 hold for a single roll until reunited with the rest of the gang.

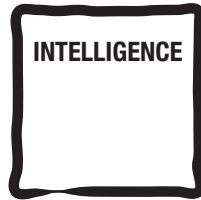


THE WIERD ONE

Playbook

Name _____

Player _____



MOVES

It's all up to you! Hail Mary time. Things look dim. When you **come up with a bonkers plan to save the gang** roll +Weirdness. On a 10+, choose two. On a 7-9, choose one:

- there are no adverse side effects to your actions
- your actions have the intended effect
- your actions are timely
- your actions are impressive

Master of fear. Every time you take a point of Fear, give yourself 1 hold. When you **get really frightened** roll + your hold from Fear (and lose all hold). On a 10+, choose one. On a 7-9, choose one, and the Animator also chooses one:

- you defy your fear and act bravely
- in your cowering, you find a Clue

- you may choose 2 from the Bluff basic move list
- you take an additional point of Fear because you're scared of being scared
- an NPC makes fun of your fear and you lash out
- you run to the Clue Cart to hide

Leftover dog treats? Who says groovy snacks are for animals? You can eat them too! But be careful, too many can cause indigestion... When you **eat a groovy snack** roll 2d6 unmodified. On a 10+, gain a +1 to the next move you attempt. On a 7-9, gain a +1 to the next move you attempt, but take a -1 to one of your attributes (Animator's choice) for the rest of the Episode. On a 6 or less, take a -1 to one of your attributes (Animator's choice) for the rest of the Episode. Note that these penalties can stack up!

Like, whatever man. The establishment can't tell you what to do. You march to your own drummer, and in your own, weird way, you are the heart of the gang. The Mascot is your best pal, and is always at your side. Some people talk. They say something is wrong with you. But they can all shine on, man. You're the Weird One. Pass some anchovy pizza and rock out!

Master of disguise. In a chase, when you and the Mascot both **hide instead of running**, roll + Weirdness. On a 10+, you totally blend in and get away. On a 7-9, you blow your cover, but buy time for the rest of the gang to get away. Describe how you blow your cover and take a +1 to your next Run! roll.

Like attracts like. You are the embodiment of weird, man. But, like, Clues are weird too, you know? Once per Act, **be your weirdness self** to find a Clue. Describe it to the gang.

Let me tell you 'bout my best friend! You always seem to **find yourself alone with the Mascot**. Every time you two are alone, take +1 hold for a single roll until reunited with the rest of the gang.

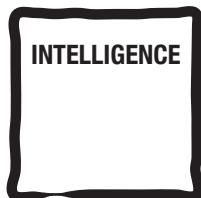


THE LOOKER

Playbook

Name _____

Player _____



They say beauty is pain, but life is so easy! Bat your eyelashes and pout and you'll get your way. You might be more than just a pretty face, but your looks give you the luck you need. The world is your runway, better get walking! You're the Looker.

MOVES

"I always get what I want." The rest of the gang is obsessed with Clues. They need more than Clues to get you out of this backwater. Roll +Charisma. On a 10+, you get what you want. On a 7-9, pick one:

- you get what you want, but it comes at a cost
- you don't get what you want, but there are no adverse effects your attempt

"I sit on my leverage." When you **use the Manipulate basic move**, you don't need leverage. You are leverage.

Beauty is contagious. When the gang splits up and you **pair up with another player**, that player gets 1 hold for the scene. That player may spend that hold for a +1 to any roll during that scene.

"These boots are made for looking, not booking..." When you are being chased by a Bad Guy, and you **bat your eyelashes at the Bad Guy** instead of running, roll +Charisma. On a 10+, the Bad Guy is stopped in their tracks. On a 7-9, the Bad Guy has conflicting feelings and runs off.

"... or maybe not!" You've been wearing uncomfortable footwear your entire life. It was training for this moment. When you **use the Run! basic move**, take a +1.

Also, choose one of the following:

- you impress people
- the task is so effortless that you find a Clue in the process

"Montage Time!" Once per Episode, you may fire up the band! When you **trigger a montage**, all characters get an automatic 10+ on the Run! basic move, but must describe their antics.

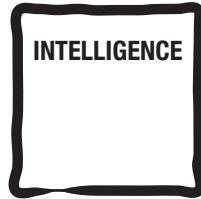


THE SMART ONE

Playbook

Name _____

Player _____



MOVES

It isn't interrogation, it's networking. You may not be the most charismatic member of the gang, but you're smart enough to read people. When you **use the Interrogation basic move**, roll +Intelligence instead of Charisma.

"It was Old Man Winters!" Once the Bad Guy is captured, it's time to show off! There is no roll for this move. You are always right. Using your Clues, **explain the mystery:**

- who did it
- why they did it
- where the treasure is (if there is treasure)

Portable Junior Detective Chemistry Kit. You come prepared. Once per Act, you may use your equipment to correct the Animator and **say what a Clue really means.** Be sure to use lots of pseudo-scientific jargon.

Nerd Camouflage. It sucks being in the shadow of the Looker. Except when a Bad Guy is after you, then being overlooked totally rocks! When you **try to hide from a Bad Guy**, roll +Intelligence. On a 10+, you are completely unnoticed. On a 7-9, you are noticed eventually, but you gain a +1 to your next **Run!** basic move.

Jinkies. You should have stayed in grad school. But no. You joined a band. A band of goofballs. The Leader calls you "the gang." The Weird One made a puppet out of a pizza box. Forget them. You've got mysteries to solve. You're the Smart One.

Looking really closely. You may try to salvage an investigation effort by another player. When you **carefully examine an area** that another player has already investigated roll +Intelligence. On a 10+, choose three. On a 7-9, choose one.

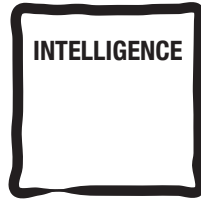
- you don't lose your glasses
- you find and explain a Clue
- you aren't caught flat footed by a Bad Guy
- you impress the people around you



THE TALENT Playbook

Name _____

Player _____



MOVES

“Why am I always in the back?” You might be the Talent, but you aren’t the frontman. Once per Episode, **you may become unnoticeable**. If you held the Bad Guy’s attention, this move diverts that attention to the Leader. If the Leader is not in your group, you decide who gets the Bad Guy’s attention.

“No one gets me, man.” Art is enigmatic. When you use the power of art to **discover a new location, suspect, or Clue**, roll +Weirdness. On a 10+, you discover something! Tell the Animator what it is. On a 7-9, you discover something! The Animator tells you what it is.

Jam session. You’ve got golden ears, and you can make ANYONE sound good. Once per scene, **when you help out another character**, you may give them +1 to a roll after they have rolled the dice.

Write a song. You’re so good you can whip up a classic on the fly. When you **mesmerize a suspect by blowing their minds with a tune**, name the song, then roll +Intelligence. On a 10+, the suspect will follow any one command without requiring anything in return. On a 7-9, the suspect will follow any one command but will expect something in return.

Don’t the rest of the gang ever practice? Don’t they know they’re in a band? Don’t they realize how much time you put into making every song a masterpiece? Whatever, it’s cool. They just don’t get it, man. They’re rock stars, but you’re an artist. You might not be as famous as the rest of the gang, but you’re more gifted than them. You’re the Talent.

Shred! You’re a virtuoso at all instruments. When you **blow the Bad Guy’s mind with your shredding** roll +Intelligence. On a 10+, the Bad Guy is stunned and can’t stop staring at the ease and speed of your playing. A chase stops. On a 7-9, the Bad Guy is impressed but decides to chase someone else (your choice).

Inspiration. It just hits you. Once per Act, when **inspiration hits**, you notice a Clue. Tell the Animator what the Clue is and what it means.

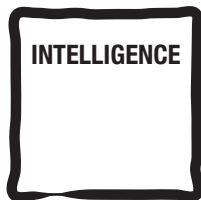


THE TOUGH ONE

Playbook

Name _____

Player _____



MOVES

“Shake it off!” Once per Episode, you may ignore one point of Fear.

Get out and push. Every time the Clue Cart breaks down or runs out of gas, the gang expects you to deal with the problem. When you **find the gang a new ride**, roll +Toughness. On a 10+, choose two. On a 7-9, choose one:

- you find a Clue
- you “acquire” another vehicle to help the investigation
- you do not draw unwanted attention
- you do not harm yourself

Friends in low places. You don’t owe anyone an explanation about your connections. All they need to know is your “friend” owes you a favor. Once per Episode, **when you contact a criminal connection**, obtain a Clue.

Ballroom blitz. Why do they always play this wimpy “sneak” music when you’re on screen? Throw caution to the wind and change the station to punk! When you **turn up the volume** roll +Toughness. On a 10+, the suspect is on the ground clutching their ears. You have leverage and a +1 to your next **Manipulate** basic move. On a 7-9, the suspect is agitated. You get one hold for any roll in this Act.

The Looker is the heartthrob? Please. Love is rough and tumble. Maybe it wrecks a car. Maybe it trashes a hotel room. Maybe it just got out of juvie for both. Whatever the case, you’re tough, and that’s hot. Nothing gets the heart pounding like danger, and danger is your middle name. You’re the Tough One.

Advanced interrogation. Some suspects require *ahem!* motivation before they’ll talk. When you **use the Interrogate basic move**, describe how you scare the suspect and take a +1.

“Over or under? Why not through?” When you’re a hammer, every problem looks like a nail. You’re a hammer. When you **bowl your way past a Bad Guy** in a chase and roll +Agility: on a 10+, you barrel through the Bad Guy without consequence. On a 7-9, you get past the Bad Guy, but there is a consequence.