

Violence +Muscles or +Agility

Violence is exactly what it sounds like: trying to hurt or kill people. The stat you roll depends on how you're going about it. If it's up close, with a melee weapon or fisticuffs, roll +Muscle. If it's from a distance, with guns, bows, bazookas, grenades, or anything else of that ilk, roll +Agility.

On a 10+, choose three.

- Inflict terrible harm (+1 harm)
- The target drops something
- The target is knocked down
- You make a mess (-messy)
- Something explodes (-loud)
- You hit a whole bunch of people (-area)
- You can escape or close in

On a 7-9, choose one.

- You inflict harm but you take some, too.
- You inflict harm but are driven back.
- You inflict harm but a friend is hurt badly in the fight.

Getting What You Want +Magnetism

Manipulate someone in order to get something. On a 10+ You get what you want and it's better than you expected. If used against a PC, he or she can refuse but takes a -1 forward until he or she gives in.

On a 7-9 Get what you want but it comes with an added cost. A PC can outright refuse.

On a miss, you've managed to infuriate someone. The Director may make an appropriate move against you.

Emote +Drama

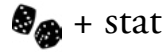
Pick an emotion to convey via speech or physical movement. When you display that emotion in a melodramatic fashion, roll +Drama.

On a 10+, as below and you take +1 forward when acting on your emotions, as well.

On a 7-9, choose a PC or NPC to witness to your emotional display. He or she feels the same emotion as you. It is up to the Director to decide how the witness reacts. If a PC acts on the emotion, he or she takes +1 forward

On a miss, the rawness of your emotions has exhausted you. Take -1 forward.

BASIC MOVES



Love Scene +Magnetism

When you have a love scene with someone, PC or NPC, roll +Magnetism.

On a 10+, choose two.

On a 7-9, choose only one.

- +1 when you protect or help your lover for the rest of the film
- Your head is clear for days; +1 for the scene.
- The head of your lover is clear for days; he or she takes +1 for the scene.
- Your lover will die during the course of the movie. When he or she does, you may invoke the Vengeance move just as though a fellow PC had died.
- Your lover will show up during a moment of danger to provide critical aid.

On a miss, The Director may use your lover to complicate your life in the near future. It may be that he or she is captured. He or she may betray you. Maybe it's just a quick death. Whatever it is, you will take -1 for the scene from the stress it causes when it happens.

Killer One Liner +Swagger

When you deliver an awesome one liner or catchphrase roll +Swagger.

On a 10+, your line is hilarious, well-timed, and cutting. Choose one:

- Take +1 forward to your next roll.
- Your buddies are impressed. +1 to Camaraderie

On a 7-9, as above, but also pick one of the following

- Someone is enraged and immediately attacks you.
- Someone you care about is hurt.
- The comment slows an action scene down (and not in a good way).

On a miss, the line falls flat. Take -1 forward as you're rattled by how lame your line was.

The Director may make a move against you.

Stunts +Muscles or +Agility

When you perform a badass stunt, roll either +Agility or +Muscles, depending on the type of stunt.

On a 10+, you do the cool stunt you were attempting and you feel like a total badass doing it. Take +1 forward. You may pass this +1 forward to one of the other PCs instead if you can work them into the stunt.

On a 7-9, the stunt is successful. Take +1 forward. However, you've left yourself in a precarious position; choose one below.

On a miss, choose one:

- You fall
- You lose something
- You leave something behind
- You hurt yourself (1 harm)
- The Director makes a move against you.

Read a Situation +Swagger

When you read a charged situation, roll +Swagger. If you succeed, you ask the Director questions. When you act on one of the Director's answers, take +1 forward.

On a 10+, ask 3:

On a 7-9, ask 1:

- where's my best escape route / way in / way past?
- which enemy is most vulnerable to me?
- which enemy is the biggest threat?
- what should I be on the lookout for?
- what's my enemy's true position?
- who's in control here?

Vengeance

When a PC dies, the Vengeance move gives you a special hold. You may spend this hold to get an automatic 10+ on a Combat or Stunt move provided it is done in direct pursuit of avenging your comrade's death. If more than one PC dies, you still only get one Vengeance move per movie. Use it wisely.

Read a Person +Drama

When you read a person in a charged interaction, roll +Drama.

On a 10+, hold 3.

On a 7-9, hold 1. While you're interacting with him or her, spend your hold to ask their player questions, 1 for 1:

- is your character telling the truth?
- what's your character really feeling?
- what does your character intend to do?
- what does your character wish I'd do?
- how could I get your character to ___?

Camaraderie Move

When you attempt to draw on the strength of your fellowship to accomplish great feats: Roll 2d6 and add +Camaraderie:

On a 10+, pick two:

On a 7-9, pick one:

- Heal one level of harm
- Find an awesome new weapon for the duration of the movie
- Do an extra level of harm to the film's Villain
- Get inspired by your friends. Hold one to make a future roll an automatic 10+
- The characters gain a great insight into their friendship and themselves. Give all the PCs one XP and lower Camaraderie by -3 (to a minimum of -3).

On a miss, pick one:

- Lower Camaraderie by a further -1.
- Automatically fail your next roll in your primary stat.
- GM makes an immediate move against one of your compatriots (not you!)
- A fight breaks out immediately between you and one of the other PCs.

