

# The Roles We Play

In Noir World, your character is called a Role. There are twenty available Roles in Noir World, ranging from cops to politicians to musicians to goons to socialites. Each player will choose one Role. Each Role has its own advantages and disadvantages, but each Role also has a lot of room to be tailored by a player's decisions.

Each player portrays a Role in the Movie. No Role is inherently all good or all bad, as any Role can be played in any number of ways. And Roles aren't limited by gender, even if the trope is gender-specific. That's really important to keep in mind as you go through the Role and select things like Belongings, Secrets, and Hooks. Just because you (the player) might be a woman does not mean you have to play a woman if you don't want to. Cross, blur, transcend, or skip all the lines you like, and have a good time doing it.

Any Role can be played by any person, regardless of how they identify or what they believe or how they orient. Yes, movies, television, and books describe these tropes as being all one way or another, but Noir World doesn't limit itself to just being a Movie of white guys in hats and dames in dresses slit up the sides. The Fatale doesn't have to be a woman. The War Vet doesn't have to be a man. Put yourself and your own spin into the Role. Make it yours.

There is no limit as to how many of each Role you can have in a Movie. Remember though that having more of one Role can slant the Movie in a particular direction. But this is your Movie, so maybe there really are a half dozen Dirty Cops planning a heist.

There are 20 core Roles in the book, divided into two categories. The Movers are the most proactive roles, prone to causing problems and committing crimes. The Shakers are the more reactive roles, who follow the story and complicate the Movie.

# Basic Roles: The Movers

## THE GOOD COP

Lots of people talk about the way the world has fallen apart, the way nothing is how it used to be. How there are no people anymore, just selfish and vain louts and ne'er-do-wells, willing to step over their own mothers if it would advance their plans.

Not you, you're motivated by a higher standard. A pure standard. Incorruptible and resolute, you stand strong against all this rot and greed and all this ambiguity. It's not that people haven't tried to tempt you, though. Sure, they offered you a lot before and yeah, they'll offer you more later, but it's never going to be enough. Because you believe in something, because no matter the chaos the world falls into, people are going to need models and examples of how to be better.



## THE DIRTY COP

The badge started out shiny, but there's some tarnish to it now. Maybe you got on the force and wanted to do some real good, to walk the beat and help citizens large and small. Follow the rules, and nothing can go wrong, right?

Something changed along the way. You looked the other way here, maybe you took a freebie there, and the system still chugged along. The world didn't come to a screeching halt because you took care of yourself. Isn't that the point? You work hard, shouldn't you get a little something? For Pete's sake, it's not like they're throwing you ticker-tape parades. Everyone else's doing it, so why not get yours? You're not so green anymore; the aw-shucks stuff of youth gave way to a necessary hard exterior, weathered and durable. This City can chew up and spit out most people, but you've learned how to survive.



## THE FATALE



You get what you want. Whether that's because of your power, sex, strength, or guile, it doesn't matter. Lure men or women, lure whomever you need nice and close before you get your hooks into them. Get what you want and get out before the heat comes down on you. For too long people thought you were something to be used and discarded, but no more. You'll show them, one snare and well-placed smile and sentence at a time. The City is full of things you want, and you're willing to do anything to have them ... or keep them out of the hands of other people. You deserve to get what you want. Besides, it's not like you're the only one getting what you're owed. Everyone's doing it, and some people are doing it way worse, so what's the harm exactly?

## THE MOOK



What you lack in brains is made up for in strength. You never met someone you couldn't intimidate or threaten, and you've never met your equal in a fight. Yeah, it's tough to get the answers you need out of someone with a busted jaw, but they can still give you answers, at least until you bust their hands. You're the attack dog and yes-man, and you're happy that way. Your hard work has so far been rewarded, and it's not too bad a job compared to what you see other people going through.

It's not that thinking is impossible, it's just that subtlety and planning are boring and take too long. Let other people be the brains of the outfit, they're going to need to you to take care of business. Goon. Hitter. Driver. Thug. Toady. Bodyguard. Yours isn't to wonder why, yours is to hit something hard enough it doesn't get back up.

## THE PRIVATE EYE

To you, the right and wrong side of the tracks blur together. To you, the blacks and whites and rights and wrongs fused together a long time ago, leaving everything gray and less certain than it used to be. Now it's all for the client, or the truth, or justice, or all of the above, or any combination thereof.

Dogged persistence, sometimes to the point of stubborn obsession and relentless pursuit, marks your career. You're not afraid to get your hands dirty, you're not afraid of getting some mud and blood on your shoes. But you're going to get to the truth, one way or another.



## THE WAR VET

You went over there to do your duty and help keep the world a safe place. It was brutal, it was scary. It changed you, but you came back in one piece, unlike so many others. Maybe you even kept your wits about you.

Before you left, the world needed soldiers, and you distinguished yourself as one. But now you're back, and there's no clear enemy to fight, no formations to fall into, and no deployments. The jobs seem mundane. The work is rewarding, but nothing at all like having that rifle in your hands and knowing you were doing the right thing.

*Note: Depending on the Era of the game, there's always some war somewhere that the Vet could have participated in, so don't worry about limiting the Vet to only the Second World War.*



## THE POLITICIAN



This City needs you. Either to raise it up from the corrupt, fetid pit it's become, or to take what you can and be there when it's time to rebuild. Anyone can be a voter; anyone can be an asset... or a liability. Choose your associates carefully, move the pieces on the chess board right, and you might start the week on City Council and end it with a seat in the Senate. Or if you play your cards right, President.

But governance is not the same as selling newspapers on the street corner. Governance takes a level of strategy and courage that most people can only fantasize about having. You've come up the hard way, working the pollsters, getting past the soundbites, shaking babies and holding hands. It hasn't been easy, and it's more than likely you've had to get a little messy to get what you want, but that's politics, right? There are no clean and wholesome campaigns. Politics is the new battlefield, and you're a grizzled veteran.

## THE CAREER CRIMINAL



The road is never straight and narrow. It's twists and turns and anyone who says otherwise is a sucker and a sap. This world hasn't given you a square deal since day one, and you're not in the habit of giving one back. Whether it's the long con or the quick hustle or just plain burglary and blackmail, your professional toolbox tends to the seedier side of things, and you're used to being one step ahead of the heat.

That's not to say there's not some good here. It's a matter of interpretation, really. Some say that bad guys make the best good guys, and sometimes that's true. But then again, being bad has gotten you pretty far in life. And it would be a real shame if you didn't see how much farther this road can take you.

## THE GAMBLER

You're not risk averse. Flip a coin, roll the dice, see where Lady Luck takes you. It's served you well so far. Even when you lose, you lose with class. There hasn't been action you haven't gotten in on, whether that's the number of times someone spills a beer or how many times it comes up sevens at the table. It's not about winning, though that doesn't hurt. It's about testing the system, being better than the sucker next to you, and cashing out when you're ahead.

You have to risk big to win big, and you've got scars and the lumps to prove it. Those big jackpots are going to be your ticket to somewhere better. Maybe that's uptown. Maybe that's out of town. Doesn't matter. You've got a hot hand and you're going to put it all on the line when the time comes.



## THE REPORTER

The people have a right to know the truth. They need to know what's really going on, and they need to be informed to make smart decisions that will lead to better lives. Who's crooked? Who's worth voting for? What's the skinny? Where's the scandal? You've got a nose for digging up the truth. Too bad a lot of the truth is buried under tons of shit, lies, and garbage.

You play a critical part in the City. You're the immune system, or so your editor says. You find infections and drive them out. Corrupt politicians. Scandals with kids. Different ways the City is failing its citizens. These are important stories, and you're doing your best to make sure people know. It's not glamorous. It's made you a few enemies, you're sure. But without you, the shadows seem ten feet thicker and ten times blacker.

*Note: The Reporter is entirely due to, and dedicated to, Lilian Cohen-Moore. She exemplifies all that is best about journalism as it is represented in film noir.*





# Basic Roles: The Shakers

## THE STARRY-EYED KID

You came to the big city with your hopes and dreams in one suitcase, and every worldly possession you've got in the other. The City was your chance to get out of your small town and show those people what you're really all about: your destiny, your fame, your infamy. It's all in your hands now, and the City is your oyster.

Gee whillikers, lots of people are just so swell here. Just like your momma taught you, being nice can actually take you pretty far. Good thing it comes pretty natural to you. Hey, is that an old lady to walk across the street?



## THE CITIZEN

On Saturdays you mow the lawn. Sunday afternoon, after church, you listen to the ballgame. Tuesday night is bridge night with your neighbors across the street. Your toughest decision is most often what shirt and tie to wear to work, and there's a healthy amount of distance between you and all that nastiness you read about in the morning paper. You try to keep it that way, by golly, but sometimes you just get in over your head. But you're not like these crooks and thugs. You're a good person, an honest citizen. You've never even stolen a gumball. No skeletons in your closet, right?

The riff-raff always seems to be on the other side of the picket fence. You do your best to keep it that way. You want to be respectable. You want to be the kind of person others admire. There are right ways to do that, and there are wrong ways.



## THE SOCIALITE

You've never lacked for money. Maybe you earned it. Maybe you inherited it. But you've never known a life without it. Sure, some people are going to called you 'spoiled' or 'clueless', but those people really only know how to struggle and complain about it, don't they? Money opens every door, greases any palm, and seems to be the solution to any problem you've so far encountered. Everyone's got a price, it's just a matter of finding it.

Some people talk about how one day the bubble might burst, how the money might run out. If that's the case, don't you think you should enjoy it while you have it?



## THE DISGRACED DOCTOR

They took away your license. Maybe they shouldn't have done that. Your hands are still steady, your mind is still sharp, so who cares about the measly indiscretions some pencil-pusher scribbles in some report? You're helping people, and that's what matters. So long as you've got reasonably clean instruments, a patient, and decent light, you can do anything they ask: yank out a bullet, stitch up a knife wound. Hell, you could even give someone a new face, if they were willing to pay.

What's the world without doctors? Sick. Diseased. Dying. Don't people realize that in your hands are the powers of life and death? Do they think some piece of paper is what empowered you? They weren't there for the years of study and practice. They weren't there when you saved your first life. They don't know what it's like to hold a heart in their hands and make it beat again. They've never seen the look of joy on a mother's face when their baby will be okay thanks entirely to what you can do. Your work defines who you are and gives you purpose. They can't keep you from being the savior so many people need.





## **THE MUSICIAN**

You make your living with sound. That might be an instrument you play, a band you lead, or the songs you sing. Your talent has taken you pretty far in life, and it gives you a measure of celebrity in the City. This, naturally, has afforded you a comfortable living, but it's not without its temptations. Whether or not you succumb to them is up to you. Whether or not your talent keeps you living the way you do ... well, that might not be up to you. Keep making music, see what happens. Fame is a fire that needs regular stoking. Don't let yours burn out.



## **THE ATTORNEY**

You've been making arguments since you learned that whoever cries loudest often gets what they want. You transitioned from playpen to the playground when you learned the subtle art of negotiation, getting bullies to give back lunch money before people got real angry. Not you, of course, but other people. Witnesses. Teachers. You spun this into a lucrative career giving a voice to the bullied, or when the situation arose, making sure the bullies got what they deserve. The road to this success hasn't been all roses and flawless victories, though. It's easy to take a little bribe here and there, let someone slide on the witness stand or maybe change their story. It's up to you whether or not you turn as blind an eye as Justice is supposed to have.

When people run afoul of the law, you're there. For the right price, and with your craftiness, you've saved people from unimaginable horror. You're an unsung hero. You don't wield a gun or work in a back alley, you stand before a judge in a courtroom and do the most noble of tasks: you argue. You lobby. You aid. You demonize. Your words are better than any bullets.



## **THE GANGSTER**

You have an intimate relationship with the City's underbelly. Maybe you run it, maybe you want to run it. Your life isn't always glamorous or easy, since the law can show up and breathe down your neck pretty regularly. On the bright side though, the money and power really do make for some good weekends and thrills.

Crooked is as crooked does, and nothing in this City comes for free. You've learned the real value of power, of strength, of fortitude. If you want anything, you're going to have to take it. That respect you hunger for is there, just reach out for it. And the opposition, those cowards and softies who stand in your way? Wait until they get a load of you.




## **THE CELEBRITY**

You're kind of a big deal. Whether that's for movies or radio or smut or something socially infamous, that's up to you. Maybe you're the child of someone who was famous, and you're just riding coat-tails and being outrageous enough for the press to keep remembering you. Maybe you're a comedian's punchline. Maybe you should be.

Celebrity is fickle, it's a short fuse. People have memories like goldfish, and you may find yourself hungry for that spotlight again. The good news is that it's only one comment, one action, one decision away. Isn't any publicity good publicity? If they're talking about you, they're paying attention to you, and in no way is that ever going to be a bad thing or a thing you want to give up.




## **THE EX-CON**



Fresh out of the Big House, you've got the clothes on your back and little else. Maybe regrets. Maybe some hopes they weren't able to squash out of you. You're supposed to be rehabilitated, and maybe you are. Maybe you aren't, time will tell. If prison taught you anything, it was a structure and a sense of identity. Out here in the big world, you're on your own, and maybe you don't want to do anything to send yourself back. Or ... maybe you do?

The world outside can be louder, stranger, colder, and worse than inside. Some people can't hack it. Some people are dying to get out and return to whatever life they hope is waiting for them.

## **GIRL/BOY FRIDAY**



Everyone needs a little help, now and then. The right person to talk to, the right phone call to make. Everyone needs a little support too, someone to lend a hand where needed and encouragement when times get tough. Sure, sometimes it's not all cheerleading, sometimes you do have to get your hands dirty, but isn't that the price you pay for helping others? Isn't sacrifice part of cooperation?

Leave the spotlight for other people. You've never been one to seek out the credit. Real satisfaction is found in knowing that you helped someone get things done. You can sleep easy at night knowing you're helping.

## **The Extras**

There are additional roles available in this to change your Movie. Most of these are part of stand-alone featurettes that function as custom settings. Others are available online, such as The Toon or The Replicant, to further alter the tone of any game.

### **NARWHAL**

#### **FEATURETTE CHAPTER 7**

*The Captain*  
*The Mate*  
*The Salt*  
*The Rookie*  
*The Drifter*  
*The Loose Cannon*

### **RETRO HEROES & VILLAINS**

#### **FEATURETTE CHAPTER 9**

*The Amazon*  
*The Hornet*  
*The Ranger*  
*The Chaos*  
*The Phantom*  
*The Shadow*  
*The Vigilante*

### **THE PROM**

#### **FEATURETTE CHAPTER 8**

*The One Who Won't Move On*  
*The One Who Can't Move On*  
*The One Who Can't Wait To Move On*  
*The One With Everything To Lose*  
*The One Who Doesn't Belong*  
*The One Everyone Likes*

### **STAR NOIR**

#### **FEATURETTE CHAPTER 10**

*The Farmkid*  
*The Scoundrel*  
*The Royal*  
*The Sage*  
*The Menace*  
*The Herald*

## **THE OUTSIDERS**

*Available Online*

*The Replicant*

*The Toon*

# The Crime Chart

## MURDER

- 1 A Role's paramour is killed
- 2 A spouse or partner of a Role is killed
- 3 A murder is arranged
- 4 A major political official is killed
- 5 A celebrity is killed
- 6 A Role's family member is killed

## ROBBERY/THEFT

- 1 A famous piece of art is stolen
- 2 A jewelry store is robbed
- 3 A bank is robbed
- 4 A wealthy socialite's home is robbed
- 5 A heist is planned
- 6 A government building is robbed

## KIDNAPPING

- 1 Someone's spouse or child has been kidnapped
- 2 A minor political figure has been kidnapped
- 3 A CEO or major business figure has been kidnapped
- 4 A socialite's family member has been kidnapped
- 5 A kidnapping is arranged
- 6 A kidnapping is botched

## FRAUD

- 1 Someone has been passing fake checks
- 2 A counterfeiting ring has run amok lately
- 3 Someone commits insurance fraud
- 4 Someone has been impersonating someone else
- 5 Someone impersonating a member of the clergy
- 6 A famous piece of art is a forgery

## ARSON

- 1 A school building has burnt down
- 2 A socialite's house has been torched
- 3 A church has been firebombed
- 4 A minor politician's house has burnt down
- 5 A celebrity's house has been blown up
- 6 A significant building in the City has burnt down

## BLACKMAIL

- 1 A celebrity is being blackmailed
- 2 A minor politician is being blackmailed
- 3 A major politician is being blackmailed
- 4 A member of the clergy is being blackmailed
- 5 A prominent CEO is being blackmailed
- 6 Blackmail is arranged



# Basic Actions

## ■ Check It Out

When you want to examine, investigate, or look at things, roll+Brains.

**On a 10+**, the Director will tell you something important and useful about what (or who) you're investigating.

**On a 7-9**, choose one of the following, and the Director will tell you what happens:

- *What you discover makes things more complicated for everyone in the Movie. (This may lead to a new Scene, but doesn't have to.)*
- *You're about to get in over your head and have to do something you're going to regret. (This may lead to a new Scene)*
- *Someone is about to offer you a choice you're not going to like. At all. (A Role or Person can come into the current Scene.)*

**On a 6-**, you misinterpret what you find, and it leads you into a situation where (choose one):

- *You take 1 Injury trying to get yourself out of it.*
- *You pursue a completely wrong lead that will affect a relationship you have with another Hook.*
- *In the next Scene you're in, whatever you've misinterpreted puts you in danger.*

## ■ Help Out

When you help someone do something, roll.

**On a 10+**, your help grants them a +1.

**On a 7-9**, your help gives them a +1, but you either put yourself in danger OR do something to make the current situation worse for both of you.

**On a 6-**, you're not helpful at all, and the Director will tell you how your help didn't pan out the way you intended AND now you've done something to jeopardize EVERYONE in the Scene.

## ■ Fight It Out

When you attempt to injure someone or something else, roll+Risk.

**On a 10+**, you succeed, and any weapon you're using does its full Injury.

**On a 7-9**, you succeed, and any weapons used do half their full Injury (round up), but also either expose yourself to a counterattack you can't avoid OR expose someone else in the Scene (not involved in the fight) to an attack they CANNOT avoid.

**On a 6-**, tell the Director what happens to make the fight more dangerous while it continues OR the Director will offer you a way out of the fight, but with a serious risk to you more than anyone else in the fight.

## ■ Talk It Out

When you attempt to converse with someone else and try persuade them to do something or agree with you, roll+Moxie.

**On a 10+**, the person you're speaking to agrees with you, for now. They may even help you, if they want.

**On a 7-9**, you can only get what you IF (their choice) you make a promise you're not sure you can keep OR the other person will betray at a critical moment.

**On a 6-**, your efforts backfire and the Role or Person gains something they may use immediately against you.

# Director Actions

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## DIRECTOR'S CODE

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*Breathe the noir*

*“Yes, And”*

*“Yeah, You Are...”*

*“Tell Me More...”*

*Address the characters and their situation*

*Mask your Actions*

*Encourage tough choices over easy ones*

*Give them enough rope to hang themselves*

*Reward tragedy with more of the same*

*Pain and suffering are on the menu*

*Tie loose ends into knots*

*Everything goes to the plot*

*Take suggestions*

*Share the Movie*

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## THE ESTABLISHING SHOT AND CALL SHEET

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### *Free Action*

In thinking like a movie, you should describe what the Roles are seeing, both as participants in the Scene and as an audience. Describe what people see, describe the Location, describe the traffic or the movement or the weather or the lighting. Paint a picture so people know they're not acting in some undefined space.

The Establishing Shot is a free Action because every Scene needs to start with description, and players need to know who's in the Scene. This is particularly true in the first Scene of Act 1, because that Scene can establish a tone to be carried through the rest of the Act or Movie.

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## FADE TO BLACK

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### *Free Action*

There are parts of Scenes that can be less exciting than other parts. No one wants to watch someone sleep for six hours. No one pays attention to the boring parts of a stakeout. When you need to end a Scene and pass Director responsibilities to another person, Fade to Black.

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## OTHER DIRECTOR ACTIONS

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### *Limited Action*

- Harm something or someone
- Introduce someone new into the Scene
- Later on....
- Make them risk something
- Meanwhile & Flashback
- Offer them a terrible choice
- Pay off something previously set up
- Set up something to pay off later

# Common Role Sets

There are a lot of interesting combinations of roles that you can play. Here are a particularly good set of combinations for you to consider for your movie.

## **For a Law & Order experience...**

- The Good Cop
- The Dirty Cop
- The Attorney
- The Disgraced Doctor
- The Citizen
- The Reporter

## **For a Classic Movie experience...**

- The Good Cop
- The Dirty Cop
- The Private Eye
- The Fatale
- The Mook
- The War Vet

## **For a Sin City experience...**

- The Good Cop
- The Mook
- The Career Criminal
- The Gangster
- The Gambler
- The Fatale

## **For a Murder Mystery experience...**

- The Reporter
- The Citizen
- The Girl/Boy Friday
- The Socialite
- The Private Eye
- The Good Cop

## **For a Gotham, Hell's Kitchen, or particularly Heroic experience ...**

- The Vigilante
- The Good Cop
- The Dirty Cop
- The Chaos
- The Politician
- The Disgraced Doctor

## **For a Hamilton experience...**

- The War Vet
- The Politician
- The Fatale
- The Citizen
- The Socialite
- The Politician

## **For 3 players who want an action experience ...**

- The Dirty Cop
- The Career Criminal or The Fatale
- The Good Cop

## **For 3 players who want to fix the City**

- The Politician
- The Gangster
- The Socialite

## **For 3 players who want a heist story ...**

- The Ex-Con
- The Career Criminal
- The Mook

## **For 4 players who want a 1-Act Drama ....**

- The Celebrity
- The Musician
- The Attorney
- The Ex-Con

## **For 4 players who want a family drama ...**

- The Fatale
- The Citizen
- The Gambler
- The Socialite

## **For 5 players who want deep backstory connection...**

- The Career Criminal
- The Starry-Eyed Kid
- The Musician
- The Ex-Con
- The War Vet

## **From playtesting: The Bank Robbery Double Date**

- The Dirty Cop
- The Dirty Cop
- The Fatale
- The Mook

## **From playtesting: The Curious Cabinet of Dr Wu**

- The Disgraced Doctor
- The Socialite
- The Career Criminal
- The Mook
- The Dirty Cop
- The Gambler

## **From the One Shot Podcast**

- The Reporter
- The Reporter
- The Mook
- The Socialite



# The Good Cop

The City is a mess. Far too many of your fellow officers are on the take. Far too few even care about the people who have to live in this slowly rotting urban carcass. You've watched your co-workers, your superiors, and even the politicians take bribes, turn a blind eye, or worse. It's like their oaths and vows don't matter. It's like they don't know they have a duty, a higher calling, an obligation to truth, justice, and doing what's right.

## NAMES

Choose a name from the list below, or create your own.

Brant, Randy, Marcus, Kim, Sarah,  
Denise, Lauren, Harrison, Gordon, or Elliot.

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +1, Moxie -1, Risk -1
- Brains +0, Moxie -2, Risk +0
- Brains -1, Moxie +0, Risk +1
- Brains +0, Moxie -1, Risk +2

**Body**

**Moxie**

**Risk**

## SECRETS

Choose 1

- You support your ailing mother back on the farm.
- You're going to solve one more case, hopefully make a big paycheck, and retire to the Caribbean.
- You've started visiting the wrong side of the tracks after hours.

## GOALS

Choose 1

- To change someone's life for the better
- To make your mark on the City
- To serve justice and uphold the law

## BELONGINGS

Choose 2

- Standard cop wear
- Standard police sidearm (Gun 2 +loud)
- Spotless dress uniform
- A raggedy outfit for undercover work
- A good dark suit or dress
- A tuxedo or evening dress
- Casual clothesBlackjack (Club 1 +KO +portable)
- A regular spot at a Location
- A trusty flashlight (+KO +portable)
- A growing stack of bills you can't pay.
- A baseball bat (Club 1 +KO +portable)
- A sawed-off shotgun (Gun 2 +loud +brutal)
- A run-down apartment on the north side of The City OR A nice house in the quiet part of the City (Location)

## HOOKS

Choose 2

- You're secretly pining for this Role.
- This Role threatens to expose your Secret to get you to do what they want, and you keep letting them do it.
- The Role to your left is someone you'd like to arrest for something.
- You and this Role ended your relationship years ago, and one of you isn't ready to move on yet.
- This Role is the one who got away, either in love or in a Crime.
- One day, you and this Role are going to have a reckoning.
- The Role to your right is someone who you feel would betray you at a moment's notice.
- Your obsession to prove this Role guilty will be the death of at least one of you.
- You let this Role down when they needed you most.
- (3-Role Hook) This Role is always looking to corrupt you, and this other Role is always trying to save you.
- (3-Role Hook) You and this Role grew up together. You both kept this other Role out of trouble on a regular basis.

# Role Actions

Choose 2

## ❑ Do the Right Thing

When you're in a Scene and someone takes an Action that breaks a law, roll+Brains.

**On a 10+**, chastise them and then tell the Director how you're going to do what's right or necessary to fix what they've done.

**On a 7-9**, you chastise them, but (choose 1):

- *Your virtue will get you into trouble in your next Scene.*
- *You will find find out something you won't like in your next Scene.*
- *Someone decides to get rough with you.*

**On a 6-**, your goody two-shoes act immediately provokes a violent reaction or marks you as someone that needs to be dealt with for the rest of the Movie.

## ❑ You Know These Streets

After you Check It Out at the scene of the Crime but before the Scene ends, roll+Brains.

**On a 10+**, choose 2 from the list below.

**On a 7-9**, choose 1:

- *You discover information that leads you somewhere else, but it also leads you into a fight you may lose.*
- *You discover information that implicates someone you'd never suspect.*
- *A Person at the Location implicates someone not actually involved in the Crime.*
- *You think you're onto something, but end up involving a Role you have a Hook with.*

**On a 6-**, you end up getting in over your head, because what you discover conflicts with one or more of your Hooks.

## ❑ A Light in the Dark

When you're in a Scene with another Role and they follow your example, roll+Moxie.

**On a 10+**, you both take +1 to your next rolls in the Scene.

**On a 7-9**, your actions attract unwanted attention in both this Scene AND the next one either of you are in OR the Director can introduce someone new into the Scene for free.

**On a 6-**, someone in the Scene makes a decision that will get more than one person hurt.

## ❑ Shiny Badge

When you use your authority to persuade someone, roll+Risk.

**On a 10+**, take a +1 to your next roll OR tell the Director how you and this Person or Role are going to be working together.

**On a 7-9**, a Person or Role in the Scene makes a promise they don't intend to keep AND plans to double-cross you in a later Scene.

**On a 6-**, the Director can make you risk something for free.



# The Dirty Cop

You may have started off clean and eager, but the bloom came off that rose pretty quickly. The only way to survive in the City is to look out for number one along the way, because no one else is going to. And so what if you skim a little off the top, shake an informant down for a few bucks, or have a price in mind to look the other way? Who's gonna stop you? You're pretty sure everyone else does it too, only way bigger. So long as you stay a small fish, taking little bites out of this rotten pie, you'll be just fine. Sock it all away for your retirement fund. Somewhere warm and sunny, where you can sit in the sun for hours and get this lifetime of filth off your skin.

## NAMES

Choose a name from the list below, or create your own.

Bullock, Carson, Brock, Oakley, Martinez,  
Jackson, Palmer, or Saturday

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +1, Moxie -1, Risk -1
- Brains -1, Moxie +0, Risk +1
- Brains +0, Moxie -1, Risk +2
- Brains -1, Moxie +1, Risk +1

Body

Moxie

Risk

## SECRETS

Choose 1

- Internal Affairs has suspected for months that you're dirty, and they're THIS close to catching you.
- Your spouse has ZERO idea that you're dirty, and thinks you're the City's best cop.
- You're an informant for either the local muscle or Internal Affairs.

## GOALS

Choose 1

- To score a huge payday
- To have someone else take the fall for what you're doing
- To get in good with some bad people

## BELONGINGS

Choose 2

- Rumpled suit or dress
- Standard police sidearm (Gun 2 +loud)
- A trench coat (+it billows)
- A marker for an illegal poker game at Location
- A dress uniform
- A leather jacket and casual clothes
- A spare set of cuffs
- A pair of brass knuckles (Fist 1 +KO +concealable)
- A blackjack (Club 1 +KO +portable)
- A shotgun (Gun 3 +noisy +kickback)
- A snub-nosed .22 (Gun 2 +short range)
- A heavy flashlight (Club 1 +KO)
- A secret stash of notes on people you need leverage on
- A box concealing something that could end you
- An apartment uptown paid for with dirty money OR a quiet house with a white picket fence outside of town (Location)

## HOOKS

Choose 2

- This Role caught you doing something you shouldn't have been. Today's the day they go public. With everything.
- You have dirt on this Role. Today's the last day you stay quiet about it.
- You frequently think about punching this Role in the face.
- By the end of this Movie, you and this Role are either going to end up dead or enemies for life.
- This Role left you at the altar, and you will never forgive them.
- This Role is someone who you think would be an excellent patsy ... if you ever needed one.
- You think this Role saw you do something you shouldn't have. They didn't, but you act like they did.
- Why doesn't this Role love you as much as you love them?
- You're romantically involved with this Role, and it needs to end today. Messily, if necessary.
- (3-Role Hook) You and this Role worked together, then this other Role came along and everything went to hell, and now you're going to make sure everyone gets what they're owed.
- (3-Role Hook) You're in a relationship with this Role, but you've promised this other Role that you're going to end it so the two of you can have a happier future.



# Role Actions

Choose 2

## ❑ Shake Down

*When you want information or a bribe out of someone, roll+Risk.*

**On a 10+**, you get what you want AND someone in the Scene mentions a Role worth talking to.

**On a 7-9**, you get some of what you want, but in order to get more, you're going to have to deal with one of the Roles you have a Hook with.

**On a 6-**, in either this Scene OR the next one you're in, things get violent. Either you or another Role in this Scene or the next will suffer at least 1 Injury. Work out with the Role and Director how that happens.

## ❑ Bully with a Badge

*When you abuse your authority, roll+Moxie.*

**On a 10+**, no one questions you. Someone in the Scene is impressed by you and is willing to help you accomplish what you want.

**On a 7-9**, you get challenged on the spot, and it's going to get messy. The Director can choose 1:

- *Introduce one of your Hooks into the Scene for free.*
- *Involve your Secret in the Scene.*
- *Involve one other Person or Role in the fight.*

**On a 6-**, before the Movie is over, you'll have to deal with one of your Hooks based on what happened in this Scene.

## ❑ Takes One to Know One

When you enter a social function or large gathering, ask the Director who else at the Location might also be dirty, corrupt, sleazy, or have something to hide. If you have a Hook with them already, take +1 to your next roll.

## ❑ Friends in Sleazy Places

*When you deflect blame or suspicion off of you and onto a Person or other Role, roll+Risk.*

**On a 10+**, what you're saying seems reasonable ... at least for this Scene.

**On a 7-9**, what you're saying will be believed only if you prove it by doing something you don't want to do by the end of the Movie.

**On a 6-**, before the end of this Act, someone's going to make you pay for what you did in this Scene.



# The Fatale

*Life is cruel, you can be crueler. Life is cold, you can be colder. It's not all about sex and looks; it's about getting what you want and getting it now, with a capital N. Other people are toys and tools for you. You can play anyone like a harp. Eventually everyone comes around.*

## NAMES

Choose a name from the list below, or create your own.

Veronica, Ben, Jen, Terry, Carl, Jack, Amita, Sarah, or Mollie

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +0, Moxie -2, Risk -1
- Brains +1, Moxie +0, Risk -2
- Brains +1, Moxie -1, Risk -1
- Brains -2, Moxie -1, Risk +2

Body

Moxie

Risk

## SECRETS

Choose 1

- You've got a trust fund no one knows about.
- You're dying, slowly, and no one knows.
- You've got sizeable financial debts all over the City.

## GOALS

Choose 1

- To gain more influence in the City
- To corrupt someone else
- To set something awful into motion and get away with it

## BELONGINGS

Choose 2

- A killer outfit
- Professional business attire
- Your choice of kink gear
- Clothing, perfect for a funeral
- The most garish "Fuck you I make this look good" outfit possible
- A small pistol (Gun 2 +concealable +up close and personal)
- A sharp stiletto (Knife 1 +lethal +sharp)
- A little black book full of favors people owe you, and those you owe them
- A shovel in the trunk of your car (Club 2 +messy)
- A selection of wigs and makeup to disguise yourself
- A piece of very expensive heirloom jewelry
- A sterling silver cigarette case and ebony holder
- A swanky apartment uptown OR a cocktail lounge you own a stake in (Location)

## HOOKS

Choose 2

- This Role believes you are worth saving and goes out of their way to "help" redeem you.
- You would give up everything if this Role would just admit they have feelings for you. They don't, but you don't know that.
- This Role broke your heart routinely in the past.
- This Role is someone who has always come across as better than you, and you really want to prove they're not.
- You left this Role at the altar. You've been avoiding them until today.
- You'd spend your last dime trying to see this Role ruined. Or dead.
- You regret how you hurt this Role, and you're trying to make it right.
- This Role is going to get you exactly what you've always wanted; all you need to do is make sure they take the fall.
- You're related to this Role, and no one knows but you.
- This Role keeps trying to win you back. You think it's cute, and you're stringing them along.
- (3-Role Hook) You are blackmailing these two Roles, and neither knows about the other Role.
- (3-Role Hook) You left this Role to start a relationship with this other Role, and at least one of them is going to "take care" of the situation.

# Role Actions

Choose 2

## ❑ Why Don't We Sleep on It?

When you use your attractiveness, sexuality, or physical attributes to get what you want, roll+Risk.

**On a 10+**, choose 2 from the list below.

**On a 7-9**, choose 1:

- *The other Role or Person will help you accomplish 1 thing in a future Scene so you can get what you want later.*
- *In order to get what you want, you'll have to set up this other Role or Person to take the fall.*
- *The other Role or Person lies to you, but you believe them.*
- *The other Role or Person swears they'll help you, but first you have to help them deal with either a Hook they have or a problem they're involved in. It will get messy for at least one of you.*

**On a 6-**, your advances get spurned, and the other Role or Person gets one of your Hooks involved to straighten things out.

## ❑ Do What You Have To

When you double-cross someone for your own advantage, roll+Brains.

**On a 10+**, no one suspects you when it succeeds.

**On a 7-9**, you're clear for now but (choose 1):

- *One of the Roles you have a Hook with gets involved, and it might cost you both dearly.*
- *One of the people you double-cross tells a Role you have a Hook with all about the plan at the worst possible time.*
- *Your bullshit gets taken too far, and you end up making a terrible promise to someone in order to keep things going.*

**On a 6-**, you realize that in order to make your plan work, you have to implicate yourself. The Director will make you risk something you care about for free.

## ❑ Never a Damsel in Distress

When you want someone else to fight for you, roll+Risk.

**On a 10+**, that person or Role believes you to be in serious trouble, and by the end of the Movie, they risk everything for you. (It might kill them, and you're okay with that.)

**On a 7-9**, you and the Person or Role hatch a plan that you don't realize will hurt everyone involved.

**On a 6-**, the fight happens, and in order to avoid getting into too much more trouble, you tell a lie that spells trouble for you by the end of the Movie. (It might kill you.)

## ❑ Come Up and See Me

When you need to get someone to do what you ask, roll+Moxie.

**On a 10+**, they'll do it, and another Role in the Scene takes notice.

**On a 7-9**, they'll do it, but one of the Roles you have a Hook with finds out.

**On a 6-**, you don't get what you want AND one of the Roles you have a Hook with finds out AND you end up having to make a terrible decision in order to keep things from getting worse.



# The Mook

*It's good to know your place in the world. You're not the bottom of the food chain; you're at least two good steps above it. You're the one people call when they need protection, when someone needs persuading, when you need to dangle someone else out a window ... that sort of thing.*

*Is it legal? Not always. But you learned a long time ago that you weren't cut out for brain surgery.*

## NAMES

Choose a name from the list below, or create your own.

Tracy, Lefty, Curly, Darren, Sweetums, Brigid,  
PeeWee, Kathy, Terry, Sue, or Luanne

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains -1, Moxie +1, Risk -1
- Brains +0, Moxie -2, Risk +2
- Brains -1, Moxie +1, Risk +1
- Brains -2, Moxie -1, Risk +2

**Body**

[ ]

**Moxie**

[ ]

**Risk**

[ ]

## SECRETS

Choose 1

- You're loaded, and no one knows.
- You're about to get a significant promotion in the underworld.
- You're about to get a significant demotion in the underworld, and this is your last chance.

## GOALS

Choose 1

- To increase your notoriety
- To avoid getting found out or arrested
- To set yourself up for the future

## BELONGINGS

Choose 2

- A standard goon outfit
- A tuxedo or evening dress
- An apron and thick gloves, along with other body-disposing clothes
- Casual leg-breaking clothes
- A reserved seat at a Location
- A few large oil drums and bags of cement for hiding bodies
- Clothes you wear when you don't want to appear like a Mook
- Brass knuckles (Fist 1 +KO +concealable)
- A crowbar (Club 2 +KO +lethal)
- A handgun (Gun 2 +noisy)
- A knife (Knife 1 +sharp)
- A sawed-off shotgun with an easy trigger (Gun 3 +devastating +twitchy)
- A rented storage space where you can stash bodies and money OR a cramped little apartment in an ethnic neighborhood (Location)

## HOOKS

Choose 2

- You and this Role have done some work together in the past, and it went really well.
- You and this Role did some work together, and it didn't go well, and you each keep a secret because of it.
- This Role knows way too much about what you do. When you get a chance, you need to shut them up. For good.
- This Role left owes your employer a lot of money, and you've been assigned to keep an eye on them.
- You would do anything for this Role, but you won't do ... that, the thing they keep asking you to do.
- The last time you saw this Role, you swore revenge for what happened.
- You're going to kill this Role by the end of this Movie, and it's been a long time coming.
- You're tired of taking orders from this Role.
- Everything in your life lately has brought you to today, the day where you finally tell this Role that you've had enough of their shit.
- (3-Role Hook) This Role has asked you to "take care of" this other Role.
- (3-Role Hook) You were the one who saved this Role when their life was in danger. They don't know it, because they think this other Role saved them. You should go straighten this out today.



## Role Actions

Choose 2

### ❑ Tough Guy/Gal

When you Fight It Out and roll an 11 or 12, deal 1 extra Injury.

### ❑ The Strong, Silent Type

Shake off the first 2 points of Injury you suffer in a Movie.

### ❑ Go Down Swinging

If you're already injured, add +1 to any Fight It Out attempt you make.

### ❑ Get Your Point Across

When you intimidate a target, roll+Moxie.

**On a 10+**, the message comes across loud and clear, and the other Person or Role will take a huge risk to help you.

**On a 7-9**, they get the message, but there's retribution. Choose one:

- *One of the Roles you have a Hook with finds out what you've been doing.*
- *Any Good Cop, Dirty Cop, or Private Eye come talk to you in a future Scene. (If there aren't any in this Movie, then two Roles you have a Hook with end up involved in what you're doing.)*
- *A Role you have a Hook with offers to help, and you know it's going to cost them dearly but you let them do it anyway.*
- *What you do leads another Role into danger.*

**On a 6-**, in order to get their cooperation, you confess your Secret to the other Person or Role, and you'll end up risking your life by the end of the Movie.



# The Private Eye

You're a shamus, a sleuth, a gumshoe. It's your job to do the jobs that no one else wants, or solve the things that other people can't or don't want solved. It's not a glamorous life, but it's your life, and sometimes, that means bullets and dames, and other times you take seedy photographs outside seedier motels in areas of the City you don't want to be caught in, alive or dead. Maybe you're struggling from paycheck to paycheck, and your frequent detours to examine the bottoms of bottles and shot glasses isn't helping. Maybe you're just one damsel in distress away from getting out of the business entirely. The City's dirty, and you always seem to find garbage on your shoes.

## NAMES

Choose a name from the list below, or create your own.

Harry, Sam, Nick, Philip, Toby, Alice, Endeavor, Karen, or Mary

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains -1, Moxie -1, Risk +2
- Brains +1, Moxie -2, Risk +0
- Brains +0, Moxie +2, Risk -1
- Brains +1, Moxie -1, Risk -1

Body

[ ]

Moxie

[ ]

Risk

[ ]

## SECRETS

Choose 1

- You've got a gambling problem.
- You're currently an addict OR you've got a newly minted sobriety/recovery.
- You grieve the loss of your partner but never let it show.

## GOALS

Choose 1

- To do the right thing, even if you weren't hired to do it
- To rescue someone in trouble
- To retire somewhere nice with enough money to live on

## BELONGINGS

Choose 2

- A comfortable outfit
- An office where you're behind in your rent (Location)
- A trench coat or duster (+roomy +it billows)
- A tuxedo or evening dress
- Workout clothes
- A decent set of casual clothes for blending in
- A fancy outfit with shiny shoes
- A reliable pistol (Gun 2 +noisy +concealable)
- A little black book full of favors people owe you, and those you owe them
- A hand cannon of a gun (Gun 2 +deafening blast +heavy)
- A pair of cuffs you may not have the key for
- An old billy club (Club 1 +KO)
- A growing stack of unpaid bills
- A photo from happier times that you always keep with you
- A treasured family heirloom you always keep on your person
- The bedroom of the Role you went home with last night (Location)

## HOOKS

Choose 2

- Every time you see this Role, things always get way worse before they get better.
- In another world, if you made different choices, you could see yourself turning out just like this other Role.
- This Role is a frequent client.
- You broke this Role's heart, and you don't think twice about it. You had to.
- This Role has a running tab and owes you quite a bit of money.
- This Role swore they'd leave their last relationship for you. They didn't, and you're devastated about it.
- Exposing the truth on a case ruined the relationship you had with this Role. You may or may not regret doing that.
- You're related to this Role, and only they know about it.
- You don't know how to redeem yourself in the eyes of this Role.
- (3-Role Hook) You're going to do your best to see that these two Roles end up together, even if it kills you.
- (3-Role Hook) You're about to involve these two Roles in something very stupid that could make all three of you very rich or very dead.

# Role Actions

Choose 2

## ❑ One Thing Led to Another

After you Check It Out, roll+Brains.

**On a 10+**, the Director will point you to the next Person or Role you should talk to.

**On a 7-9**, what you discover leads to one of the following:

- *You have to deal with a Role you have a Hook with to get more information.*
- *You have to make a terrible bargain with steep consequences in order to get what you want.*
- *A Role in this Scene is going to get you involved in a completely different problem.*
- *You have to promise a Role in this Scene something you can't possibly keep.*

**On a 6-**, you completely misinterpret evidence, and it leads you to involve a Role you have a Hook with in the situation that will get at least one of you hurt or killed.

## ❑ Fuego

When you find yourself in a losing situation, roll+Risk.

**On a 10+**, tell the Director how you narrowly escape ... this time.

**On a 7-9**, tell the Director how you escape but only after you (choose one):

- *Get severely injured. (2 Injury and describe your injury. It persists for the rest of the Movie.)*
- *Injure a Role or Person severely. (They take 2 Injury, and they describe their injury. It persists for the rest of the Movie.)*
- *A Role you have a Hook with comes for payback later, and one or both of you will end up hurt or dead.*

**On a 6-**, the Director can set up something to pay off later OR make you risk something, for free.

## ❑ Always a Complication

When you enter a Location for the first time, roll+Moxie.

**On a 10+**, tell the Director one Fact about the Location.

**On a 7-9**, you'll encounter one of the Roles you have a Hook with, and things get messy very quickly.

**On a 6-**, something happens in this Scene to make your life get much harder for the rest of the Movie.

## ❑ Your Girl (or Guy) Friday

You have someone in your office who makes the coffee and runs errands. This Person can do each of these things once per Movie:

- *Involve the police in a Scene (roll a die. On a 1-3, it's a Good Cop, on a 4-6, it's a Dirty Cop). If both police Roles aren't in the Movie, the Director can send in a Role you have a Hook with.*
- *Lie to get you out of a tough situation, but their lie gets you into a worse situation by the end of the Movie.*
- *Set up a meeting with another Role in a future Scene.*



# The War Vet

You went over there and did what you had to do. It wasn't easy, and maybe you don't like talking about all of it, and maybe it's good to talk about some of it. The nice thing, if there is such a thing, is that war gave you a particular set of skills and the confidence to use those skills. You can handle yourself in a fight, you know a thing or two about getting out of a jam, and they even taught you how to jump out of an airplane. Or how to hurl a grenade. Or kill a man in the jungle with a sharp stick and your bootlaces.

But now you're back. And the lines between ally and enemy blur often. The rifle's out of your hand now, but that structure, that routine, that order, you miss it, and you can get it back. You'd do anything to feel like you know what you're doing.

## NAMES

Choose a name from the list below, or create your own.

Mark, John, Jack, Brick Rockwell, Sarah, Cordelia, Marcia, or Sandy

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains -2, Moxie +1, Risk +2
- Brains +2, Moxie -2, Risk +0
- Brains -1, Moxie +1, Risk -1
- Brains +1, Moxie +0, Risk -1

**Body**

[ ]

**Moxie**

[ ]

**Risk**

[ ]

## SECRETS

Choose 1

- You're a fake, impersonating someone who died in the War.
- You're running from the military police because of what you did in the War.
- One night you got drunk and killed a close friend or family member of another Role.

## GOALS

Choose 1

- To get the respect you haven't had since the War
- To settle down and start a family
- To start a new career

## BELONGINGS

Choose 2

- Standard civilian clothes
- A dress uniform
- A tuxedo or evening gown
- A dark suit or dress
- Workout clothes
- Jeans and a t-shirt
- A dependable rifle (Gun 2 +long range +well-maintained)
- A good military stipend
- A roomy rucksack
- A military sidearm (Gun 2 +loud +well-used)
- A pair of binoculars
- A sharp knife (Knife 1 +sharp +concealable)
- Your photo on the wall at a Location
- A small stake in a Location
- Your apartment, just as you left it before the War OR your parents' brownstone uptown (Location)

## HOOKS

Choose 2

- This Role admires you for what you did during the War.
- This Role promised to wait for you while you were away, and they didn't.
- This Role hates you for what you did during the War.
- You met this Role when you were on furlough. They don't remember what happened that night. You can't forget it.
- Everything between you and this Role changed because of what happened that one night. They regret it, you don't.
- This Role harbors doubts about your heroism and has voiced them to you in the past.
- This Role owes you for what you did to keep them from getting drafted.
- This Role is madly in love with you, and you don't know. You also can't stand to be around them.
- This Role knows you didn't earn your War medals honestly and is threatening to go public.
- (3-Role Hook) You're pretending to be someone you're not so that this Role keeps loving you. This other Role knows what's going on, and today's the day they confront you about it.
- (3-Role Hook) You and these two Roles have been planning a crime for a long time. Today's the day you put that plan into motion.



## Role Actions

Choose 2

### ☐ Sock It to 'Em

When you KO someone, you KO on a 4, 5, or 6.

### ☐ Crack Shot

When you engage someone in ranged combat, roll+Brains.

**On a 10+**, take an additional shot before your opponent can.

**On a 7-9**, deal Injury, but expose yourself to return fire you can't avoid.

**On a 6-**, your opponent takes a successful shot (and deals Injury) before you get yours off.

### ☐ Army Training, Sir

Don't count your first Injury in the Movie.

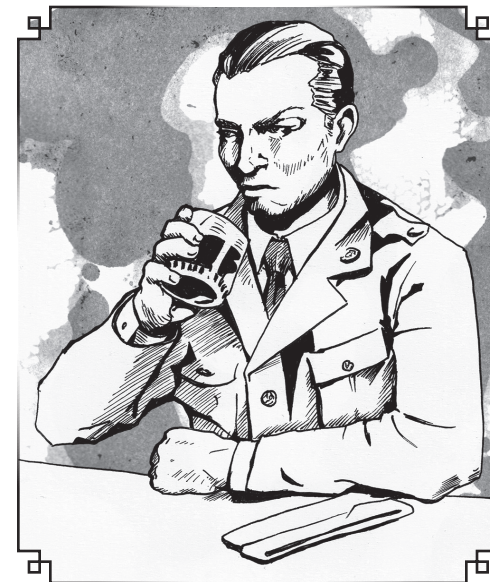
### ☐ Storm the Beaches

When you charge recklessly forward in a Scene without thinking, roll+Risk.

**On a 10+**, your bravado inspires a Person or a Role in the Scene to make a tough decision.

**On a 7-9**, a Person or Role in the Scene thinks it's a great idea to involve you in a problem they're having because you're so brave.

**On a 6-**, your bravado just pisses people off, and someone ends up hurt before this Scene is over.



# The Politician

You're someone with a vision. You're someone who looks at the rundown buildings and the old roads and see not ruins, but opportunities. Sometimes this manifests as a ruthless set of power plays, sometimes it's truly magnanimous gestures. While nothing yet has stayed in your way for long, there is that possibility that you may face an impediment en route to your ultimate goal, be that Mayor, kingpin, Senator, or something more.

## NAMES

Choose a name from the list below, or create your own.

Wilson, Orson, Claire, Tiffany, Rudolf, Christina, or Sondra

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +2, Moxie -1, Risk -1
- Brains -2, Moxie +1, Risk +2
- Brains +1, Moxie -2, Risk +1
- Brains -10, Moxie +1, Risk -1

Body

[ ]

Moxie

[ ]

Risk

[ ]

## SECRETS

Choose 1

- You're not who you really say you are; you've been impersonating someone else for decades.
- You owe unbelievable amounts of money, both legally and illegally, and you live in constant fear of being found out.
- You're dying, and no one knows it.

## GOALS

Choose 1

- To make at least one new powerful alliance
- To secure fame or money for yourself
- To become a household name

## BELONGINGS

Choose 2

- An incredibly well-tailored outfit
- More money than you know what do with
- A luxurious private penthouse (Location)
- A great outfit you can wear to black-tie events
- An estate on the edge of the City (Location)
- A treasured, expensive piece of jewelry you always have with you
- A collection of firearms (any single one is a Gun 2 +loud +lethal)
- A set of clothing no one would expect you to own
- Your "lucky" outfit you wear when schmoozing
- A safe deposit box at a large bank downtown
- A little black book full of favors people owe you, and those you owe them
- A little something extra you set aside for bribes or "donations"
- A photo of someone who long ago left your life
- A treasured item from your childhood

## HOOKS

Choose 2

- This Role is entirely responsible for your political success, and you're desperate to keep that a secret.
- You're bankrupting this Role, emotionally or financially. Or both.
- This Role once passed a comment that they didn't think would get back to you. It did, and you've sworn to make them pay.
- All your work in politics has been done so that this Role will see that you love them.
- You keep making a lot of promises to this Role, and today it will get you into trouble.
- You have arranged for this Role to meet an untimely end.
- Today's the day this Role finds out the truth about something you've been hiding from them.
- Using your power to keep this Role from succeeding seems like a perfectly reasonable way to spend your time.
- This Role will do anything for you, regardless of legality or risk, and you take advantage of this regularly.
- (3-Role Hook) These two Roles betrayed you, and you have always suspected them of working together to do it (maybe they did, maybe they didn't), but you're on a collision course for a showdown.
- (3-Role Hook) To get where you are today, you told this Role that this other Role is responsible for all the things wrong in your life. They believed you. Today the truth is coming out.

# Role Actions

Choose 2

## ❑ Of the People

When you're trying to deflect suspicion, blame, or trouble, roll+Moxie.

**On a 10+**, tell the Director which Role in the Movie you've shifted the blame to.

**On a 7-9**, you'll shift the blame onto a Role you have a Hook with, and they'll want to talk to you before the end of the Act.

**On a 6-**, not only are you acting MORE suspicious, you'll have to do something terrible in order to make things right.

## ❑ Backroom Deal

When you need to bribe someone, roll+Risk.

**On a 10+**, both of the following are true.

- You gain leverage on someone you don't have a Hook with.
- You gain leverage on someone you have a Hook with.

**On a 7-9**, one of the above is true.

**On a 6-**, neither is true, and someone you have a Hook with is upset with your failed bribe attempts.

## ❑ Lobbying Interests

Whenever you need to persuade someone, roll+Moxie.

**On a 10+**, they consider your offer and will get back to you with a positive answer in this Scene or the next.

**On a 7-9**, they make a counteroffer. In order to agree, you'll have to involve someone you have a Hook with.

**On a 6-**, news of your offer reaches the worst ears possible.

## ❑ The Puppetmaster

When you set up at least one Role to take a fall or be a victim in your plans, roll+Brains.

**On a 10+**, your plans leave no trails back to you.

**On a 7-9**, there's one link back to you that involves a Role you have a Hook with.

**On a 6-**, not only is there a trail back to you, but someone's after you in a future Scene.



# The Career Criminal

Knowing what you know, there are only two options for you: a life of hustle or a life unsatisfied. You've been working marks for their trust and money since you were cheating people with a lemonade stand. Now you're working any and every angle, hungry for the big score so you can get away clean, so that you can retire and live comfortably without those damned cops on your trail and without having to look over your shoulder for the great number of enemies you've accrued through swindles and lies.

## NAMES

Choose a name from the list below, or create your own.

Chase, Tom, Nate, Cherlene, Carol, Wanda, or Patrick

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +2, Moxie -1, Risk -1
- Brains -2, Moxie +1, Risk +0
- Brains +1, Moxie -2, Risk +1
- Brains +0, Moxie +0, Risk +1

Body

[ ]

Moxie

[ ]

Risk

[ ]

## SECRETS

Choose 1

- You're impersonating someone who died, maybe at your own hand.
- You're developing a serious addiction to something.
- No matter what you say, you're always one more score away from going legit.

## GOALS

Choose 1

- To get the "big score"
- To retire comfortably ... and have a long life
- To avoid getting caught

## BELONGINGS

Choose 2

- A well-tailored outfit
- A shap knife (Knife 2 +sharp +lethal)
- An outfit so you can pose as another Role
- An outfit you could wear for a night out on the town
- Boring casual clothes
- An outfit you wear as a "disguise" to blend in when you need to
- A really great looking fedora
- A stack of fake business cards for all sorts of businesses
- A snub-nosed .22 (Gun 1 +short range +concealable) that fits in a purse or coat pocket
- A half-full flask of hooch
- A set of light-anywhere matches
- Several bank accounts full of money you've "earned" over the years
- A photo of this Person (or Role, your choice) – they're your next mark
- An illegal casino you're running down by the tracks OR an apartment you're not paying rent on (Location)
- A stack of fake IDs

## HOOKS

Choose 2

- This Role used to love you, before you broke their heart for the last time.
- This Role broke your heart, and you're not over it yet.
- You and this Role are on a collision course by the end of this Movie. One of you will not walk away.
- You've been in love with this Role for years, and they have no idea.
- You conned this Role's parents out of a large sum of money. The parents are now dead and today the Role wants payback.
- This Role is out to get you, either for personal or professional reasons.
- You regret ever conning this Role years ago, because all they do now is bring it up and want an apology. And their stuff back.
- You are related to this Role, and only you know about it.
- This Role is related to you, and you don't know. Unfortunately, today's the day you find this out, and they find out you conned them out of money a long time ago.
- (3-Role Hook) Way back, these two Roles were unknowing allies in one of your first cons. They never got their cut of the profits and never knew what happened, and you're feeling guilty about that.
- (3-Role Hook) You and these two Roles are planning the perfect Crime. Perfect, I tell ya, nothing could go wrong.



# Role Actions

Choose 2

## ❑ It's Very Distinctive

When you enter a Location for the first time, roll+Brains.

**On a 10+**, tell the Director how you and a Role you have a Hook with both know this Location intimately.

**On a 7-9**, in this Scene, a Role in this Location will ask you to do something before the end of the Movie.

**On a 6-**, a Role in this Scene recognizes you. They want (the Director chooses 1):

- *Compensation (you're going to need to get them money from another Role).*
- *Revenge (a fight breaks out before the end of this Scene).*
- *Assistance (they will make you an offer you can't refuse – help them, or they'll go to the cops).*
- *An alibi (they're planning to do something, and you're going to keep them from getting caught).*

## ❑ You Know People

Choose a Person. One of the following is true for every interaction you have with this Person throughout the entire Movie:

- *You and this Person have a great relationship, and you can add +1 to any Risk roll you make.*
- *You and this Person had a secret affair, and you can take advantage of that with a +1 to any Moxie roll you make.*
- *This Person taught you everything you know. You take a +1 to any Brains roll you make.*

## ❑ Age of the What, Now?

When you get your hands on a weapon you've never used before, your first action with it gets a +1.

## ❑ White Knight, Black King

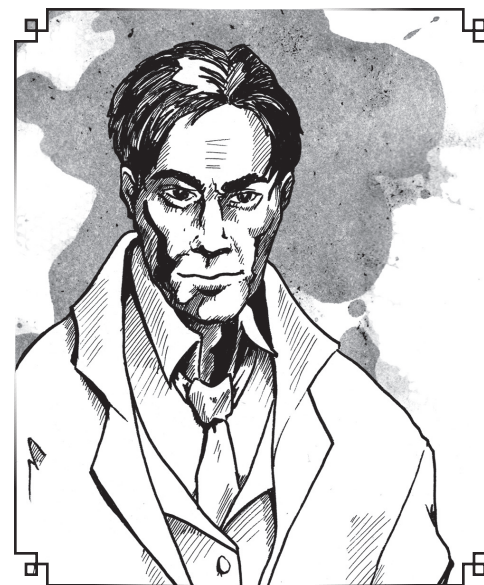
When you're faced with a chance to do the right thing, roll+Moxie.

**On a 10+**, tell the Director how you do the right thing and who in the Scene gets put in a terrible position because of it.

**On a 7-9**, you can do the right thing, but choose 1:

- *Another Role in this Scene gets hurt or blamed for it.*
- *As a "reward" for doing the right thing, you get asked to do something worse by a Role or Person in this Scene.*
- *You have to give up something or someone important to you and that may affect your relationship.*
- *A Role you have a Hook with changes the way they feel about you by the end of the Movie.*

**On a 6-**, by the end of this Act, a Role will swear to make you pay for what you've just done.



# The Gambler

You live your life owing a lot to lady luck. Whether shuffling cards, pulling slots, spinning wheels, or rolling dice, sometimes things go your way, and sometimes they don't. But while you might be down now, you'll be back up around soon, better than ever. You can't gain anything without risking everything.

## NAMES

Choose a name from the list below, or create your own.

Frank, Nancy, Rick, Terry, Kenny, Joan, Amber, or Scott

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +2, Moxie -1, Risk -1
- Brains -2, Moxie +0, Risk +2
- Brains +1, Moxie -2, Risk +1
- Brains +0, Moxie +1, Risk -2

Body

[ ]

Moxie

[ ]

Risk

[ ]

## SECRETS

Choose 1

- You've been trying to go legit and failing to stay that way for the last 6 months.
- You've been gambling trying to get enough money together to marry your best guy or gal.
- You've been saving a lot of money for a very rainy day, and today it looks very cloudy out.

## GOALS

Choose 1

- To win big and rub it in the face of another Role in this Movie
- To beat the house, even if you have to cheat
- To win big without having to cheat

## BELONGINGS

Choose 2

- An outfit you'd wear for a night out on the town
- The uniform you never returned from your last day job
- The outfit you expect to be buried in
- An ill-fitting set of clothes that are all you have left from that night
- A marker for a seat at an illegal poker game at a Location
- A slush fund you put half your winnings into for your retirement
- A snub-nosed .22 (Gun 1 +short range +concealable) that fits in a purse or coat pocket
- Always enough pocket change for a phone call or a meal at the automat
- Your father's lighter
- The deed to your parents' old farm, crumpled in your pocket
- An apartment in a five-floor walkup uptown (Location)
- A photo of your best gal or guy who's long since moved on
- A basement apartment under a Location (Location)

## HOOKS

Choose 2

- If no one could catch you, you'd punch this Role square in the nose at least once a day.
- You've been stealing from this Role to finance your latest run. Today's the day they find out.
- You mean well, but you always seem to blow it with this Role, especially when it matters the most.
- You're bankrupting this Role, emotionally or financially. Or both.
- This Role will double-cross you when it's least convenient for you.
- This Role knows your Secret, and you often involve them in whatever stupid or dangerous stuff you're doing.
- You have loved this Role for a long time. Today's the day you tell them.
- You're married to this Role, and chose not to tell them you just lost your wedding ring and your nest egg, which is eating you up inside.
- You're related to this Role, and only they know about it.
- You and this Role were switched at birth.
- (3-Role Hook) You went to school with these two Roles. You've remained friendly outside of work, but now your job threatens your relationship with both of them, for various reasons.
- (3-Role Hook) You and these two Roles have been friends since childhood, and today's the day you all do something dangerous or stupid to make yourselves wealthy or famous.

# Role Actions

Choose 2

## □ Know When to Hold 'Em

When you try to bluff your way out of trouble, roll+Moxie.

**On a 10+**, hold 2.

**On a 7-9**, hold 1. Spend hold to:

- Offer a +1 to another Role's roll before this Scene ends.
- Convincingly implicate a Role not present in this Scene.
- Convincingly implicate a Person not present in this Scene.
- Implicate a Role you have a Hook with.
- Gain information from a Role in this Scene you can use to your advantage later.

**On a 6-**, your bluff fails. Live with the consequences.

## □ Know When to Run

Once per Act you can run out of a Scene to avoid trouble, but it will catch up to you by the end of the Movie. When you run, roll+Brains.

**On a 7, 11, or doubles**, you can get out of the Scene, but this will all come back to haunt you in the final Scene of the Movie.

**On snake eyes**, there's no getting out of this alive unless you give up everything AND implicate another Role.

**On any other number**, you can get out of a Scene if you (choose one):

- Implicate a Role you have a Hook with.
- Do or say something to complicate the lives of everyone in the Scene before you leave.
- Leave behind something that matters to you that can get you into trouble later.

## □ Know When to Fold 'Em

Instead of Talking It Out, you can Gamble. To Gamble, roll 2d6.

**If even**, you're convincing and get what you want.

**If it's odd**, instead of getting what you want, ask to do a favor for the person, and it'll involve someone you have a Hook with.

**If it's snake eyes**, you're in deep shit, and either have to lose something that matters to you OR make sure someone you have a Hook with loses something that matters to them.

**If it's doubles**, take the result and roll again. All results stack.

## □ Know When to Walk Away

When the heat is on, and you're in danger, roll+Risk.

**On a 10+**, make a clean getaway.

**On a 7-9**, the only way you're getting away is to meet someone you have a Hook with in your next Scene, and it won't go well for you.

**On a 6-**, there's no getting out of this without you Fighting It Out or taking an automatic 6- result to Talk It Out.



# The Reporter

(For Lilian Cohen-Moore)

The first rule of journalism is to report the news, objectively, whatever it takes. The truth is out there, and people have a right to know. In a City as corrupt as this, there's a lot to tell them. Crooked cops, politicians in bed with mistresses, all kinds of criminals and their syndicates.

Your editor sends you out to fill column inches and damned if you don't do it every time. Sometimes, you even make a deadline.

## NAMES

Choose a name from the list below, or create your own.

Lillian, Lois, Anne, Vicki, Tess, Jimmy, Sam, Skip, Josh, or Paul

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +1, Moxie +1, Risk -2
- Brains +2, Moxie -1, Risk +0
- Brains -1, Moxie +0, Risk +2
- Brains -1, Moxie +2, Risk -1

**Body**

**Moxie**

**Risk**

## SECRETS

Choose 1

- You're determined to get that editor's position.
- You'll do anything for a story ... ANYTHING.
- You hate your job and totally want to do something more adventurous.

## GOALS

Choose 1

- To score a story big enough to get you promoted
- To gain some fame
- To expose something really huge

## BELONGINGS

Choose 2

- A trusty notepad and pen
- An outfit you could wear for a night out on the town
- Boring casual clothes
- An outfit you wear as a "disguise" to blend in when you need to
- A well-maintained typewriter
- A regularly full flask of hooch
- A little black book of names and numbers that you shouldn't have
- A snub-nosed .22 (Gun 2 +short range +concealable) that fits in a purse or coat pocket
- Always enough pocket change for a phone call or a meal at the automat
- A set of light-anywhere matches
- A small home just outside of the City (Location)
- An apartment in a six-floor walkup uptown (Location)
- A card labelled "PRESS" for the brim of a hat
- A second-hand pocketknife (Knife 1 +sharp)

## HOOKS

Choose 2

- You hope breaking the big story will finally get this Role to notice you.
- This Role encourages you to bend and break the law at any opportunity to advance your career.
- Is it time for this Role to step in front of a bus yet? Can you maybe push them into traffic?
- That Role? Pond scum. Lower than pond scum. Even thinking about them makes you sick.
- This Role is in awe of you, thinking you're spooky, or practically a wizard with what you're able to do.
- You wrote unflattering things about this Role, and they want payback.
- This Role is trying to sway you to write something flattering about them, even if it's all bullshit.
- This Role has a story for you that seems just too good to be true.
- This Role risks everything for you, and you never know what to say, but today you'll try and say something. It will go badly - you're not good at these sorts of things.
- (3-Role Hook) In a perfect world, you'd be married to this Role and employed by this other Role.
- (3-Role Hook) This Role is paying you to regularly write terrible things about this other Role. Today that relationship is exposed and ended, possibly in a messy way.



# Role Actions

Choose 2

## ❑ On the Record?

When you think someone is lying to you, roll+Brains.

**On a 10+**, the Role will tell you something true that persists for the rest of the Movie.

**On a 7-9**, you're partially right, but ... choose 1:

- *Your editor has to straighten out the mess, and you'll have to have a difficult conversation with a Role you have a Hook with before the end of the Act.*
- *You've just put someone else in danger and you don't realize it. By the end of this Movie, a Role you have a Hook with will be in life-threatening danger.*
- *You've just put yourself in danger and you totally know it, but it's cool, you can handle it ... mostly. You'll have a dangerous encounter in your next Scene.*

**On a 6-**, of course they're being honest with you. In fact, why don't you offer to help them?

## ❑ The Fourth Estate

Whenever you use your job to get what you want, roll+Risk.

**On a 10+**, you get what you want, and it has a positive impact on the Scene.

**On a 7-9**, you can get what you want if you first agree to do something that will harm or end a relationship with a Role you have a Hook with.

**On a 6-**, a Role in the Scene is sick of you throwing your weight around and (they choose 1):

- *Get rough with you to shut you up (take 1 Injury in a brief scuffle).*
- *Make your life worse for the rest of the Movie (the Director will offer you a terrible choice as a free Director Action).*
- *Threaten a Role you have a Hook with in an effort to shut you up (they can work with the Director to make that happen either in this Scene or the next).*

## ❑ The Truth Is Out There

When you follow a theory everyone else dismisses, roll+Moxie.

**On a 10+**, your lead works out, providing you with new information to use in either this Scene or your next Scene.

**On a 7-9**, your lead takes you right to a Role you have a Hook with.

**On a 6-**, you'll need more proof, and to get it, you'll have to convince a Role you have a Hook with to work with you. You will both regret this before the Movie is over.

## ❑ On a Deadline

Whenever you make a quick decision, roll+Risk.

**On a 10+**, take a +1 forward to your next attempt at something.

**On a 7-9**, your rushing around tests a relationship you have with someone (a Person or Role), and the Director can either offer a terrible choice or bring someone new into the Scene for free.

**On a 6-**, your haste means you overlook something significant, and a Role you have a Hook with has to bail you out.



# The Starry-Eyed Kid

Gosh, the City is really big! These buildings and streets sure do seem to go on forever in so many directions. And look at those lights. One day, that'll be your name up there. The star of stage and/or screen, that's you alright. This is swell! You saved up your money, packed one suitcase and hightailed outta that tiny town with their tiny dreams all the way here, to the big City, where you're gonna show 'em all. It doesn't matter if they tried to tell you how hard it can be. It doesn't matter that they warned you about how dangerous this can all get. You've got talent, and by gum, you'll show 'em what talent can do.

## NAMES

Choose a name from the list below, or create your own.

Andy, Billy, Pat, Tracy, Mickey, Morty, Clara, or Sue

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +1, Moxie -1, Risk -1
- Brains +0, Moxie -2, Risk +1
- Brains -1, Moxie +2, Risk +0
- Brains +0, Moxie +0, Risk -1

□ Body □

□ Moxie □

□ Risk □

## SECRETS

Choose 1

- You're completely trusting of anyone who says they can help.
- You have no idea who your mother or father is, and maybe it's a Role in this Movie.
- You're desperate to be successful and will stop at nothing to get famous.

## GOALS

Choose 1

- To get famous
- To see your name in the papers
- To be someone other people won't forget

## BELONGINGS

Choose 3

- A packed suitcase of clothes your parents gave you before you left
- Your hopes and dreams of success in the big city
- A wrinkled dress or ill-fitting suit for day-to-day wearing
- An outfit you could wear for a night out on the town
- Your high school varsity jacket
- One really nice pair of shoes
- A diary where you detail all your best ideas
- A picture of your beloved pet
- A dull switchblade your best friend from home gave you (Knife 1 +dull)
- A wallet or purse bulging with your life savings
- A camera and scrapbook to document your first year in the big City.
- A stack of headshots and glamour photos
- A cramped rat-trap of an apartment in the worst part of town (Location)
- The private studio where you audition regularly (Location)

## HOOKS

Choose 2

- You envy this Role's success, and today's the day you make a move to get yours, by any means necessary.
- You see this Role as an older sibling who can do no wrong in your eyes.
- This Role is legitimately impressed by you and just hasn't told you yet.
- You regularly imagine what life would be like if you were this Role.
- Golly, you're pretty sure that if you just spend more time with this Role, they'll stop doing all that bad stuff.
- You've decided that today's the day you confess your Secret to this Role, because they keep telling you that you can trust them. They wouldn't lie to you, would they?
- This Role said you could ask them for a favor anytime.
- This Role embarrassed you once, and even though they haven't thought twice about it, you spend hours plotting revenge.
- This Role is about to ask you to do something you've never done before, but they've promised you a HUGE reward. Of course you said yes!
- You're pretty sure you're related to this Role, but they keep denying it.
- (3-Role Hook) You witnessed these two Roles doing something dangerous and (gasp!) illegal. They don't know you know, but the guilt is chewing you up inside and you need to tell someone what happened.
- (3-Role Hook) Before you left home, your mother tucked the phone number of this Role and the name of this other Role into your suitcase, saying they were both "really good friends of hers who can help you."

# Role Actions

Choose 2

## ❑ Just Lucky I Guess

Once a session, re-roll any roll. Live with the consequences.

## ❑ Trusting Face

*When you blindly follow someone because they sound like they're friendly, roll+Moxie.*

**On a 10+**, you will end up in a terrible set of circumstances, but you'll narrowly avoid danger or Injury.

**On a 7-9**, you get in over your head and face a hard choice: either you or someone you have a Hook with will have to do something your momma wouldn't approve of, or else you're both going to get hurt bad.

**On a 6-**, you walk right into a dangerous situation that persists into your next Scene.

## ❑ Built Farm Tough

Ignore the first Injury you suffer.

## ❑ Folksy Wisdom

*Instead of Talk It Out, roll+Risk.*

**On a 10+**, whatever someone is telling you sounds like a terrible idea, but you offer an alternative that risks someone you have a Hook with.

**On a 7-9**, what they're saying doesn't sound so bad, but you should make sure someone else knows about this and can help you out, like a Dirty Cop or Private Eye or someone important.

**On a 6-**, gee whilikers, that sounds like a swell idea, and you can't wait to get started ... and tell everyone what you're doing.



# The Citizen

You are John or Jane Q Public. You're an average citizen. You have an average job, an average home, and an average yard. Your spouse may or may not be average. On the whole, you prefer nice orderly things and don't go looking for trouble. So why does trouble keep finding you?

## NAMES

Choose a name from the list below, or create your own.

Tad, Muffy, Chad, Taylor, Dana, or Gloria

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +1, Moxie -1, Risk -1
- Brains -1, Moxie +2, Risk +0
- Brains +0, Moxie -2, Risk +1
- Brains +0, Moxie +0, Risk -2

Body

Moxie

Risk

## SECRETS

Choose 1

- You know your spouse is sleeping with a Role.
- You're one step ahead of the creditors and repo man ... for now.
- You hate your job, and want to do something more adventurous.

## GOALS

Choose 1

- To be taken seriously for once
- To get into a new and dangerous lifestyle
- To earn some respect

## BELONGINGS

Choose 2

- A trusty flashlight (Club 1 +KO)
- An outfit you could wear for a night out on the town
- Boring casual clothes
- An outfit you can be buried in
- A well-stocked toolbox
- A shotgun (Gun 3 +kickback)
- A snub-nosed .22 (Gun 2 +short range +concealable) that fits in a purse or coat pocket
- Always enough pocket change for a phone call or a meal at the automat
- A small camera you barely know how to use
- A small home just outside of the City (Location)
- An apartment in a six-floor walkup uptown (Location)
- Money you've squirreled away from your job for a rainy day
- A good relationship with a Person in the City
- A bridge game every week with a Person in the City

## HOOKS

Choose 2

- You've seen this Role around, and you're intrigued to know more about who they are and what they do.
- This Role will tell you their Secret today in exchange for your help doing something incredibly dangerous.
- You would hate to meet this Role in a dark place alone.
- You spend a lot of time trying to get this Role to pay attention to you.
- This Role mistook you for someone else and tells everyone that you're not who you actually are.
- You've been trying to find just the right words to ask this Role to marry you. You're going to have to do something big and risky today to get them to say yes.
- You love this Role, and they toy with you because of it.
- You're married to this Role, and you have no clue that today it's all coming to a possibly tragic end.
- You used to see this Role socially back in your "wild and crazy" days.
- (3-Role Hook) This Role has asked for your help in committing a Crime, and you both agree to frame this other Role for it. It doesn't matter that you've never done anything like this before.
- (3-Role Hook) In order to support your family, you've asked these two Roles to help you make a lot of money quickly, even though it's dangerous and will probably kill somebody.



# Role Actions

Choose 2

## ❑ Another Fine Mess

*Whenever someone influences or persuades you do anything, roll+Moxie.*

**On a 10+**, take their deal and tell the Director how you're going to throw yourself into completing the task.

**On a 7-9**, accept the deal but there's a complication, pick one:

- *You lose 1 of your Belongings in an unfair deal.*
- *A Role you have a Hook with is about to ask you do something potentially even worse either by the end of this Scene or at the start of your next Scene.*
- *Something you say gets misinterpreted, and you wind up in worse trouble for the rest of the Movie.*

**On a 6-**, the Director will put you in a terrible situation and you'll have to choose between taking a fall or needing to make a deal with someone.

## ❑ Patsy

*When you find yourself caught up in someone else's plans and you don't know what to do, roll+Brains.*

**On a 10+**, tell the Director which Role you have a Hook with that you're going to ask for help before the end of this Scene, then go do it.

**On a 7-9**, the Director will tell you which Role you have a Hook with that's going to help you before the end of this Scene, even though you don't want their help.

**On a 6-**, the Director can EITHER offer you a terrible choice OR set up something to pay off later as a free Director Action.

## ❑ Beginner's Luck

The first time you try something you've never done before, add +1 to the attempt.

## ❑ Who's the Stiff?

*Whenever you meet a Person or Role for the first time, roll+Risk.*

**On a 10+**, they believe you're just a regular person who couldn't possibly be a threat, and they go on about their business while you're standing right there.

**On a 7-9**, they mistake you for someone dangerous they know. They will immediately involve you in whatever they're doing.

**On a 6-**, they mistake you for someone they're afraid of. They'll change their plans because of you showing up. Or they'll fight you. Their choice.

Note: If they mistake you for someone else, those mistakes persist for the rest of the Movie.



# The Socialite

You're not oblivious to what's going on around you, you know perfectly well that next weekend you're going yachting with Lance and his fiancé, and probably will spend your whole summer on the Cape. Your air is rarefied; your life is often a blur of cocktails and soirées. The coffers seem bottomless, and your hardest decisions stem from which course you want while you're at whatever restaurant. Some might call you spoiled, some might call you out of touch, but you're pretty sure that given the chance, everyone would jump at a chance to walk a mile in your designer shoes.

## NAMES

Choose a name from the list below, or create your own.

Trent, Lance, Wanda, Lane, Darren,  
Madison, Louise, Virginia, or Agatha

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +2, Moxie +0, Risk -1
- Brains +0, Moxie -1, Risk -2

Body

Moxie

Risk

- Brains +1, Moxie +1, Risk +0
- Brains -1, Moxie -1, Risk +2

## SECRETS

Choose 1

- You didn't inherit your vast wealth; you committed a Crime, and you're worried about getting found out.
- You're terrified of losing your wealth and having to work a "common job".
- You're not really a Socialite, only a scared impersonation of one.

## GOALS

Choose 1

- To secure yourself as the richest, most influential person in the City
- To leave a legacy for the less fortunate
- To put your name on something this City will never forget

## BELONGINGS

Choose 2

- A fancy outfit you look great in
- A very stuffed wallet or purse
- An outfit you can exercise in
- An outfit you could wear for a night out on the town
- Clothes you'd rather not let anyone see
- An outfit you assume "regular" people wear.
- The formalest of formalwear
- A little bell you can ring for service, even if no one pays attention to it
- A treasured, expensive piece of jewelry you always have with you
- Enough makeup to make sure you always look good
- A very expensive cigarette holder and lighter combo
- A cushy penthouse apartment in the best building in town (Location) (comes with a butler as a free Person)
- A swanky estate outside of town (Location) (comes with a butler as a free Person)

## HOOKS

Choose 2

- This Role is going to take all your money by the end of the Movie.
- You're related to this Role, and only you know.
- This Role used to travel in the same social circles you do, and you pity them for how they live now.
- Because of the way you throw money around, this Role is always looking for a handout. How disgusting.
- Sometime in the past, you broke this Role's heart and moved on. They haven't.
- You've been desperate to get this Role to agree to marry you.
- This Role knows your Secret and is threatening to go public with you. You're not sure you could survive that, and you're willing to take drastic action to keep your Secret safe.
- This Role has said you have the ability to get away with murder. You're eager to see if they're correct.
- You're convinced that if you lose all your wealth, you'll end up as pathetic as this Role.
- (3-Role Hook) You were switched at birth with this Role, and only this other Role knows about it. Today's the day you find out.
- (3-Role Hook) In order to protect yourself from a threat that you believe is true (it may or may not be) you've lied to this Role about what this other Role is going to do. By the end of the Movie, this blows up in your face.

# Role Actions

Choose 2

## ❑ Privilege, Unchecked

When you throw money at a problem, roll+Moxie.

**On a 10+**, the problem seems to slip into the background ... for now.

**On a 7-9**, your largesse earns you a new friend who will (you choose one):

- *Get you into trouble that you can't spend your way out of.*
- *Implicate you into something they're tangled up in.*
- *Beg you to help them out ... just this once.*

**On a 6-**, your profligate spending has attracted unwanted and immediate attention. The Director can bring someone into the Scene for free.

## ❑ The Butler Could Do That

You have a butler. The butler ... (choose one):

- *Is a distinguished War Vet who retains their service weapon (Gun 2 +well-maintained).*
- *Is the tireless victim of all your abuse. Should they die, you take a -1 to all rolls for the rest of the Movie.*
- *Is well connected in the City. A Person at a Location is their family member or lover.*

You can order your butler to handle any task you don't want to, and you treat any information they gather as though you heard it personally.

## ❑ Swine Before Pearls

When you feel your wealth and status aren't being appreciated, roll+Brains.

**On a 10+**, a Role in this Scene appreciates you so much that you get something you didn't know you wanted.

**On a 7-9**, a Role in this Scene appreciates you enough to bring you into a problem they're having so you can solve it.

**On a 6-**, your wealth IS appreciated ... but only because a Role and/or a Person now plans to rob you before this Movie is over.

## ❑ Life of the Party

Whenever you're at a big gathering of people, roll+Risk.

**On a 10+**, tell the Director how you're making sure people pay attention to you.

**On a 7-9**, something you say or do puts you on a collision course with the Crime AND one Role you have a Hook with.

**On a 6-**, you get yourself into hot water and have to have an uncomfortable conversation with someone you have a Hook with.



# The Disgraced Doctor

*Losing your license was not the stoppage of your career that the Medical Board thought it would be. Taking your shingle down off the big blue box you called a clinic did nothing to halt you taking care of others. Whether that's a god complex or something noble, you continue to work with patients as needed, only a phone call or suture away.*

## NAMES

Choose a name from the list below, or create your own.

Frank, Nancy, Rick, Terry, Who, Amber, or Scott.

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation

- Brains +2, Moxie -1, Risk -1
- Brains -2, Moxie +2, Risk +2
- Brains +1, Moxie -2, Risk +1
- Brains +0, Moxie +0, Risk +1

**Body**

**Moxie**

**Risk**

## SECRETS

Choose 1

- Your hands shake when you work; you end up getting very drunk to do anything surgical.
- You feel intense guilt over a medical mishap that wasn't your fault.
- It's a rush to play god, and you're looking for bigger and bigger rushes.

## GOALS

Choose 1

- To get your license back by any means necessary
- To continue your work so that others may know your genius
- To be someone other people won't forget

## BELONGINGS

Choose 2

- An outfit you fail to keep clean
- A folder of plans and conspiracies about how you lost your license
- The outfit you expect to be buried in
- A clean set of scrubs
- A slush fund you hid from the Medical Board
- A snub-nosed .22 (Gun 1 +short range +concealable) that fits in a purse or coat pocket
- Always enough pocket change for a phone call or a meal at the automat
- A business card from a Role in this Movie
- A sharp scalpel (Knife 1 +lethal)
- A stack of overdue bills you're looking to get out from under
- An apartment in a six-floor walkup uptown (Location)
- A pile of dull and banged up medical tools (Knife 2 +sharp or Club 2 +KO)
- A photo of your best gal or guy who's long since moved on
- A small dingy clinic where you treat people who stumble in off the street (Location)

## HOOKS

Choose 2

- You spend a lot of time trying to make up for a mistake you caused in this Role's life.
- Your carelessness cost a family member of this Role their life. They don't know you were responsible, but the guilt is eating you up.
- This Role is willing to bankroll your future, but first they're going to ask you to do something absolutely terrible.
- You love this Role, and they won't even give you the time of day.
- You have no doubt that this Role would absolutely benefit from some surgery. You keep trying to persuade them.
- Years ago you botched a procedure on this Role. Everyone except this Role notices.
- This Role left you when your practice failed.
- You'd give anything to end up alone in a room with this Role.
- This Role owes you a lot of money. You need it. Today.
- (3-Role Hook) You went to school with these two Roles. You've remained friendly outside of work, but now your job threatens your relationship with both of them, for various reasons.
- (3-Role Hook) One drunken night, this Role came to you and said they'd love to look like this other Role. They were joking. You thought they were serious, and today's the day you show them how you'll make it happen.



# Role Actions

Choose 2

## □ Lay on Hands

When you attempt to heal other peoples' wounds, roll+Brains.

**On a 10+**, the wounded Role can recover from Injury with no problems when the Director takes the Fade to Black Action.

**On a 7-9**, they recover but (choose one):

- *Their wound will reopen by the end of the next Scene they're in.*
- *They will pass out at the worst possible time later in this Movie.*

**On a 6-**, they don't recover, you've made a mess of things, and the Role is now bleeding regularly all over the place for the rest of the Movie.

## □ Take Two and Call No One in The Morning

When you assist someone using your medical knowledge, roll+Risk.

**On a 10+**, the Role takes a +1 to their next roll.

**On a 7-9**, you provide information but (choose one):

- *It gets you both into trouble before the end of the Movie.*
- *Someone has overheard what you said, and it bites you in the ass later in this Act.*
- *Someone has found out about what you can do, and your life gets very complicated in your next Scene.*

**On a 6-**, someone comes to see you right away, and the situation is dire for at least one of you.

## □ Basically, Run

In any Scene where you're pretending to know less than you do, take a +1 to any one roll in the Scene.

## □ Am I Good Person?

When you use your medical knowledge for personal gain, roll+Moxie.

**On a 10+**, tell the Director how your knowledge is going to help you.

**On a 7-9**, you realize that in order to get what you want, you have to talk to another Role, and they'll either make you a risky offer OR put a high price tag on what you want.

**On a 6-** your attempts at personal gain attract the attention of a Role you have a Hook with, and they end up getting involved more than they'd like.



# The Musician

You've got the voice of an angel. Or you play with talent you got in a deal with the devil. Either way, your melodies hold the keys to heaven and forbidden treasures. And you know it. Whether on stage in some smoky room or on someone's arm, you're well aware and quite comfortable with everyone getting a little whiplash and eye strain from checking you out.

Maybe you've still got dreams of making it big someday, maybe those dreams faded out like the trumpet's last solo. It doesn't matter, you're going to play until you can't go another beat, and dammit, people are going to listen until the very last note.

## NAMES

Choose a name from the list below, or create your own.

Dorothy, Johnny, Claire, Rosemary, Carlos, Ike, Herman, or Ruth.

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +0, Moxie -2, Risk -1
- Brains +1, Moxie -1, Risk -1
- Brains +1, Moxie +0, Risk -1
- Brains -2, Moxie -1, Risk +2

**Body**

[ ]

**Moxie**

[ ]

**Risk**

[ ]

## SECRETS

Choose 1

- You're a fraud; you're just re-recording someone else's music.
- You're losing your voice and your looks; you'll be done professionally in six months.
- Your manager has been stealing from you, so you need money NOW.

## GOALS

Choose 1

- To become even more famous, regardless of the cost
- To eliminate whomever you see as competition
- To get enough money or fame to go record music "that really matters"

## BELONGINGS

Choose 2

- A fancy outfit you perform in
- A blackjack (KO, portable)
- An outfit you can exercise in
- An outfit you could wear for a night out on the town
- Clothes you'd rather not let anyone see
- Boring casual clothes
- The formalest of formalwear
- A switchblade (Knife 1 +sharp +concealable)
- A shotgun (Gun 3 +noisy +kickback)
- A snub-nosed .22 (Gun 1 +short range +concealable) that fits in a purse or coat pocket
- Always enough pocket change for a phone call or a meal at the automat
- A set of light-anywhere matches
- An apartment uptown paid by a Role who's a big fan OR a mansion in the rich part of town (Location)

## HOOKS

Choose 2

- You and this Role are related, and only you know about it.
- This Role wishes they had your life, so they've been impersonating you, and today you find out.
- You traded your relationship with this Role for career success. One of you regrets that decision.
- One drunken night, you told this Role your Secret, and you've been begging them to stay silent about it.
- This Role is your best friend, and today they arrange to have you killed. You don't know that, and you'd never believe it if someone told you.
- You've been secretly ripping off this Role for the last year, and today they notice.
- This Role has been trying to get you out of the music business for years. Today they make an offer too good to be true.
- You resent this Role for pushing you so hard into bad situations.
- You're married to this Role. The marriage will likely end badly. Today.
- (3-Role Hook) You once used your celebrity to help screw both these Roles over. Now they're both looking for you, but they each think they're acting alone.
- (3-Role Hook) These two Roles got you involved in a stupid and dangerous plan once. It helped your career, but you've been planning revenge for a while now. Today is the day you put things in motion.

# Role Actions

Choose 2

## ❑ Three-Ring Circus

When you use your fame to get what you want, roll+Risk.

**On a 10+**, it works, and you'll get what you want with minimal fuss.

**On a 7-9**, you can get what you want but first (choose 1):

- *A Role in this Scene recognizes you, and asks a favor that will get you into trouble.*
- *The Director can involve someone you have a Hook with into this Scene (for free), and things between the two of you are about to get complicated.*
- *You end up making a promise you can't possibly keep to a Role in this Scene.*

**On a 6-**, your celebrity backfires on you, and you're stuck doing something you don't want to do instead.

## ❑ Your Biggest Fan

Create a new Person for any Location in play. They can do each of these things once per Movie:

- *Give you +1 on a roll in one Scene at that Location.*
- *Take the blame for something you did. It will cost them everything, maybe their life.*
- *Provide you either a gun (that's somehow involved with the Crime) (Gun 2 +noisy) or money (their life savings).*

## ❑ Down to the Crossroads

Start this Movie either (choose 1) incredibly wealthy or incredibly popular, but take -1 to every roll you make in the Final Act of the Movie.

## ❑ Curtain Call

Once per Movie, tell the Director how you're using your fame to get you or another Role out of trouble, at the cost of your reputation.



# The Attorney

*Justice may or may not be blind. The scales may or may not be balanced. You do the hard work in this City, making sure the guilty are punished and the innocent go free. But the definitions on 'guilty' and 'innocent' seem to change day by day and minute by minute. Graft and rule-bending are as common in your job as legal briefs and precedents.*

## NAMES

Choose a name from the list below, or create your own.

Ben, Perry, Jen, Joyce, Gordon, Matt, Susan,  
Sabrina, Peter, Cliff, or Kerry

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +2, Moxie -1, Risk -1
- Brains +1, Moxie -2, Risk +0
- Brains -2, Moxie +1, Risk +2
- Brains +0, Moxie +0, Risk +1

Body

Moxie

Risk

## SECRETS

Choose 1

- You have no need for money; you're related to any Socialite or Celebrity if they're in this Movie. You do this for kicks.
- You love to make it sound like you spend all this money frivolously, but really you give it all to an orphanage.
- You've convinced yourself the cops are after you. Maybe they are, maybe they aren't.

## GOALS

Choose 1

- To get a ton of publicity and become famous (or infamous)
- To make up for a past mistake
- To get yourself elected Mayor

## BELONGINGS

Choose 3

- An outfit you wear when you want to win in court
- Clothes someone bought you on the best day of your life
- The outfit you expect to be buried in
- Clothes you think someone else would like you wearing
- An expensive briefcase/attaché that you can sell for money in a pinch
- A standing reservation at one Location
- A slush fund of "legal fees" you've skimmed off the top from cases
- A snub-nosed .22 (Gun 1 +short range +concealable) that fits in a purse or coat pocket
- A safe deposit box at a large bank downtown
- Your father's lighter
- The deed to your parents' old farm, crumpled in your pocket
- An apartment in a six-floor walkup uptown (Location)
- The key to a Location you picked up by accident last night
- A photo of your best gal or guy who's long since moved on
- A basement apartment under a Location (Location)

## HOOKS

Choose 2

- This Role broke your heart and now insists on telling you how much better their life is without you.
- This Role will ask you to risk your career to help them out of a jam.
- This Role wishes they had your life, so they've been impersonating you, and it's gotten them into serious trouble.
- You traded your relationship with this Role for career success. One of you regrets that decision.
- This Role regrets ever meeting you, and you're not proving them wrong.
- You've been secretly ripping off this Role for the last year, and today they notice.
- All you can think about is how you need more of this Role in your life, and it's been affecting your career.
- Why won't this Role just admit that they love you already?
- You have an on-again off-again relationship with this Role. Everyone knows you're hot for each other.
- You're married to this Role. The marriage will likely end badly. Today.
- (3-Role Hook) You only went to law school to prove to these two Roles that you weren't the little kid they picked on when you were growing up.
- (3-Role Hook) You're exactly the person these two Roles need to talk to in order to pull off "the perfect crime."



# Role Actions

Choose 2

## ❑ Objection!

At the start of play, roll 1 die. If you roll an even number, you may re-roll any 2 rolls you make in this Movie. If you roll an odd number, you only get 1 re-roll. You must use whatever the new roll's value is.

## ❑ You Can't Handle the Truth

*When you need to intimidate someone, roll+Moxie.*

**On a 10+**, tell the Director how you threaten them to go along with you but only until the end of this Act.

**On a 7-9**, they will agree to help you during this Scene but either (their choice) betray you at the end of the Act OR betray you at the end of the Movie.

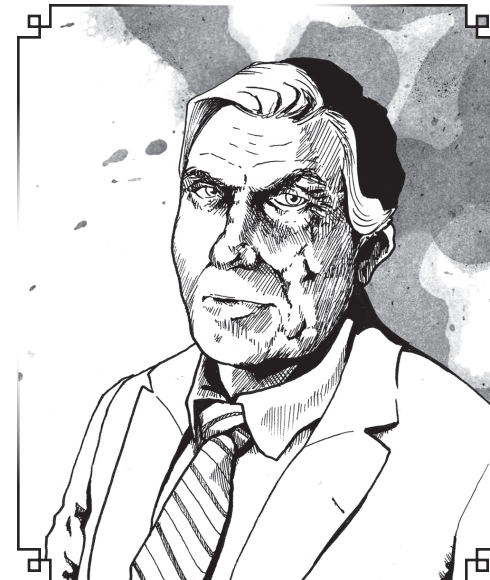
**On a 6-**, they say no, and things will either escalate into a fight OR they'll talk to someone you have a Hook with, and a fight will happen because of that conversation.

## ❑ I'd Like to Present This into Evidence

Add one Fact to any Person or Location in the Movie, so long as that Fact benefits you and complicates things for someone else in this Movie.

## ❑ Treat Them as Hostile

When you talk to, interrogate, or threaten someone for the first time, add a +1 to any Talk It Out rolls.



# The Gangster

*While the City goes to hell, you're the one holding the handbasket. More than just a Mook, you're rungs higher on the food chain. Are you the Boss? Not yet. Are you living your dream? Absolutely.*

## NAMES

Choose a name from the list below, or create your own.

Lucky, Smiling Jack, Diane, Doris, Henrietta, Killer, Rocco, or Iceman

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +1, Moxie -1, Risk -1
- Brains +0, Moxie -2, Risk +0
- Brains -1, Moxie +0, Risk +1
- Brains -1, Moxie +1, Risk +1

Body

Moxie

Risk

## SECRETS

Choose 1

- You have a fondness for kittens.
- You really want to fall in love, just like in the pictures.
- You've been giving a lot of thought to going legit lately.

## GOALS

Choose 1

- To become as (in)famous as you think you deserve to be
- To take the big score before you die
- To run this City

## BELONGINGS

Choose 2

- A snub-nosed .22 (Gun 1 +short range +concealable) that fits in a purse or coat pocket
- Flashy clothes you wear for going out on the town
- A wallet thick with cash
- A really conspicuous hat you're known to wear
- A tuxedo or evening dress
- A jug of gasoline and some matches you keep in the trunk of your car
- Blackjack (Club 1 +KO +portable)
- A swanky apartment uptown (Location)
- A machine gun (Gun 2 +deadly)
- A small notepad where you scribble ideas of heists, capers, murders, and other crimes
- A baseball bat (Club 2 +KO +portable)
- A sawed-off shotgun (Gun 2 +loud +brutal)
- The backroom at any existing Location (Location)

## HOOKS

Choose 2

- One day, if you have your way, you're going to kill this Role.
- This Role risked everything for you when you were first starting out, and you've never thanked them. Until today.
- You're related to this Role, and only they know about it.
- This Role has on several occasions avoided or survived all your attempts to "handle them" and you've had about enough of it.
- This Role lost their reputation in order to protect you. Today they want payback.
- You and this Role spend a lot of time talking about the past. They moved on, you haven't.
- You've been trying to avoid your old way of living, but this Role keeps pulling you back in.
- You want to bring this Role into your criminal empire by any means necessary.
- All you want is a quiet life with this Role, and you'll do anything to get it.
- (3-Role Hook) These two Roles are in a relationship, and you're very eager to break them up.
- (3-Role Hook) You double-crossed both these Roles, and told this Role the other Role was actually at fault.

# Role Actions

Choose 2

## ❑ Shoot the Place Up

*When you threaten a Role with violence, roll+Moxie.*

**On a 10+**, you can arrange for violence to happen before the end of this Scene OR the end of the Act.

**On a 7-9**, before the violence can happen, you need to convince someone you have a Hook with to be a part of it. It'll be a tough sale, and it'll cost you something.

**On a 6-**, someone's going to rat you out.

## ❑ This Is Your City

Pick one Person at a Location. Once during this Movie, you can (choose 1):

- *Bully them to risk their life for you.*
- *Bully them into giving you their life savings.*
- *Convince them to entangle a Role in something they're not involved with.*

## ❑ Street Tough

Shrug off the first point of Injury you suffer.

## ❑ Run These Streets

*Anytime you're able to entangle a Role in something against their will, roll+Brains.*

**On a 10+**, make them an offer they can't refuse.

**On a 7-9**, a Role you have a Hook with will need to be convinced first, but they'll lend a hand.

**On a 6-**, the only thing you're getting is betrayed before the end of the Movie.



# The Celebrity

*It's not hard to become famous. You do one thing, sleazy or otherwise, and people want to put cameras in your face while asking you for your opinion. The hard part is keeping that spotlight on you, because you do better in direct light.*

*Keeping yourself relevant is practically a full-time job in itself. It's a good thing the City offers so many opportunities for you to pop up here and there, for good or ill, because you don't want to imagine going back to a world where no one knows you, or worse, where no one cares about you.*

## NAMES

Choose a name from the list below, or create your own.

Lauren, Brad, Ava, Chris, George, Debbie,  
Jane, Veronica, Myrna, or Tom

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +2, Moxie -1, Risk -1
- Brains -2, Moxie +1, Risk +0
- Brains +1, Moxie -2, Risk +1
- Brains +0, Moxie +0, Risk +1

Body

Moxie

Risk

## SECRETS

Choose 1

- You're into some really kinky shit.
- You did some things you're not proud of in order to get where you are.
- Your looks are fading; you'll be a has-been within 6 months.

## GOALS

Choose 1

- To leave a legacy after you're gone
- To have someone take the fall for something terrible you've done
- To get out ahead and alive

## BELONGINGS

Choose 3

- A very stuffed wallet or purse
- An outfit no one would expect you to wear so well
- An outfit you could wear for a night out on the town
- The formalest of formal wear
- An outfit you wear as a "disguise" to blend in when you need to
- An assistant (they only do menial tasks for you)
- A snub-nosed .22 (Gun 1 +short range +concealable) that fits in a purse or coat pocket
- A tailored trench coat (+it billows)
- A stack of outstanding debts at several Locations in the City
- The best cigarettes or cigars you can import, legally or otherwise
- A palatial estate where maybe the Crime happened (Location)
- An apartment you keep as a love nest (Location)
- An invite to an after-hours party at this Location
- A Person at a Location owes you a favor

## HOOKS

Choose 2

- You love this Role, and they toy with you because of it.
- This Role despises you for your fame.
- You will kill this Role for the gossip you mistakenly think they're spreading about you.
- This Role has information (photos, film, news, etc.) about you and could go public at any minute. It will ruin you if they do that, so today you're going to have to stop them by any means necessary.
- This Role is related to you, and only you know about it.
- This Role once pulled you out of a jam, and you owe them BIG.
- Today you ask a favor from this Role, and you can't believe you have to stoop so low, but you're desperate.
- This Role did something that started your career, and they never publicly take credit. They just hold it over your head every chance they get.
- This one time, something terrible happened, and this Role blames you, even though you had nothing to do with it.
- (3-Role Hook) These two Roles are in a relationship, and you're very eager to break them up because you love one of them.
- (3-Role Hook) You're absolutely certain that this Role will be "the next you", and all you need to do is convince this other Role to help you make that happen.



# Role Actions

Choose 2

## ❑ PR Meltdown

*If you use your fame to get what you want, roll+Risk.*

**On a 10+**, it works but only for this Scene.

**On a 7-9**, you can get what you want but first (choose 1):

- *A Role in this Scene recognizes you and asks a favor that will get you into trouble.*
- *A Person or Role in this Scene mistakenly believes you're in the Scene for a reason you aren't and acts accordingly.*
- *Have a conversation with one of the Roles you have a Hook with, and they're going to offer to "help" you for a price.*

**On a 6-**, your celebrity backfires on you, and you're stuck doing something you don't want to do instead.

## ❑ I'm in It for the Fans

*When you use your attractiveness, sexuality, or physical attributes to get what you want, roll+Risk.*

**On a 10+**, choose 2 from the list below.

**On a 7-9**, choose 1:

- *The other Role or Person will help you accomplish 1 thing in a future Scene so you can get what you want later.*
- *In order to get what you want, you'll have to set up this other Role or Person to take the fall.*
- *The other Role or Person lies to you, but you believe them.*
- *The other Role or Person swears they'll help you, but first you have to help them with a Role they have a Hook with.*

**On a 6-**, your advances are spurned, and the other Role or Person has to go talk to a Role you have a hook with to straighten things out. Things will NOT go well for you.

## ❑ I'm in It for the Art

*When you take an opportunity to be dramatic, even when the situation isn't helped by it, roll+Moxie.*

**On a 10+**, your acting changes how one Role in this Scene feels about you, in a positive way.

**On a 7-9**, your acting changes how one Role in this Scene feels about you (in a negative way) AND they can ask for your help in a problem they're having.

**On a 6-**, not only does your drama go unappreciated, but every Role in this Scene starts actively hating and discrediting you for the rest of the Movie.

## ❑ Ready for My Close-up

While you are injured, take a +1 to all rolls.



# The Ex-Con

*Life in the big house made you hard. You're not carved out of cookie dough, you're steel now – strong and cold. You went in, and maybe you did it (or didn't) do it, but you're out now, and you have no intentions of ever going back in. Prison wasn't a picnic; it wasn't a walk in the park. You saw things and did things that people wouldn't believe, but you did what you had to do to survive. Now the City welcomes you with open arms of asphalt, but you can't help noticing that this could just be one more prison for you.*

## NAMES

Choose a name from the list below, or create your own.

Bruno, Pam, Gia, Francis, Olive, Griff, Tammy, or Crystal

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains +1, Moxie -1, Risk -2
- Brains +1, Moxie -1, Risk -1
- Brains +0, Moxie +0, Risk -1
- Brains -2, Moxie +1, Risk +1

Body

Moxie

Risk

## SECRETS

Choose 1

- You've been plotting revenge against all the Roles who wronged you.
- You've committed far more crimes than what you went to jail for.
- You were framed, and the memories of prison haunt you.

## GOALS

Choose 1

- To get even with whatever Role wronged you before you went inside
- To go legit, no matter who tries to pull you down
- To make a new life for yourself in a new place

## BELONGINGS

Choose 3

- A grubby set of coveralls
- A shiv you keep in your back pocket (Knife 1 +sharp +lethal)
- An outfit no one would expect you to wear so well
- An outfit you could wear for a night out on the town
- A spare set of coveralls
- The outfit you wore in court for sentencing
- The keys to a Location you swiped off a counter one night
- A regularly full flask of hooch
- An outfit you stole from a nice store and stashed if you ever got out
- A marker for an illegal poker game held at a Location
- Barely enough money to feed yourself
- A pair of brass knuckles (Fist 1 +KO +concealable)
- A booth at a local automat (Location)
- A dingy apartment in a nine-floor walkup uptown (Location)

## HOOKS

Choose 2

- You love this Role, and they have no idea.
- You're related to this Role, and only they know about it.
- This Role lied about what you've done, and that's why you went away. It's payback time.
- This is the only Role who came to visit you while you were inside. You're eager to show your gratitude.
- You and this Role are related, and only you know about it.
- You took the fall for this Role, going to jail so they didn't have to. You're guilty and angry about it.
- Every time you see this Role, you're reminded of that one night before you went away. It both excites you and haunts you.
- Today's the day you find out that this Role ruined your life while you were inside.
- All you want is a quiet life with this Role, and you'll do anything to get it.
- (3-Role Hook) You double-crossed both these Roles, and told one that the other was actually at fault. One or both of them are getting suspicious, and today you will have to straighten all of this out.
- (3-Role Hook) You need to repair your relationship with this Role now that you're out of prison, but this other Role is in the way, and this morning you woke up to realize that at least one of you isn't getting out of this Movie alive.

# Role Actions

Choose 2

## ❑ Yard Time

Ignore the first 2 Injury you suffer in the Movie.

## ❑ Prison Economy

Before play begins, choose one Person at a Location. This Person was inside with you and is maybe even your old cellmate. You can see them any time during the Movie and ask for one of the following (choose one):

- *An untraceable gun (Gun 2 +short range +concealable).*
- *A meeting with another Role that happens parallel to the next Scene (a free Meanwhile Director Action).*
- *Enough money to bribe a Role to do something dangerous on your behalf.*

## ❑ Dead Man Walking

When you're injured, take +1 ongoing for the duration of the fight.

## ❑ Thug Life

*When you use your prison experience to get what you want, roll+Risk.*

**On a 10+**, someone in the Scene agrees to help you, but you need to pay them back before the end of the Act.

**On a 7-9**, they'll ask you to do something first to prove yourself EITHER in this Scene OR the next Scene you're in, and it's going to suck for you.

**On a 6-**, you get in WAY over your head, and at least one Role in this Scene ends up injured.



# The Girl / Boy Friday

You are always there to help. You're always there to be involved. You love to help. You love to be right in the thick of things. Sure, it's not always cheerful and sunny. Yes, it can be dangerous. But the point is that you're there to help, to lend a hand, to be a shoulder to cry on. One day you might be pouring coffee, the next you're hiding a body. But, the important thing is that you're helping ... right?

## NAMES

Choose a name from the list below, or create your own.

Sue Ann, Mark, Dash, Tad, Chip, Carla, Meghan, or Christine

## MOTIVATIONS

Choose 1 set, and then add 1 to any Motivation:

- Brains -1, Moxie -1, Risk +2
- Brains +1, Moxie +0, Risk -1
- Brains +0, Moxie +2, Risk -1
- Brains +2, Moxie -1, Risk +0

Body

Moxie

Risk

## SECRETS

Choose 1

- You are THIS close to giving up on your dreams and going back to the small town you came from.
- You always try to insert yourself into situations just so you can get rescued.
- You have been saving money for a rainy day, and you're ready to do something amazing ... or risky.

## GOALS

Choose 1

- To start a new relationship with a Role
- To strike out on your own and be a huge success
- To get recognition for all you've done

## BELONGINGS

Choose 3

- A sensible business outfit
- A blackjack (Club 1 +KO +portable)
- An outfit you could wear for a night out on the town
- A set of plainclothes for blending in
- The formalest of formalwear
- A switchblade (Knife 1 +sharp +concealable)
- A pencil and paper, always at the ready
- Always enough pocket change for a phone call or a meal at the automat
- A little black book of phone numbers of Roles who owe you favors (tell the Director when you use it)
- A little brownstone you share with a roommate (Location)
- An apartment on the wrong side of the tracks (Location)
- A working camera, with a flash that you don't know how to shut off (it goes off at the worst possible times)

## HOOKS

Choose 2

- This Role thinks you can do no wrong, and you're not eager to prove otherwise.
- You wait patiently for this Role to ask you to marry them. You'll never lose hope it'll happen.
- This Role has always hated you, and only they know why.
- Today's the day you put an end to how this Role abuses you.
- You keep trying to help this Role, and it keeps making things worse for both of you.
- You're related to this Role, and they still think of you as a kid.
- You're in love with this Role, and they're clueless about it.
- This Role doesn't realize that this one time you took the blame for something they did. It helped them out, but it still haunts you.
- That one night with this Role was a drunken mistake, wasn't it? You're not so sure now.
- (3-Role Hook) You're trying to end things with this Role, and set them up instead with this other Role.
- (3-Role Hook) By the end of this Movie, you'll have to choose between these two Roles: one you'll be with, and the other you'll lose forever.



# Role Actions

Choose 2

## ❑ Attention to Detail

When you help another Role Check It Out, roll+Brains.

**On a 10+**, treat any information you get as though both you and the other Role heard it simultaneously.

**On a 7-9**, any information you get will put you in danger in your next Scene OR a Role you have a Hook with is put into danger because you of course tell them what you've found out.

**On a 6-**, the information you get is bogus, but you think you're helping when you take a big risk.

## ❑ What's the Worst That Could Happen?

When you take a risk in order to help someone else out, roll+Risk.

**On a 10+**, everything's fine ... for now.

**On a 7-9**, in order to have things work out, you'll have to (choose 1):

- Risk something important to you (The Director will ask you to risk something important to you as a free Director Action)
- Involve someone else into the Scene (The Director will ask you to involve a Role you have a Hook with as a free Director Action)
- Endanger a Role you have a Hook with (The Director will harm someone or set something up for later as a free Director Action).

**On a 6-**, tell the Director the worst thing you could say or do in whatever situation you're in, then say it or do it.

## ❑ Danger-prone Daphne

Anytime you Check It Out, immediately roll+Moxie.

**On a 10+**, you overhear something important about another Role.

**On a 7-9**, you mishear something, and you get a Role you have a Hook with into deep trouble because of it.

**On a 6-**, a Role or Person in the Scene gets tough with you to ensure your cooperation. Take 1 Injury and listen to what they have to say.

## ❑ You Know Just Who Can Help

Anytime you have a chance to tell the police what's going on, roll+Brains. On an even number, tell a Dirty Cop. On an odd number, tell a Good Cop. If there are no police in the Movie, substitute 2 Roles you have Hooks with.

