

The One Who Won't Move On

These are your glory days, why let them go?

NAMES

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

Brad, Jennifer, Billie, Ashton, Kory, or Jessie

SECRET

- ☐ You abuse steroids.
- ☐ You cheated on all the tests and papers necessary for the “perfect” future everyone praises you for.
- ☐ You’re going to sell the family business the first chance you get.

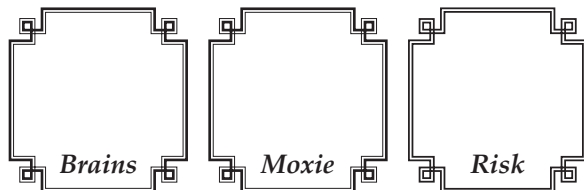
GOAL

- ☐ To make sure no one forgets you, no matter what
- ☐ To have “an epic time”
- ☐ To stand up to authority

MOTIVATIONS

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

+0, -1, +1 | +2, -2, +0 | -1, -2, +0 | -2, +0, +2



BELONGINGS (+2)

- Barely enough pocket change and a pack of gum
- A backpack full of condoms, lube, and porn
- A backpack full of half-full liquor you stole from your parents
- A clutch purse with the tags still on, and a single condom inside
- Some torn-out pages of a yearbook
- A small gun someone bought you (Gun 2 +concealable +3 bullets)
- A picture of you and another Role from when you were kids
- A small knife (Knife 1 +tiny)
- A scrap of paper with the number of an escort service on it
- A piece of jewelry you kept from a one-night stand
- An intimate picture of your ex
- A pair of underwear that aren't yours that you sort of forgot you had
- A bag full of drugs

HOOKS (+2)

- You and this Role have been best friends for as long as you can remember. You are terrified of having to say goodbye to them this weekend without admitting how you feel about them.
- This Role is your date this weekend. You want to make sure at least one of you has a good time.
- You broke up with this Role a few months ago, but they're still your date for the weekend. You realize this is going to get awkward in a hurry .
- This Role is going to break your heart before the weekend is over.
- You're going to break this Role's heart before the weekend is over.
- This Role is related to you, and only they know about it.
- You keep this Role around so that you can take advantage of their stuff regularly.
- You're only friends with this Role because you believe they make you look better to other people.
- Before the weekend is over, you're going to tell this Role how you feel, and the response may not be what you're expecting.
- This Role is the last holdout for signing your yearbook with something meaningful, and you should ask them why.
- Despite this Role's constant urging, you're just not ready to make plans for the future, and you're sick of them pushing you.
- No one knows you've changed your entire future plans just to spend more time with this Role.

Role Actions (+2)

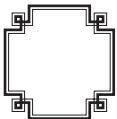
Broken Heroes

Whenever you reference the past in a way you think is fond or positive, roll+Moxie.

On a 10+, it's a fond moment. Tell the Director how you're using that memory to give you or another Role in the Scene a +1 to a roll in this Scene or their next.

On a 7-9, it's a bittersweet moment. Tell the Director what the memory is, and they'll tell you how another Person or Role remembers it differently, and not for the better.

On a 6-, it's a terrible memory. Tell the Director how thinking about it affects you, then take a -1 to your next roll.



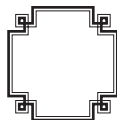
Rewind

Whenever you reference the past in a negative way, roll+Brains.

On a 10+, yeah, that sucked. But tell the Director how you're better for getting through that.

On a 7-9, not only was it awful for you, it was awful for a Role you have a Hook with. Tell the Director how you both live with the memory, and how it's going to make things more difficult for you in this Scene.

On a 6-, the past is coming back to haunt you. The Director will tell you how harm from your past is continuing to hurt you.



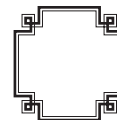
One Last Time

When you and a Role you have a Hook with have a serious talk, roll+Risk.

On a 10+, tell the Director how it makes the current Scene better.

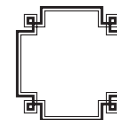
On a 7-9, the Director will tell you how things are only going to get better by you putting another Role in harm's way.

On a 6-, tell the Director how the only way anyone gets out of this is by hurting and being hurt. Choose either yourself or the other Role, and the Director will tell you what you both need to do before the end of the Movie in order to not make things worse.



Great at One Thing

Add a +1 to any Motivation (Brains, Moxie, or Risk).



The One Who Can't Wait to Move On

Really, these are the glory days? God, you've been over them for what feels like a lifetime already.

NAMES

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

Jessica, Alicia, Tommy, Ash, Wen, or Carl

SECRET

- ☐ Your car is packed and you're ready to leave this town the minute this weekend is over.
- ☐ You've discovered you're about to be a parent for the first time.
- ☐ You're leaving town without actually having enough credits to graduate.

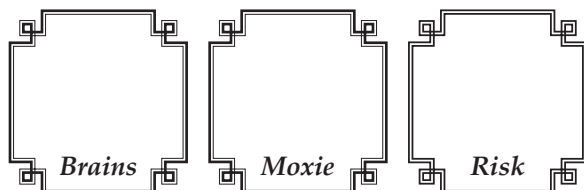
GOAL

- ☐ To leave no trace of yourself behind
- ☐ To not be the only one leaving
- ☐ To prove how stupid everyone else is

MOTIVATIONS

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

+0, -1, +1 | +2, +0, +0 | -1, -2, +0 | -2, +0, +2



BELONGINGS (+2)

- ☐ A notepad and pencil
- ☐ A wallet full of false IDs, your mom's credit card, and plenty of large bills
- ☐ A gym bag full of clothes you'd prefer to party in
- ☐ A backpack full of condoms, lube, and porn
- ☐ A clutch purse full of expensive makeup you either borrowed or stole
- ☐ A clutch purse full of wrinkled cash
- ☐ A clutch purse with the tags still on, and a single condom inside
- ☐ An unfinished job application you're trying to keep hidden
- ☐ An unopened piece of mail from your dream university
- ☐ A memento from a first date
- ☐ Your father's credit card that may be fraudulent
- ☐ An unpaid speeding ticket you keep in a purse or wallet
- ☐ A small knife (Knife 1 +tiny)
- ☐ A scrap of paper with the number of an escort service on it
- ☐ Pepper spray (Gun 2 +burning eyes +ouch)
- ☐ A library book you stole
- ☐ An engagement ring
- ☐ Promises you never worry about having to keep

HOOKS (+2)

- ☐ This Role is desperate to make you stay.
- ☐ You will do everything in your power to not leave this Role behind.
- ☐ You've had a crush on this Role for a long time, and you wouldn't feel right about leaving without talking to them about it.
- ☐ You want to make sure this Role knows exactly how much you hate them before the weekend is over.
- ☐ You're desperate to try and keep this Role from revealing your Secret. You don't know that they're going to do it anyway.
- ☐ This Role owes you big for something you're tired of taking credit for.
- ☐ This Role is going to do something stupid to convince you to stay.
- ☐ This Role is your roommate for the weekend, and you don't plan on letting them know any of what you're up to.
- ☐ You feel guilty that your attitude is robbing this Role of the fun of the weekend.
- ☐ This Role is going to get you into serious trouble this weekend.
- ☐ Only this Role knows that you've had a serious relationship with a teacher for the last 2 years.

Role Actions (+2)

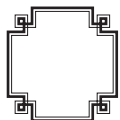
Waiting for This Day

Whenever you tell the Director how you prepared for something to happen, roll+Brains.

On a 10+, yeah, what you thought would happen did happen. Tell the Director how you rub it in another Role's face.

On a 7-9, it happened like you thought it would, but the Director will tell you how something you're unaware of will make the rest of this Scene very difficult for you.

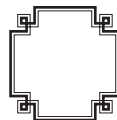
On a 6-, you were right, except you didn't account for having to deal with something. The Director can offer a terrible choice or harm someone in this Scene for free.



They're beneath You

When a Role you have a Hook with rolls Talk It Out with you, choose 1:

- Before the end of the conversation, negatively involve another Role you have a Hook with.
- Before the end of the conversation, positively involve another Role you have a Hook with.
- Before the end of the conversation, make the Role feel as guilty and as awkward as possible.

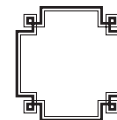


Dine and Dash

Whenever you get a chance to make an exit, roll.

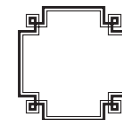
On evens, it makes a good impression.

On odds, tell the Director how something you said or did (or forgot to say or do) is going to blow up in your face before the end of the Movie.



Blow This Pop Stand

Whenever you can talk about how you can't wait to move on, take a +1 to one roll you make in this Scene.



The One with Everything to Lose

NAMES

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

Terry, Jackie, Joey, Brie, Curtis, Marina, or Sophia

SECRET

- ☐ You've been lying about who your parents are for years.
- ☐ You've got a worsening shoplifting habit.
- ☐ You're an abuse survivor.

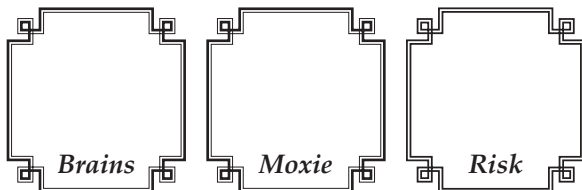
GOAL

- ☐ To make it so big, you can rub it in everyone's face
- ☐ To do something so no one forgets you
- ☐ To have at least one moment you'll never forget

MOTIVATIONS

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

+0, -1, +1 | +2, +0, +0 | -1, -2, +0 | -2, +0, +2



You can't step a toe out of line, or can you? Just trying to get through the day without being too embarrassed.

BELONGINGS (+2)

- ☐ A disorganized wallet or purse
- ☐ A wallet full of false IDs, your mom's credit card, and plenty of large bills
- ☐ A backpack full of half-full liquor you stole from your parents
- ☐ A clutch purse full of expensive makeup you either borrowed or stole
- ☐ A clutch purse full of wrinkled cash earned at the night job no one knows you have
- ☐ A clutch purse with the tags still on, and a single condom inside
- ☐ A small gun someone bought you (Gun 2 +concealable +only 3 bullets)
- ☐ Your father's credit card that may be fraudulent
- ☐ An unpaid speeding ticket you keep in a purse or wallet
- ☐ A scrap of paper with the number of an escort service on it
- ☐ A piece of jewelry you kept from a one-night stand
- ☐ An intimate picture of your ex
- ☐ A bag full of drugs
- ☐ An engagement ring
- ☐ Promises you never worry about having to keep

HOOKS (+2)

- ☐ You've had major feelings for this Role for years, and dammit, you're going to spend the weekend letting them know it.
- ☐ You and this Role are going to be roommates this weekend, and only you see it as the best thing ever. Best. Thing. Ever.
- ☐ This Role is secretly sick of how you keep talking about what you're going to do in the future and hopes you fail.
- ☐ You're in an on-going relationship with this Role, and this weekend is going to test it.
- ☐ This Role is tired of seeing you succeed at everything and is actively trying to sabotage your weekend.
- ☐ This Role is going to ask you to do something stupid.
- ☐ This Role is related to you, and clearly they're the favorite sibling.
- ☐ This Role is your competition and you can't let them win ANYTHING.
- ☐ This Role knows something that will jeopardize your future, and you'll do anything to stop them from spreading it around.
- ☐ This Role has stolen something from you, and you're going to realize it when it's needed the most.
- ☐ This Role is a charity case, so you've gone out of your way to set up a perfect weekend for them... too bad it's all going to backfire for you both.

Role Actions (+2)

The Smart Play

Whenever you try to convince another Role to do something they don't want to do, roll+Moxie.

On a 10+, not only will they do it, they'll get another Role involved and do something even more big, stupid, or dangerous.

On a 7-9, they'll do it, but only if you tell a Role you have a Hook with something you don't want to.

On a 6-, sure they'll do it, but you have to go first.

Like a Fox

Whenever a Role pressures you to do something you don't want to do, roll+Risk.

On a 10+, stand firm and tell the Director how you make a counteroffer.

On a 7-9, tell the Director how you fail to negotiate your way out, and then ask a Role you have a Hook with to help you.

On a 6-, cave and live with the consequences.

Save the Day

Whenever you do something that someone isn't expecting, roll+Risk.

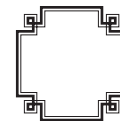
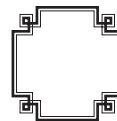
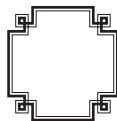
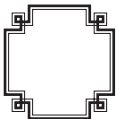
On a 10+, you've made an unexpected good impression with another Role.

On a 7-9, you don't inspire others, but tell the Director how you feel about what you've done, then take a +1 to your next roll in this Scene.

On a 6-, your action provokes either an argument or an actual fight in this or the next Scene.

No Risk, No Reward

Whenever you roll+Risk, take -1. Anytime another Roll rolls+Risk and you're involved, take +1.



The One with Nothing to Lose

NAMES

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

Garth, Tim, Angie, Laura, Cyrus, Alfie, or Debbie

SECRET

- ☐ You're addicted to something that is getting harder and harder to hide.
- ☐ You write a lot of very bad poetry under a very popular pen name.
- ☐ You've been saving money to adopt a child.

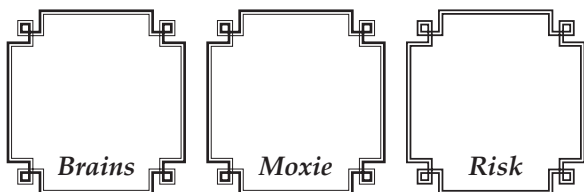
GOAL

- ☐ To burn this whole motherfucker down
- ☐ To make someone admit their true feelings
- ☐ To screw someone over while you get what you want

MOTIVATIONS

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

+0, -1, +1 | +2, +0, +0 | -1, -2, +0 | -2, +0, +2



Who cares? What really matters anyway? This is all bullshit. It's a lame excuse for these idiots to drink beer and rub up against each other in hopes of distracting themselves from the pathetic emptiness of their meaningless consumer-driven lives.

BELONGINGS (+2)

- ☒ A pocket knife (Knife 1 +useful)
- ☐ A gym bag full of clothes you'd prefer to party in
- ☐ A clutch purse with the tags still on, and a single condom inside
- ☐ An unfinished job application you're trying to keep hidden
- ☐ An unopened piece of mail from your dream university
- ☐ Your father's credit card that may be fraudulent
- ☐ A picture of you and another Role from when you were kids
- ☐ A flask of homemade wine
- ☐ A scrap of paper with the number of an escort service on it
- ☐ A piece of jewelry you kept from a one-night stand
- ☐ An intimate picture of your ex
- ☐ A pair of underwear that aren't yours that you sort of forgot you had
- ☐ Pepper spray (Gun 2 +burning eyes +ouch)
- ☐ A bag full of drugs

HOOKS (+2)

- ☐ This Role wants to save you, but you keep hurting them in the worst way possible in order to try and push them away.
- ☐ You are secretly in love with this Role and will take the fall for something they'll do in order to protect them.
- ☐ You see this Role as the sibling you always wanted.
- ☐ This Role let you take the fall for something they did, and this weekend you'll have your revenge.
- ☐ This Role is in love with you, and you have no idea.
- ☐ This Role thinks they're better than you, and you're going to knock them down a few pegs.
- ☐ You have a deep need to confess terrible things to this Role.
- ☐ This Role is going to get you in so much trouble this weekend, and you're looking forward to it.
- ☐ You spend a lot of time making sure this Role doesn't get into trouble, and no one else knows it.
- ☐ This Role is your roommate this weekend, and it seems like a perfect time to ruin their life.
- ☐ You will spend your last dollar making sure this Role doesn't turn out anything like you.
- ☐ You and this Role are meant to be together except they don't know it yet, but you'll show 'em.

Role Actions (+2)

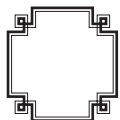
Get the Horns

Whenever you disrespect authority, roll+Moxie.

On a 10+, tell the Director how you change someone's mind.

On a 7-9, the Director can set up something to pay off later after you partially change someone's mind.

On a 6-, not only did you not change anyone's mind, you're about to get into a fight.



Protected Pedestal

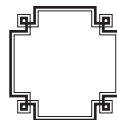
When you take advantage of your status or position for personal advantage, roll+Brains.

On a 10+, you get what you want but first, you (choose 1):

- Gain information that will help you later
- Hear about an opportunity that will benefit you later.

On a 7-9, you will get what you want AFTER you put a Role you have a Hook with into harm's way.

On a 6-, you get nothing except trouble, and the Director will tell you what it is.



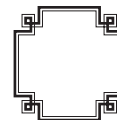
Wasn't Always Like This

When you try and weasel your way out of something you don't want to do, roll+Risk.

On a 10+, you get out of it immediately. Let it be someone else's problem.

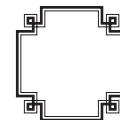
On a 7-9, you're only getting out of it when you make it someone else's problem. Dump it in their lap.

On a 6-, it's not just your problem to handle. Involve a Role you have a Hook with, and good luck.



Lucky Cockroach

Shrug off the first point of Injury you receive.



The One Who Doesn't Belong

How the hell did you end up here? You have no place being here, not with these people.

NAMES

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

John, Meg, Jason, Penn, Lyndsay, or Bill

SECRET

- ☐ You have a warrant out for your arrest.
- ☐ You aren't sure if you want to go to college.
- ☐ You really love dinosaurs, like, REALLY love them.

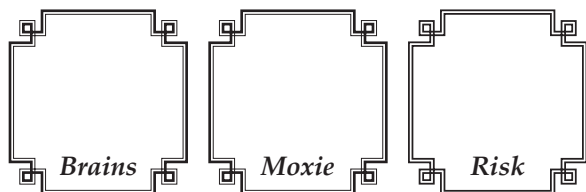
GOAL

- ☐ To fall in love the way you see in the movies
- ☐ To earn someone's respect
- ☐ To get over something you're afraid of

MOTIVATIONS

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

+0, -1, +1 | +2, +0, +0 | -1, -2, +0 | -2, +0, +2



BELONGINGS (+2)

- A notepad and pencil
- ☐ A backpack full of condoms, lube, and porn
- ☐ A gym bag full of cheap beers you bought with a fake ID
- ☐ A clutch purse full of expensive makeup you either borrowed or stole
- ☐ A clutch purse full of wrinkled cash
- ☐ An unfinished job application you're trying to keep hidden
- ☐ A travel-sized tube of toothpaste, along with a folding toothbrush
- ☐ Your father's credit card that may be fraudulent
- ☐ A small knife (Knife 1 +tiny)
- ☐ A scrap of paper with the number of an escort service on it
- ☐ An intimate picture of your ex
- ☐ Pepper spray (Gun 2 +burning eyes +ouch)
- ☐ A lighter
- ☐ Promises you never worry about having to keep

HOOKS (+2)

- ☐ The only reason you're here tonight is because this Role has you confused with someone else, and you've never corrected them.
- ☐ You promised this Role's parents that you'd keep them out of trouble, but they're not making it easy.
- ☐ This might be your only chance to tell this Role how you feel about them.
- ☐ You and this Role share a secret about something that happened last year, and you're not handling it well.
- ☐ This Role never forgave you for something that's really your fault.
- ☐ You blame this Role for ruining something important to you that they've long since forgotten about.
- ☐ You've spent too long living in this Role's shadow, and by the end of the Movie you'll make them pay for keeping you down.
- ☐ By the end of this Movie, this Role is going to know exactly how you feel, even if it gets messy.
- ☐ This Role has been planning to ruin you for a long time now, and tonight you suspect they're putting that plan into motion.
- ☐ You just want to make this Role happy, and you'll do everything you can to see that happen.
- ☐ This Role is always ready to fight you, and you never back down.
- ☐ Tonight, you and this Role confess your feelings to each other. Except they're going to break your heart.

Role Actions (+2)

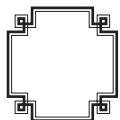
Never Gonna Give You Up

Whenever you act to prevent someone from getting into trouble, roll+Moxie.

On a 10+, tell the Director how you change the situation for the better.

On a 7-9, the Director will tell you what you have to do to put the blame on you and off the other person. Then do it.

On a 6-, not only do you not keep the other person out of trouble, you get lumped in with them. The Director will explain and then let you deal with the consequences.



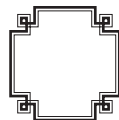
I Don't Know What to Do

When you need to get a Role's attention in a Scene, roll+Risk.

On a 10+, tell the Director what you do to get their attention in a positive way.

On a 7-9, the Director will offer you a hard choice OR make you risk something in order to get more than one Role's attention in a negative way.

On a 6-, everyone in a Scene is totally paying attention to you, and it's totally not in a good way.



Um...

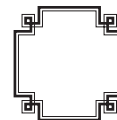
Whenever you try to stop someone from doing something you think is stupid, roll+Brains.

On a 10+, you've stopped something terrible from happening.

On a 7-9, the only way you're stopping anything is to get more involved in it, to an uncomfortable degree.

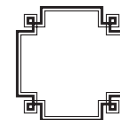
On a 6-, there's no stopping this train to terribletown. Tell the Director how the Scene (choose 1):

- Gets worse for you and another Role in this Scene.
- Get dangerous for you and another Role in this Scene.
- Gets dangerous for you and another Role in a later Scene.



Like You're Invisible

Retroactively place yourself in any Scene and treat any information from it as though you heard it firsthand.



The One Everyone Likes

NAMES

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

Katie, Madison, Tanner, Bryce, Dylan, Harper, or Dakota

SECRET

- ☐ You killed someone in an accident and your parents paid to keep it quiet.
- ☐ You sing showtunes when you think no one is around.
- ☐ You enjoy watching boys kiss.

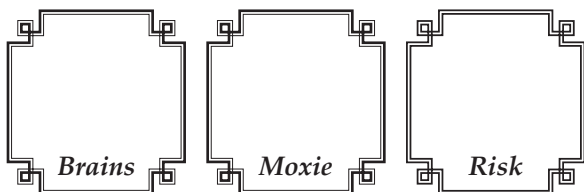
GOAL

- ☐ To break someone's heart
- ☐ To get what you deserve
- ☐ To take credit for something that you didn't do

MOTIVATIONS

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

+0, -1, +1 | +1, +1, -1 | +2, -1, +0 | -2, +0, +2



These are your glory days, why let them go?

BELONGINGS (+2)

- ☐ A small bag you always fill with party stuff
- ☐ A wallet full of false IDs, your mom's credit card, and plenty of large bills
- ☐ A backpack full of condoms, lube, and porn
- ☐ A backpack full of half-full liquor you stole from your parents
- ☐ A clutch purse full of expensive makeup you either borrowed or stole
- ☐ A clutch purse full of wrinkled cash from a side job nobody knows about
- ☐ Some torn-out pages of a yearbook
- ☐ An unfinished job application you're trying to keep hidden
- ☐ An unopened piece of mail from your dream university
- ☐ A small gun someone bought you (Gun 2 +concealable +only 3 bullets)
- ☐ A picture of a recently deceased family member
- ☐ A picture of you and another Role from when you were kids
- ☐ A piece of jewelry you kept from a one-night stand
- ☐ An intimate picture of your ex
- ☐ An engagement ring

HOOKS (+2)

- ☐ This Role has been trying to ruin you, and before the end of the Movie, you'll turn the tables on them.
- ☐ If you're going down, you're taking this Role with you.
- ☐ You're going to get with this Role if it's the last thing you do.
- ☐ Exposing this Role for who they really are is top of your priority list, even ahead of having a good time this weekend.
- ☐ This Role is your roommate this weekend and is completely oblivious to how you feel about them.
- ☐ You're related to this Role, but only you know about it.
- ☐ This Role wants to be you so badly that it's sort of creepy.
- ☐ A long time ago, you confessed how you felt to this Role and they've forgotten. You'd like a do-over before the end of this Movie.
- ☐ A one-night stand with this Role was one of the worst experiences you ever had, and now it looks like they want to do it all over again.
- ☐ You're going to put an end to this Role ruining everything for you.
- ☐ Without this Role in your life, your future is hopeless, so how are you going to convince them to go with you?
- ☐ This Role has been promising this weekend will be special since you were little kids. And so far, nothing has gone right.

Role Actions (+2)

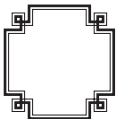
Always a Bridesmaid

When you feel like someone's intentionally ignored you, roll+Brains.

On a 10+, tell the Director what you plan to do to put the spotlight back on you. The Director can set something up to pay off later for free.

On a 7-9, tell the Director who you pick a fight with about it, then go pick that fight and live with the consequences.

On a 6-, build a bridge and get over it, but not before something awful happens to you first to make this Scene more dramatic for you.



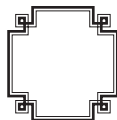
Spike the Punch

Whenever you have a chance to make someone else's life harder for your own amusement, roll+Moxie.

On a 10+, do it, you won't get caught, and it'll be something you'll laugh at.

On a 7-9, do it, but tell the Director who catches you and what you do to keep them quiet.

On a 6-, the Director will tell you how you're caught in the act. Go live with the consequences.



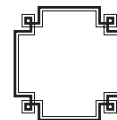
Wonderwall

When you attempt something romantic with someone, roll+Risk.

On a 10+, tell the Director how things end up in your favor.

On a 7-9, the Director can either make you risk something OR offer you a terrible choice so you can get what you want.

On a 6-, the Director will tell you how you get your heart broken. Then tell the Director what you do to make things worse before they get better.



Get What You Need

When a Role in a Scene you're in rolls Talk It Out, you can add +1 to their roll if they agree to let you do the talking. Then take complete selfish advantage of the situation.

