

# The Amazon

## NAMES

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

Diana, Hera, Mei, Alex, Anna, Jenn, Ya Ling, or Apollonia

## SECRET

- ☐ All you want is to fall in love and be a stay-at-home spouse.
- ☐ You're not you; you're impersonating your sister who lives a more glamorous life.
- ☐ You're trying (and maybe failing) to stay one step ahead of the law.
- ☐

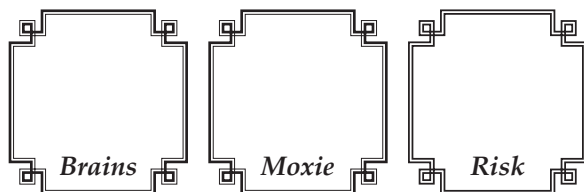
## GOAL

- ☐ To run this City the way **you** think it should be run
- ☐ To prove your worth
- ☐ To defend those that can't defend themselves

## MOTIVATIONS

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

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



*You're a woman in a man's world. It's a wonder you've made it this far, but you continue to impress in all the right ways when asked. Brains, brawn, sex appeal, it doesn't matter, you do what needs to be done, you say what needs to be said, and no man can tie you down and hold you back.*

## BELONGINGS (+2)

- ☒ A very spangled outfit you always wear
- ☒ A tiara from your win in a beauty pageant
- ☐ A pair of bracelets your mother gave you the day you left home
- ☐ A length of rope
- ☐ A sharp hunting knife (Knife 1 +sharp +large)
- ☐ Red, white, and blue intimate apparel
- ☐ A purse stuffed to bursting with all kinds of assorted junk
- ☐ A trenchcoat (+it billows)
- ☐ A pair of very sensible yet flattering boots
- ☐ The deed to a small piece of farmland in the country, worth a lot of money
- ☐ Your father's Lightning Bolt, his lucky token
- ☐ A faded picture of a one you used to love
- ☐ An outfit that really downplays your appearance
- ☐ The most elegant formal attire anyone could afford
- ☐ A luxury apartment with a lush garden OR a swanky home you inherited from your dead father (Location)

## HOOKS (+2)

- ☐ You're willing to give everything up for this Role, but they have no idea you even care about them.
- ☐ This Role is intimidated, because of something they saw you do.
- ☐ You need this Role to give you the approval they've long denied, but have you taken things too far to get it?
- ☐ You and this Role grew up together, but now you don't care about their life.
- ☐ This Role is going to do something absolutely dangerous in order to show you how serious they are.
- ☐ You and this Role used to be together, but something you don't talk about drove you apart, and it still hurts.
- ☐ This Role broke your heart when they said or did this one thing. You're eager to break more than just their heart now.
- ☐ This Role has offered you a great deal of money to do something stupid today.
- ☐ This Role is the best sidekick no matter the adventure.
- ☐ It's as if some invisible force is keeping you and this Role apart.
- ☐ (3-Role Hook) You were left at the altar by this Role, who you later found canoodling with this other Role. Today you set them both straight.
- ☐ (3-Role Hook) You heard from this Role that this other Role is going to make you take the fall for whatever they're doing.

## Role Actions (+2)

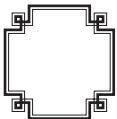
### Child of Themyscira

Whenever someone asserts you're not up to a task, roll+Moxie.

**On a 10+**, you'll prove them wrong, and impress another Role while you do it.

**On a 7-9**, you vow to accomplish the task, but you quickly realize that you'll need to ask a Role you have a Hook with for help.

**On a 6-**, instead of the task, you vow to spend the remainder of the Movie doing everything you can to ruin the life of the Role who thought you couldn't do the task in the first place.



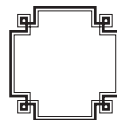
### Tell the Truth

When you suspect someone of lying, roll+Brains.

**On a 10+**, you find the lie and trip the speaker up in it.

**On a 7-9**, you find the lie but misinterpret it, and this exposes a Role you have a Hook with to a bad situation in a later Scene.

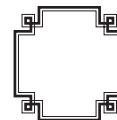
**On a 6-**, nope, no lies here. Time to follow a different train of thought.



### I Thought They Were with You

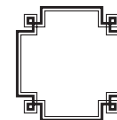
Whenever you're brought into a Scene with a Role you have a Hook with, choose 1:

- They take +1 to any one roll in the Scene, but any roll you make, you must take the 6-result.
- You impulsively take action before anyone else does. This is often a terrible idea, but you do it anyway.
- You make a bold suggestion that affects the Role's plans going forward.



### Invisible Jet

Once per Act, you can arrive into a Scene (where someone else is Director), without being brought in by Director Action.



# The Hornet

## NAMES

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

Britt, Reed, James, Daphne, Horoku, Judy, Anne, Lenore, or Keye

## SECRET

- ☐ You hate everything about your non-crime-fighting lifestyle, and can't get away from it fast enough.
- ☐ You're impersonating the Hornet, who you killed one night. The guilt tears you apart.
- ☐ You are allergic to hornets, bees, and wasps.

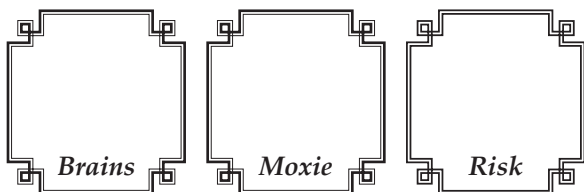
## GOAL

- ☐ To save the City from all crime everywhere, forever
- ☐ To become the City's greatest villain
- ☐ To inspire others to rise up and take action

## MOTIVATIONS

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

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



*You didn't think you'd like the mask. You grew into it though, juxtaposing it with your cavalier lifestyle. The City offers you a lot of things you love: drinks, parties, a chance to celebrate wealth, a chance to teach criminals a thing or two. You revel in the double-life: a contradiction with a slick smile. Whether the police call you a criminal doesn't matter, no one's going to make any of this less fun for you.*

## BELONGINGS (+2)

- ☐ A domino mask you always wear when fighting crime
- ☐ A practical yet slightly unflattering outfit you fight crime in
- ☐ A machine gun (Gun 2 +loud +dangerous)
- ☐ A dart gun (Gun 1 +KO +mostly silent)
- ☐ A sharp hunting knife (Knife 1 +sharp +large)
- ☐ A list of low-level criminals you constantly obsess over
- ☐ The grubby outfit you started out fighting crime in
- ☐ A trenchcoat (+it billows)
- ☐ A pair of very sensible yet flattering boots
- ☐ A growing sense of unease whenever you're not fighting crime
- ☐ A photo of an old flame, but you've got no idea who they are or what their name was
- ☐ A faded picture of your mother
- ☐ A hornet-themed flask of very expensive brandy
- ☐ The most elegant formal attire anyone could afford
- ☐ An apartment with a lot of hornet-themed décor no one questions OR a swanky home you purchased downtown (Location)

## HOOKS (+2)

- ☐ You inherited the mantle of the Hornet from a family member, and this Role reminds you that you are a poor imitation of your predecessor.
- ☐ You regularly blame this Role for all your shortcomings and failures.
- ☐ This Role told the cops that you're a villain, not a hero.
- ☐ You rescued this Role once, and you wish you hadn't.
- ☐ This Role regularly puts themselves into grave peril, confident that you'll save them.
- ☐ This Role wants you to betray everything you believe in because they promise you a better and different life.
- ☐ This Role broke your heart and led you to put on the mask.
- ☐ You fear that this Role will abandon you when you need them the most.
- ☐ You refuse to believe that you're anything less than superhuman, despite this Role constantly reminding you of your mortality.
- ☐ You love this Role, while they hate your guts. You've got to do something incredible to change their mind.
- ☐ (3-Role Hook) These two Roles both think you should give up fighting crime because they're both certain you'll end up dead.
- ☐ (3-Role Hook) A long time ago, you and these two Roles planned to do something this City would never forget. Now that you're a crimefighter, those two Roles are going to ask you to stick to the plan.

## Role Actions (+2)

### Kato I

You have a trusty manservant.  
He is... (choose 1)

- A vastly more competent fighter than you. You take every opportunity to have him fight your enemies. Add +1 to every Fight It Out roll.
- Your only friend. It's unclear if he feels the same way about you.
- Willing to put you in ever-increasing amounts of danger to see you either become a better hero or die trying.

### Kato II

Whether they want to be or not, designate another Role in the Movie as your Kato.

Any time you have a Scene with them, treat them like your sidekick. They take a +1 to any Talk It Out rolls in those Scenes, even if they're not talking to you.

### THE BLACK BEAUTY

The first time you enter a Location, roll+Moxie.

On a 10+, both of the choices below occur.

On a 7-9, choose 1.

- You make the most dramatic and attention-seeking entrance possible, no matter how dangerous or stupid it might be to do so.
- You immediately assess the danger of the Scene and insert yourself into it.

On a 6-, your presence escalates the tension to a tipping point. The Director will tell you how you've made things worse and what you're going to have to do to at least get out of the Scene either unhurt or without agreeing to do something risky first.

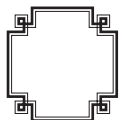
### Under the Mask

Whenever you're torn between fighting crime and being a civilian, roll+Risk.

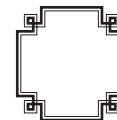
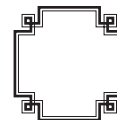
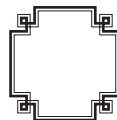
On a 10+, this second, right now, is the perfect time to be the hero. Tell the Director what you immediately want to do, then go do it.

On a 7-9, your hesitation puts someone in the Scene in danger, and the Director will offer you a terrible choice or threaten someone or something as a result.

On a 6-, tell the Director what you want to do, then do the opposite and live with the consequences.



OR



# The Ranger

## NAMES

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

John, Dan, Clayton, Fran, Jordan, Allen, Anne, or Dottie

## SECRET

- ☐ There are parts about faking your death that you really enjoyed.
- ☐ You once stole something tiny from a store. You never forget that rush.
- ☐ You are very confused by how things in the City work, but you keep it to yourself.

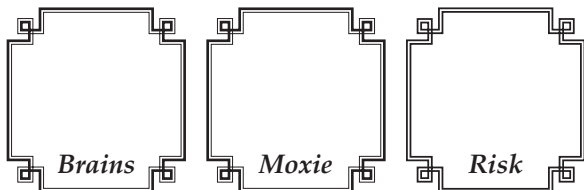
## GOAL

- ☐ To be a role model
- ☐ To do something noble, but not claim any credit
- ☐ To fight back against a bully and win

## MOTIVATIONS

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

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



*You've always held yourself to a higher standard. You used to be a Good Cop in this City. You used to be the shining example of everything right. Now, thanks to what happened, you aren't. Maybe they know you're not dead, maybe they don't. But after tonight, you'll leave no doubt.*

## BELONGINGS (+2)

- ☒ A domino mask you always wear
- ☐ A ten-gallon hat you seldom take off
- ☐ A revolver (Gun 2 +loud +only six shots)
- ☐ A thirst for revenge
- ☐ A sharp hunting knife (Knife 1 +sharp +large)
- ☐ A list of principles you live by that you never stop talking about
- ☐ Your dead brother's badge
- ☐ A large framed citation from a past Mayor
- ☐ A pair of very sensible yet flattering boots
- ☐ An outfit no one would ever expect to see you in
- ☐ A tattered and singed photo of your ex
- ☐ A faded picture of your mother
- ☐ A single silver bullet you keep "for luck"
- ☐ A small backpack with one change of clothes in it
- ☐ An abandoned garage you've taken up as your "lair" OR a fifth-floor walkup in a quiet building of kind neighbors (Location)

## HOOKS (+2)

- ☐ This Role regularly looks up to you and you won't let them down.
- ☐ This Role believes you're a villain, and you won't rest until you change their mind.
- ☐ You rescued this Role once, and now they keep getting into trouble just so you'll do it again. It's kinda creepy.
- ☐ This Role regularly tries to get your attention by doing really stupid things, but you've gone out of your way to avoid them.
- ☐ This Role wants you to betray everything you believe in because they promise you a better and different life.
- ☐ You can't let this Role expose the truth about you.
- ☐ You fear that this Role will abandon you when you need them the most.
- ☐ This Role grieves your death every day. Today you're going to have to reveal to them that you're not dead. It might go poorly.
- ☐ This Role was instrumental in setting up the events that caused you to fake your death, and you burn with vengeance over all of it.
- ☐ (3-Role Hook) You used to love this Role, but they've moved on to be in a relationship with this other Role. Now you've got to get your old love back, and this new Role is in the way.
- ☐ (3-Role Hook) You grew up with these two Roles, and you never knew how instrumental you were in their young lives. Now you're older, and your two dear friends need you one more time.

## Role Actions (+2)

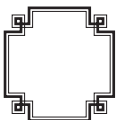
### Track It Down

Instead of Check It Out, you use Track It Down.

**On a 10+**, you find a critical piece of information that affects not only you immediately, but a Role you have a Hook with in either this Scene or the next.

**On a 7-9**, you find a critical piece of information, but someone in this Scene begs you to keep it secret.

**On a 6-**, you misinterpret the information, but no one's going to convince you you're wrong, so why not go right ahead and get yourself into hot water? Tell the Director how you boldly go somewhere to see someone you shouldn't.



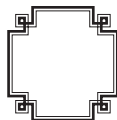
### For Great Justice

When you're able to stand up for justice, roll+Moxie.

**On a 10+**, someone in the Scene is inspired to do something they didn't think they could do.

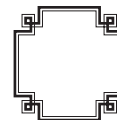
**On a 7-9**, someone in the Scene will be inspired to do something, but first you have to either do something you didn't think you could do OR you have to convince a Role you have a Hook with to do something they don't want to do.

**On a 6-**, either someone picks a fight with you over something you've said or done OR you have to show how you're just not as brave as everyone thinks.



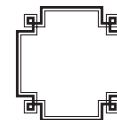
### Kemosabe

Designate a Role as your sidekick. In any Scene with that Role, whenever they get into trouble, you can choose to do or say something that gets them out of trouble, but makes everything worse for you.



### Hi Ho Silver

Once in the Movie's Act One, you can leave any Scene without consequence, provided you do so in the most dramatic way.



# The Chaos

## NAMES

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

Heath, Jack, Cesar, Jeri, Eartha, Dutch, Princess, or Lori

## SECRET

- ☐ You have an irrational fear of cameras.
- ☐ You give most of your ill-gotten gains to pay for your mother's care.
- ☐ You have plans to run for President one day.

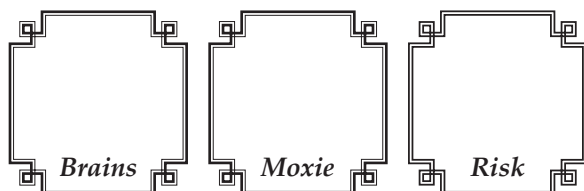
## GOAL

- ☐ To prove that someone good is really evil inside
- ☐ To make the City evolve
- ☐ To control something or someone that no one suspects

## MOTIVATIONS

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

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



You believe there is a City somewhere under the husk of buildings and traffic. You believe that the City is more than the sum of its parts, and that its parts have grown vestigial. Or worse, sickly. You can restore the luster, the wonder, the good of it. You can end all this nonsense. You can have a few laughs doing it. You can inspire and rally and challenge through fear, through action. You'll do what the others can't. Or won't.

## BELONGINGS (+2)

- ☐ An outfit you wear while being a criminal
- ☐ A fresh corsage or pocket square for every outfit you own
- ☐ A stack of business cards for fake businesses
- ☐ A little black cocktail dress or tuxedo
- ☐ Plenty of walking-around money
- ☐ A cigarette case full of chewing gum
- ☐ A small pistol (Gun 2 +concealable +up close and personal)
- ☐ A sharp stiletto (Knife 1 +lethal +sharp)
- ☐ A deck of cards where you've drawn moustaches and googly eyes on all the face cards
- ☐ Your old prison outfit
- ☐ An insistence on drinking only Italian-roast coffee
- ☐ An unfinished love letter to someone in your old hometown
- ☐ A selection of wigs and makeup you can use to disguise yourself
- ☐ Your father's lucky cufflinks
- ☐ A set of brass knuckles (Club 1 +KO)
- ☐ An abandoned shop downtown OR a house you're "borrowing" because the real owners are overseas (Location)

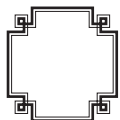
## HOOKS (+2)

- ☐ This Role made you what you are today by rejecting you in your youth.
- ☐ This Role has always stood up for you, and today you thank them.
- ☐ You regularly steal ever increasing amounts of money or items from this Role, and you're worried they're growing suspicious.
- ☐ Nothing good comes from this Role being alive at the end of this Movie.
- ☐ You and this Role are destined to be enemies forever.
- ☐ Why won't anyone believe that you and this Role are meant to be together forever? Is it because nobody wants anything to do with you?
- ☐ This Role owes you a great deal of money, and today you've asked them to do something to work off their debt.
- ☐ You know this Role can do no wrong and won't believe anything or anyone that says otherwise.
- ☐ You are related to this Role, and they try to keep it secret.
- ☐ (3-Role Hook) This Role was your roommate and best friend until you walked in on them with this other Role, who you were going to ask to marry you.
- ☐ (3-Role Hook) You have paid a large sum of money (and still owe more) to this Role so they'll "take care of" this other Role.

## Role Actions (+2)

### Do You Know Where I Got These Scars?

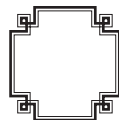
Every time you're asked a personal question, tie it back to a completely fabricated and ever-changing backstory.



### Wait Till They Get a Load of Me

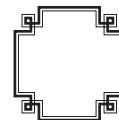
Choose 1 and live with the consequences:

- Take a +1 to all Talk It Out rolls in this Movie, but lose every fight you're in.
- Take a +1 to all Help Out rolls in this Movie, but a Role you have a Hook with takes a -1 to all Check It Out rolls.
- Take a +1 to all Check It Out rolls in this Movie, but treat all Talk It Out rolls as though you got the 7-9 result.



### Watch the World Burn

Whenever you roll Fight It Out, and the result is 7+, increase the Scene's danger recklessly.

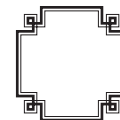


### Surprise!

At the beginning of the Movie, roll.

**If even**, add a +1 to Risk for the duration of the Movie.

**If odd**, add +1 to Moxie for the duration of the Movie.





# The Phantom

## NAMES

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

Lee, Ray, Georgia, Bailey, Tina, Paula, Helen, or Doris

## SECRET

- ☐ You want to fall in love.
- ☐ You're desperate to find a successor to your legacy.
- ☐ You believe very strongly in the free market and capitalism.

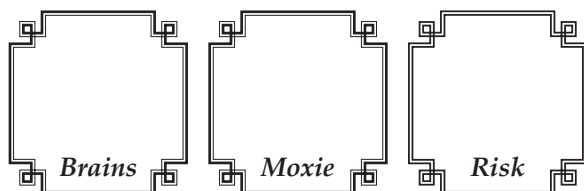
## GOAL

- ☐ To reveal yourself to the City and bask in glory
- ☐ To become ridiculously famous
- ☐ To meet someone, fall in love with them, and retire

## MOTIVATIONS

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

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



*You're not like the rest. You don't have wealth or gadgets. You don't rely on some sidekick to do all the hard work for you. Sure, you wear a mask, but there are times when it's just for the look, right? You make your name in this City with two clenched fists, a whole lot of luck, and the knowledge that someone fighting for the right causes is someone who cannot be stopped.*

## BELONGINGS (+2)

- ☐ An outfit you wear while fighting crime
- ☐ A crushed velvet tuxedo or dress the color of your crime-fighting outfit
- ☐ A decent pair of shoes you can either wear casually or to fight crime
- ☐ A tattered motorcycle jacket you found in a dumpster
- ☐ The keys to a house long demolished
- ☐ A newspaper clipping of your first great heroic act
- ☐ A small pistol (Gun 2 +concealable +up close and personal)
- ☐ A sharp stiletto (Knife 1 +lethal +sharp)
- ☐ A newspaper clipping calling you a menace to the City
- ☐ A set of clothes you wear to look vaguely "poor"
- ☐ A treasured childhood memento
- ☐ A list of people you'll one day "deal with"
- ☐ A whole set of barbells and exercise equipment you keep at home
- ☐ A selection of wigs and makeup you can use to disguise yourself
- ☐ A set of brass knuckles (Club 1 +KO)
- ☐ A small apartment you're very content with OR a house on the edge of the City (Location)

## HOOKS (+2)

- ☐ Every time you see this Role, you introduce yourself like it's the first.
- ☐ This Role idolizes you and you do next to nothing to stop it.
- ☐ This Role has sworn to see you exposed.
- ☐ You are convinced this Role is one citizen the City no longer needs alive.
- ☐ You used to be married to this Role, but one of you skipped town and today's your first day back.
- ☐ This Role supports your crime-fighting lifestyle, and you take advantage of that at every chance.
- ☐ You're haunted by something this Role said the last time you saw them.
- ☐ This Role took a substantial risk for you and paid a terrible price. You're desperate to make things right today.
- ☐ This Role will betray you when least convenient, and you won't see it coming.
- ☐ This Role has a slightly creepy interest in you that you're about to discover.
- ☐ (3-Role Hook) This Role thinks you're taking things too far. The other Role thinks you're not going far enough.
- ☐ (3-Role Hook) You keep saying that splitting these two Roles up from their relationship is what's best for everyone. It's actually because you want one of them for yourself.

## Role Actions (+2)

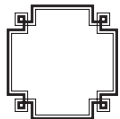
### For Noble Reasons

Whenever you're unsure if a Role or Person is being good, virtuous, and/or honest, roll+Moxie.

On a 10+, sure they are, and you'll stand up for them if necessary.

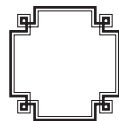
On a 7-9, they probably are, ask the Role and Director what you'll need to do to verify this.

On a 6-, of course they are, in fact, let's go help them right now. In this Scene. No matter what.



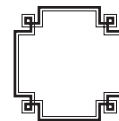
### The Long Line of Phantoms Past

You can only die in the final Scene of the Movie. Anytime you accumulate 3 or more Injury, you collapse dramatically and have a very faint pulse. Let another Role in the Scene deal with you. Two Scenes from now, you'll be back on your feet as though you've only suffered 2 Injury.



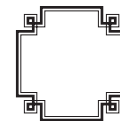
### The Devil and the Hero

When you have to ask a Role you have a Hook with for advice, take a +1 to any roll you make that's in line with their advice.



### The Skull

Shrug off the first point of Injury you suffer in the Movie.



# The Shadow

*You're thought to be nothing more than one more rich socialite out of touch with the regular folk of the City. But late at night, when everyone's absorbed in their own world, you're out in the City. You defend it from villains large and small. You are the immune system fighting against the disease that could ravage the City you call home. You find evil, and you dispose of it. Period. Accept no substitutes.*

## NAMES

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

Lamont, Alec, Mary, Karen, Clive, Lana, Connie, or Tom

## SECRET

- ☐ You don't want anyone to find out about what you do at night.
- ☐ You're keeping a promise you made on your father's deathbed.
- ☐ You really want to open a shelter for pets.

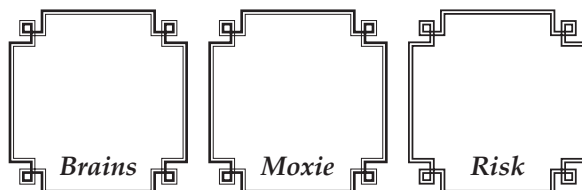
## GOAL

- ☐ To restore the City's hope
- ☐ To not rest until every criminal is brought to justice
- ☐ To get a statue commemorated to you

## MOTIVATIONS

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

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



## BELONGINGS (+2)

- ☒ An outfit you wear while fighting crime
- ☐ A fedora you're always seen in
- ☐ A decent suit or dress that you try to keep clean
- ☐ A little black cocktail dress or tuxedo
- ☐ The keys to a house long demolished
- ☐ A newspaper clipping of your first great heroic act
- ☐ A small pistol (Gun 2 +concealable +up close and personal)
- ☐ A sharp stiletto (Knife 1 +lethal +sharp)
- ☐ A newspaper clipping calling you a menace to the City
- ☐ A set of clothes you wear to look vaguely "poor"
- ☐ A treasured childhood memento
- ☐ A list of people you'll one day "deal with"
- ☐ A whole set of barbells and exercise equipment you keep at home
- ☐ A selection of wigs and makeup you can use to disguise yourself
- ☐ A set of brass knuckles (Club 1 +KO)
- ☐ A small apartment you're very content with OR a house on the edge of the City (Location)

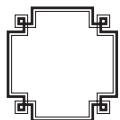
## HOOKS (+2)

- ☐ You've loved this Role from the moment you laid eyes on them, and today you'll profess that love. Dramatically.
- ☐ This Role wants you absolutely run out of town.
- ☐ This Role actively discredits you but has never admitted to it.
- ☐ You and this Role are engaged to be married, but at least one of you has a secret that's keeping that from happening.
- ☐ You've never trusted this Role, and you see no reason to start.
- ☐ This Role would make an excellent successor if you train them first.
- ☐ This Role is a fount of stupidity, and you're not sure how they manage to get through the day in one piece.
- ☐ This Role has betrayed you more times than you can count, but here you are asking them for another favor.
- ☐ You are this Role's only friend, but you're keeping your crime-fighting a secret from them.
- ☐ (3-Role Hook) This Role would give you the shirt off their back if you asked. This other Role keeps trying to tell you not to take advantage of them.
- ☐ (3-Role Hook) Today, this Role has presented you with a plan that will either pay off huge or completely ruin you all. You've gone to this other Role for advice.

## Role Actions (+2)

### What Evil Lurks

The first time you enter a Location as your crime-fighting persona, tell the Director how you assess the Location's potential dangers, then roll Check It Out before anything else happens.

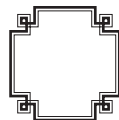


### In the Hearts of People

Whenever you roll Talk It Out while fighting crime, add +1 to your roll when

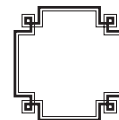
- You have the support of another Role in the Scene OR
- You can point to evidence in the Scene that there's a problem.

When you use that +1, the Director can bring someone into the Scene for free.



### The Shadow Knows

Whenever someone asks if you know something, make up the most complicated piece of bullshit about it.



### Ominous Laughter

You can escape any Scene by saying, "Smoke Bomb" and then giving an ominous laugh. But first you have to roll+Risk.

**If odd**, the Director will tell you how you escape only after things get messy for everyone in the Scene.

**If even**, the Director will tell you how you didn't make a clean getaway and will have to live with the consequences.

