

The Joen

You're an animated person in a mundane world. You're used to colors, brightness, and occasionally, talking flowers or dancing toasters. You're of two worlds, the garish and the gray, and you move between the two like a portable hole in a shadow. What no one knows is that even the shiniest apple can have a rotten core. What no one knows is what you do when the singing and dancing end.

NAMES

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

Roger, Sylvester, Mel, Alex, Betsy, Jessica, Dahlia, or Graham.

SECRET

- ☐ You live in constant paranoid fear of being forgotten, and you spend far too much time trying to be remembered.
- ☐ You ran out on your spouse with three kids and a good job to come to the City and "start over".
- ☐ You give half of your income to your mother back home on the Farm.

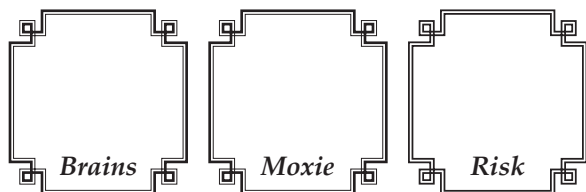
GOAL

- ☐ To make sure everyone knows your name... one way or another
- ☐ To make more money than you can possibly dream of
- ☐ To fall madly in love and raise the sort of family you never had growing up

MOTIVATIONS

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

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



BELONGINGS (+2)

- ☐ Bowtie and Gloves
- ☐ A wrinkled and creased headshot from your glory days
- ☐ A casual vest, no pants. You never wear pants.
- ☐ An English tweed racing cap
- ☐ A fruit or vegetable you always have on hand
- ☐ A flask of hooch you're always quick to drink from
- ☐ A hunting rifle (Gun 2 +loud)
- ☐ A trenchcoat (+it billows)
- ☐ A large wooden mallet (Club 2 +heavy)
- ☐ A wallet that only has 3 moths in it
- ☐ A shovel in the trunk of your car (Club 2 +messy)
- ☐ A pile of not-winning lottery tickets and gambling slips
- ☐ One outfit you wear to pass yourself off as another gender
- ☐ A fake badge that lets you impersonate either a Good Cop or a Dirty Cop
- ☐ A run-down watertower you squat in OR a swanky home you maintain by impersonating the deceased actual owner (Location)

HOOKS (+2)

- ☐ Unbeknownst to this Role, you've been claiming to be them all over the City, and today that catches up with you.
- ☐ This Role envies your lifestyle.
- ☐ This Role owes you for years of covering up their secrets and paying off their debts. Today you collect.
- ☐ Years ago, you were mistaken for this Role, and you like the feeling of power it gives you.
- ☐ You try to make this Role happy, but they keep asking more and more from you, and it's killing you inside.
- ☐ This Role has vowed to ruin you in this City, but so far, you've stayed one step ahead of them.
- ☐ You and this Role have been trying to settle your affairs and get married, but everything and everyone else seems to keep getting in the way.
- ☐ You killed someone on the orders of this Role, and you're eager to do it again.
- ☐ You're absolutely convinced the Role on your right is going to try and kill you before the end of this Movie.
- ☐ (3-Role Hook) On behalf of this Role, you "promised" this other Role that something big would be "handled". Whichever Role you spoke on behalf of knows absolutely nothing about this.
- ☐ (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 today.

Role Actions (+2)

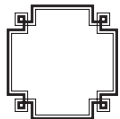
Make People Laugh

Whenever you make a Role with you in a Scene laugh without disrupting the narrative of the Movie, roll+Moxie.

On a 10+, every Role in a Scene takes a +1 to all rolls until the Scene ends.

On a 7-9, a Role (not you) of the Director's choosing takes a +1, and all other Roles in the scene (including you) take a -1 to all rolls until the Scene ends.

On a 6-, your attempts will lead at least one Role (yes, even you) into danger. The Director will tell you how the Scene gets more dangerous and what you (specifically you) will have to risk to get out of the Scene in one piece.



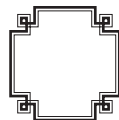
Shave and A Haircut...

When someone rolls Check It Out in a Scene you're in, roll+Risk.

On a 10+, you resist the temptation to contribute something that will get at least one Role into trouble.

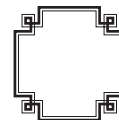
On a 7-9, your willpower fails, and you reveal something that can be mistaken for being accurate, and a Role you have a Hook with will be in trouble as a result.

On a 6-, you can't help yourself and say the worst thing possible, exposing not only a Role, but also yourself, to danger.



Portable Holes and Mallets

You cannot be killed. You never roll Curtains. Whenever you suffer 3 or more Injury, tell the Director how your death scene looks, then "play dead" in the current Scene. Anyone in the current Scene takes a -1 to all rolls until the Scene ends.



Ta-Da!

No matter the outcome of any dice rolls, no matter if you succeed or fail, act as though whatever happens is what you intended to have happened. Treat all dice rolls as they're supposed to be, there's no mechanical change to be made.

