

BIFF! BAM! KAPOW!

REFERENCE SHEET (General Gameplay)

How Many Dice Do I Roll and What Do I Keep?

-4	-3	-2	-1	0	1	2	3	4
6 dice (add together the 2 lowest results)	5 dice (add together the 2 lowest results)	4 dice (add together the 2 lowest results)	3 dice (add together the 2 lowest results)	2 dice (add together the two results)	3 dice (add together the 2 highest results)	4 dice (add together the 2 highest results)	5 dice (add together the 2 highest results)	6 dice (add together the 2 highest results)

This table is open-ended in both directions. Simply keep adding an extra die to the roll and keep the two lowest results or highest results, whichever is appropriate.

Bonuses and Penalties

- **Bonuses** effectively increase the Attribute being used for that Intention and represent various advantages.
- **Penalties** effectively decrease the Attribute being used for that Intention and represent various disadvantages.
- One type of Penalty is encountered when the PC is opposing or is opposed by Supporting Characters! The opposing SC's most pertinent Attribute or its SC rating act as a Penalty.

Tagging Facets

In a given Intention, the following may be tagged:

- Up to **one** Skill or Item from each involved PC and SC.
and...
- Up to **one** Flaw from each involved PC and SC.

Facets That Grant Bonuses

PC Skills and Items

Tagging a PC's Skill or Item allows the player to effectively add a +1 Bonus to the Attribute being used.

- If a Skill or Item labeled "Master" is tagged, add 2 instead of 1.
- If an Item is tagged, reduce the Budget by 2 (for normal Items) or by 2 (for Low-Budget Items).

SC Flaws

Tagging an SC's Flaw allows the player to effectively add a +1 Bonus to the Attribute being used.

Facets That Impose Penalties

SC Skills and Items

Tagging an SC's Skill or Item forces the player to effectively impose a -1 Penalty to the Attribute being used.

- If a Skill or Item labeled "Master" is tagged, subtract 2 instead of 1.
- If an Item is tagged, reduce the Budget by 2 (for normal Items) or by 2 (for Low-Budget Items).

PC Flaws

Tagging a PC's Flaw forces the player to effectively impose a -1 Penalty to the Attribute being used. **This grants the player 1 Momentum as a reward.**

Script Tokens

Earning Script Tokens

- **Good Roleplaying Award:** Awarded for anything the Showrunner feels is deserving of a reward. *The Showrunner shouldn't give this award more than a couple times per scene. Each award grants 1 Script Token.*
- **Success Reward:** This award is given whenever a player achieves a KAPOW. *This Script Token can not be spent to affect the Intention that was just made, but can be spent freely once the Intention is finished.*
- **Flaw Award:** This award is granted when a player willingly tags one of their own PC's Flaws.
- **Triumph In Defeat Award:** This award is given to each player at the conclusion of Climactic Fight Scene A... but only if the PCs lose that scene. *This grants each player 3 Script Tokens.*

Spending Script Tokens

- **Scene Editing:** Add a detail to the scene (Cost: 1)
- **Upgrading:** Upgrade d6s to d10s (Cost: 1 per die upgraded)
- **Boosting:** Add +1 to the final result (Cost: 2 per +1 added)
- **Stock Footage:** Ignore the Budget cost of an Item or stunt (Cost: 1)
- **Narrative Control:** Take over the narrative on a BAM result (Cost: 1)
- **Target Bypassing:** Change target in a Climactic Fight Scene (Cost: 1)

Intention Results Table

Sum of Active Dice:	What Happens:
2-6	BIFF
7-9	BAM
10+	KAPOW

BIFF

The character fails to do what they were attempting to accomplish. The Showrunner is in full control of how they fail and what that entails... anything short of death. The player has no "say" in the matter. The Failure should always put the character in a worse position or situation than they were in before attempting the Intention.

BAM

The character more or less breaks even. They either succeed, but suffer some manner of complication or fail, but gain some manner of advantage. The Showrunner narrates this result unless the player spends a Script Token to take control themselves. If the player's narration doesn't have enough negative implications, the Showrunner may require a rewrite.

KAPOW

The character succeeds just as envisioned by the player. The player narrates the outcome. If the narration goes too overboard, however, the Showrunner may require a rewrite.

When a player achieves a KAPOW, they receive a Script Token. This Script Token can not be spent to affect this Intention, but can be spent freely once the Intention is finished.

Budget Tokens

Before each episode, a pool of 12 Budget Tokens is formed. These must be spent as follows:

- **Tagging Items:** 2 Budget normal Items or 1 Budget for Low-Budget Items).
- **Helping a Chum Out:** 1 Budget per helping character. Each helping character adds 1 to the final result for an Intention made by another character.
- **Performing Stunts:** 1 Budget for big stunts.
- **Adding Set Pieces:** 1 Budget for an additional set piece that wouldn't ordinarily be present in a scene.

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REFERENCE SHEET (Climactic Fight Scenes)

Momentum Table

Result/Situation:	Momentum Gained or Lost:
BIFF result	-1
Rolling doubles on a BIFF result	-1
BIFF result targeting a villain during the PC's segment	-1
BAM result	0
Rolling doubles on a BAM result in Climactic Fight Scene A	-1
Rolling doubles on a BAM result in Climactic Fight Scene B	+1
KAPOW result	+1
Rolling doubles on a KAPOW result	+1
Rolling Doubles on a KAPOW result while using a non-Action Attribute*	+1
KAPOW result targeting a villain during the PC's segment	+1
Getting a total result of 13. Another +1 Momentum is gained cumulatively at a total result of 16, 19 and 22**	+1

* This stacks with simply rolling doubles. Therefore, if the player rolls doubles on a KAPOW result while using an Attribute other than Action, the hero gains +2 Momentum rather than the normal +1 Momentum normally gained for just rolling doubles.

** Such high results come from upgraded dice and increases to the total result. The extra Momentum earned is cumulative, so, for example, if the total result is 17, the player gains a total of 2 Momentum (+1 at 13 and a further +1 at 16).

Climactic Fight Scene Basics

Winning a Climactic Fight Scene

The PCs win the Climactic Fight Scene if, at the end of the 5th round, they have accumulated four or more Momentum.

- If the PCs win, one of the players narrates how the battle gets wrapped up.
- If the PCs lose, the Showrunner narrates the finale of the scene.

Round Structure

Each round follows this structure. It starts with the Segment Phase and then moves to the Villain Phase. Once both phases have been completed, a new round begins.

SEGMENT PHASE

- 1) Flip a Card
- 2) Decide on the Target, Attributes and Facets
- 3) Make the Intention
- 4) Adjust Momentum
- 5) Narrate the Result

VILLAIN PHASE

- Attack
- Bark Orders
- Gain the Upper Hand

Villainous Actions

In the Villain Phase, the Showrunner selects one of the three Villainous Actions below:

ATTACK

The Showrunner can choose to aim this at one or both of the PCs, depending on the nature of the attack. Let logic be the guide here.

- **Versus One PC:** This is handled as a standard Intention for the targeted hero, with the Showrunner deciding upon which Attributes and Facets would come into play. Momentum gains and losses apply as normal.
- **Versus Two PCs:** This is handled the same as attacks against a single player, except that both PCs have to make a separate but identical Intentions, with the exception that the PCs can use different Facets.

BARK ORDERS

When the villain takes this action, the henchmen increase their SC rating by 1 during the following round.

GAIN THE UPPER HAND

Gain the Upper Hand can only be used once per Climactic Fight Scene. The Showrunner narrates the turn of events and then rolls a d6. The PCs lose a number of Momentum equal to the result minus 2 (for Climactic Fight Scene A) or minus 4 (for Climactic Fight Scene B), down to a minimum loss of 1.