

## LIMITED OPTIONS

### NARRATIVE

The henchmen's actions cause the hero to have less opportunities for success. The narration should focus on that. Perhaps the fight moves into cramped quarters or a fire breaks out. Whatever it is, it should cause a headache for the hero.

### EFFECT

The player may not spend Script Tokens nor earn more than 1 Momentum during this segment.

### TARGET

henchmen

Climactic Fight Scene A

## LEVEL PLAYING FIELD

### NARRATIVE

No one has a particular advantage in this segment.

### EFFECT

No game effects

### TARGET

henchmen or villain

## SHUFFLE

Climactic Fight Scene A

## INEFFECTIVE

### NARRATIVE

The henchmen attack the hero, but fail to make as much of an impact as they otherwise might have. It's impossible for the hero to completely fail.

### EFFECT

BIFF results count as BAM results instead during this segment (active dice of 6 and 2, in case it matters).

### TARGET

henchmen or villain

Climactic Fight Scene A

## INCOMPETENCE

### NARRATIVE

The henchmen manage to make things worse, but not catastrophically so. Perhaps they fall down some stairs, accidentally get tangled up in electrical cables or accidentally hit one another. It should open up an opportunity for greater success for the hero in some way.

### EFFECT

The PC gains a +1 Bonus to an Attribute of the player's choice for this segment.

### TARGET

henchmen or villain

Climactic Fight Scene A

## ENGAGED

### NARRATIVE

The henchmen keep the hero occupied, demanding their undivided attention and limiting their ability to bring to bear their talents and (or) gadgets. Perhaps they use high-pressure tactics or their superior numbers to achieve this goal. Or maybe a weapon or device is knocked from their hands.

### EFFECT

The PC can't tag Facets during this segment.

### TARGET

henchmen

Climactic Fight Scene A

## DISADVANTAGE

### NARRATIVE

The henchmen manage to put the hero in a particularly treacherous situation that leaves them having to come from behind. Perhaps they knock him onto a table, causing them to have to fight from underneath or maybe they have the high ground in the exchange.

### EFFECT

The PC suffers a -1 Penalty to whichever Attribute the player chooses to use for the Intention this segment.

### TARGET

henchmen

Climactic Fight Scene A

## ATTACK FROM ABOVE

### NARRATIVE

The henchmen mob the hero, but if the hero can dive onto them from on high, the threat may be neutralized.

### EFFECT

Upgrade all the dice rolled for the Intention to d10s if the narration includes the hero leaping down onto the henchmen from a higher surface such as a table, a crate, some stairs, etc. If the hero gets a BIFF result, though, an additional point of Momentum is lost.

### TARGET

henchmen

Climactic Fight Scene A

## PERSONALITY

### NARRATIVE

The henchmen get ready to attack, but seem temporarily discombobulated, making them ripe for the hero to use intimidation, manipulation or insults to get the best results.

### EFFECT

The PC has to use Drama for the Intention during this segment. The player may not use the Target Bypassing option.

### TARGET

henchmen

Climactic Fight Scene A

## USE YOUR BRAIN

### NARRATIVE

The henchmen force the hero into a tough situation that will require intelligence, perception or quick thinking to get out of.

### EFFECT

The PC has to use Thought for the Intention during this segment. The player may not use the Target Bypassing option.

### TARGET

henchmen

Climactic Fight Scene A

## MINIMIZED STRENGTHS

### NARRATIVE

The henchmen manage to nullify the hero's strengths, forcing them to think outside the box if they want to come out on top.

### EFFECT

The PC must use their lowest Attribute for the Intention in this segment. If there's a tie, the Showrunner chooses which one is used.

### TARGET

henchmen

Climactic Fight Scene A

## DIG DOWN DEEP

### NARRATIVE

The henchmen are at optimal efficiency at the moment and the hero's going to have to find their inner strength in order to succeed.

### EFFECT

The PC has to use Pluck for the Intention during this segment. The player may not use the Target Bypassing option.

### TARGET

henchmen

Climactic Fight Scene A

## BUNGLED

### NARRATIVE

The henchmen flub everything! Their actions have ramifications that potentially change the entire scene in ways that make things more difficult for themselves and the villain or ways that make things easier for the heroes.

### EFFECT

Skip the Intention during this segment, but not the narration (as handled by the player). Gain 1 Momentum.

### TARGET

None

Climactic Fight Scene A

## THWARTED

### NARRATIVE

The henchmen successfully derail the hero's progress. Things should look bleak for the hero at the end of this segment. Perhaps they remain pinned down by the henchmen, thrown out a window or trapped beneath rubble.

### EFFECT

Skip the Intention during this segment, but not the narration (as handled by the Showrunner). Lose 2 Momentum.

### TARGET

henchmen

**Climactic Fight Scene A**

## USE THE ENVIRONMENT

### NARRATIVE

The henchmen somehow hinder the hero, forcing them to overcome an aspect of the environment rather than the henchmen or the villain directly. Perhaps the hero is shoved into a shark pit, shackled to a table, temporarily blinded by powder, forced to save an imperilled bystander or has a stack of crates toppled onto them. Use the location of the brawl creatively.

### EFFECT

The player may not make an Intention directed at the henchmen or villain, but must instead make one that gets him out of a tough situation. The hero suffers a -1 Penalty for the Intention.

### TARGET

See above

**Climactic Fight Scene A**

## MINIMIZED STRENGTHS

### NARRATIVE

The henchmen manage to nullify the hero's strengths, forcing them to think outside the box if they want to come out on top.

### EFFECT

The PC must use their lowest Attribute for the Intention in this segment. If there's a tie, the Showrunner chooses which one is used.

### TARGET

henchmen

**Gain 1 Script Token!**

**Climactic Fight Scene B**

## OVERCOME

### NARRATIVE

The henchmen do their best to take down the hero en masse, but the hero is determined to stand tall. The narration for this should focus on persevering against seemingly insurmountable odds.

### EFFECT

You may reroll up to two of the dice after the Intention is made during this segment.

### TARGET

henchmen or villain

**Gain 1 Script Token!**

**Climactic Fight Scene B**

## HIGH STAKES

### NARRATIVE

The henchmen and the hero take chances and end up in a situation in which things could go staggeringly well for the hero... or disastrously wrong.

### EFFECT

Double the amount of Momentum lost or gained during this segment.

### TARGET

henchmen

**Gain 1 Script Token!**

**Climactic Fight Scene B**

## INEFFECTIVE

### NARRATIVE

The henchmen attack the hero, but fail to make as much of an impact as they otherwise might have. It's impossible for the hero to completely fail.

### EFFECT

BIFF results count as BAM results instead during this segment (active dice of 6 and 2, in case it matters).

### TARGET

henchmen or villain

**Climactic Fight Scene B**

## BUNGLED

### NARRATIVE

The henchmen flub everything! Their actions have ramifications that potentially change the entire scene in ways that make things more difficult for themselves and the villain or ways that make things easier for the heroes.

### EFFECT

Skip the Intention during this segment, but not the narration (as handled by the player). Gain 2 Momentum.

### TARGET

None

**Gain 2 Script Tokens!**

**Climactic Fight Scene B**

## INCOMPETENCE

### NARRATIVE

The henchmen manage to make things worse, but not catastrophically so. Perhaps they fall down some stairs, accidentally get tangled up in electrical cables or accidentally hit one another. It should open up an opportunity for greater success for the hero in some way.

### EFFECT

The PC gains a +1 Bonus to an Attribute of the player's choice for this segment.

### TARGET

henchmen or villain

**Climactic Fight Scene B**

## MORE WHERE THAT CAME FROM

### NARRATIVE

The henchmen find themselves potentially overwhelmed by the hero's tenacity or skill. They may even have to make a tactical retreat soon.

### EFFECT

If the hero gets a KAPOW, they may immediately make a second Intention against the same or different target.

### TARGET

henchmen or villain

**Gain 1 Script Token!**

**Climactic Fight Scene B**

## DIG DOWN DEEP

### NARRATIVE

The henchmen are at optimal efficiency at the moment and the hero's going to have to find their inner strength in order to succeed.

### EFFECT

The PC has to use Pluck for the Intention during this segment. The player may not use the Target Bypassing option.

### TARGET

henchmen

**Gain 1 Script Token!**

**Climactic Fight Scene B**

## ATTACK FROM ABOVE

### NARRATIVE

The henchmen mob the hero, but if the hero can dive onto them from on high, the threat may be neutralized.

### EFFECT

Upgrade all the dice rolled for the Intention to d10s if the narration includes the hero leaping down onto the henchmen from a higher surface such as a table, a crate, some stairs, etc.

### TARGET

henchmen

**Gain 1 Script Token!**

**Climactic Fight Scene B**

## LEVEL PLAYING FIELD

### NARRATIVE

No one has a particular advantage in this segment.

### EFFECT

No game effects

### TARGET

henchmen or villain

**SHUFFLE**

**Climactic Fight Scene B**

## USE YOUR BRAIN

### NARRATIVE

The henchmen force the hero into a tough situation that will require intelligence, perception or quick thinking to get out of.

### EFFECT

The PC has to use Thought for the Intention during this segment. The player may not use the Target Bypassing option.

### TARGET

henchmen

**Gain 1 Script Token!**

**Climactic Fight Scene B**

## PERSONALITY

### NARRATIVE

The henchmen get ready to attack, but seem temporarily discombobulated, making them ripe for the hero to use intimidation, manipulation or insults to get the best results.

### EFFECT

The PC has to use Drama for the Intention during this segment. The player may not use the Target Bypassing option.

### TARGET

henchmen

**Gain 1 Script Token!**

**Climactic Fight Scene B**

## USE THE ENVIRONMENT

### NARRATIVE

The henchmen somehow hinder the hero, forcing them to overcome an aspect of the environment rather than the henchmen or the villain directly. Perhaps the hero is shoved into a shark pit, shackled to a table, temporarily blinded by powder, forced to save an imperilled bystander or has a stack of crates toppled onto them. Use the location of the brawl creatively.

### EFFECT

The player may not make an Intention directed at the henchmen or villain, but must instead make one that gets them out of a tough situation. The hero suffers a -1 Penalty for the Intention.

### TARGET

See above

**Gain 1 Script Token!**

**Climactic Fight Scene B**

## TARGET THE VILLAIN

### NARRATIVE

The henchmen erroneously leave an opening for the hero to concentrate on taking down the villain. The villain doesn't even see it coming. This is the hero's big chance!

### EFFECT

If the hero targets the villain (i.e., the player doesn't pay a Script Token to target the henchmen instead) during this segment, add 2 to the total result generated by the active dice.

### TARGET

villain

**Gain 1 Script Token!**

**Climactic Fight Scene B**