

# Betty Porter

*The daring pilot that solves everything in the last second*



## NOTES

### THIS IS ACTION

Throw yourself into danger!

### THIS IS COLLABORATION

Praise the others! Ask questions!  
Give their ideas a spin!

### THIS IS PULP

Be obvious! Be cliché!

## *FLEE! FLEE!*

Make up a form of transportation on the spot that can help you overcome the danger. But don't forget ...

- ... that the others can attack you.  
Someone gets a WOUND.
- ... what the next control you use really does.
- ... to steer. Something breaks in the SCENE.

## *SAVES THE DAY*

Show up when people least expect it to save the situation. You do need to take something into account ...

- ... and that thing gives someone a WOUND.
- ... and it is not a pretty thing.  
Something breaks in the SCENE.
- ... and that is the one-liner that you have to say.

WOUNDS (2) → (3) → (4) → ( ) → (lost!)

*players*   *players*   *players*