

RANDOM: JUST YOU

You are here because you have no other friends. You know these people don't see you as an equal, you are not as artistic or efficient as them, but they need you to follow their efforts. If this is the best you can have in life, then it is not that bad!

Relationships

Boss: You met them one day while drunk, near a pub. Throwing up all over themselves. You managed to take care of them and that's how you got involved with their friends. No one seems to remember that story though... Even so, they are funny, intelligent, and kind.

Big J: You have a common language, but you prefer not to be too near them. There is always some crappy job they need to give you.

Cobra: Bearable when drunk, often a prick while sober. But they are intelligent as hell. You laugh along just in case. Often you don't even know why, but you don't want to seem stupid.

Phoenix: There is something weird about this person. They are unsettling, but tempting. You starve for some of their qualities, but you're not sure which ones.

Snowflake: Beautiful, handsome and funny! They just need you to speak well about them. That seems easy.

Instructions

Scene 1 - Afterparty!: In exchange for the personal thanks you get, toast to the best thing about the game you just ran.

Scene 2 - Mystical inspiration evening: This group process is amazing! You all have equal influence! Maybe some of your ideas will make it to the core of the project?

Scene 3 - Character creation workshop: You're new to this sort of exercise. Maybe you will learn a few tricks about role-playing? This is a great opportunity to advance in the social hierarchy!

Scene 4 - Crisis: This is a work meeting on the next project. You don't know what the matter is. This is how things look every time! Pure chaos. But this time everyone seems to be way more tense about it. Maybe because the tickets sold out?

Scene 5 - At the location: You are at the location and the game starts tomorrow. You know you all need to do your best. You would do anything for these cool people!

Scene 6 - The ending scene - Be the Leading character: This is an interview of sorts and you are the special guest. How did your last game go? Maybe you're here with the press. Or maybe with your kids. It's all up to you. You must set the scene for the others. They will ask questions, leaving their characters behind to become your interviewers. It will be your version of the story that the world will remember.