

BIG J: THE RIGHT HAND

You are the only thing separating the group from a bunch of pathetic pseudo-artists. It's thanks to your determination that things actually get done around here. You had to learn how to manipulate these mad egotists into thinking they actually "fulfil" themselves while working for you. But you must admit, without them you would probably be stuck with your thankless day job. They brought some colour into the grey spreadsheets of your life.

Relationships

Boss: Clever and full of nice ideas, although they tend to dramatise everything. You protect them from reality, but you also dream of confronting them one day. So everybody will see who the real boss is.

Cobra: Reliable and smart. Not as smart as they think they are, but still... Ambitious people are so easy to manipulate.

Phoenix: Weird. Just weird. For some reason you are scared of them. Their eyes pierce right through your heart and you fear what they might find there.

Snowflake: The most amazing and likeable person here. You do what you do for people like them!

Random: No one special, but they make themselves useful. You delegate everything you are bored with to them.

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: You don't need inspiration, but Boss does. So here you all are. This stuff feels useless, but maybe you can get the group to aim for a simpler game. Something affordable and less challenging. But how?

Scene 3 - Character creation workshop: You have no time to focus on this. Not in the middle of logistic Hell: Your new game has sold out, but people are asking what the theme is and you have no idea. Maybe you missed a meeting or something. You should ask Boss, but they hate being interrupted. Is there a way to do this without breaking character?

Scene 4 - Crisis: This is a work meeting on the next project. You can't work like this! You must divide tasks and work out a complete to-do list.

Scene 5 - At the location - Be the Leading character: The game begins tomorrow and you need to seize control. Chaos is taking over, the team is in shambles and you must put things back in order. This is your moment.

Scene 6 - The ending scene: You are no longer playing Big J, but an anonymous interviewer, so be ready to ask questions. To Random.

