

COBRA: THE PRETENDER

The world is not ready for you yet. Or you are not ready for it. One day you will have your own group and it will be your projects they work on, your name at the top of the billboard... But until then you are part of this team. And it's amazing! You love it. If it weren't for this feeling that you would accomplish such great things on your own... You just need to seize the day, and you'll get your moment in the sun. Until then, bide your time and take what you can from the group.

Relationships

Boss: Once they were a great genius. Now they sound more like a pretentious prick who keeps repeating the same old tricks. The day for them to step down will be coming soon.

Big J: An ambitionless nobody ready to be used in your favour. They've always been Boss's right-hand man, and bringing them over to your side could make your dreams come true.

Phoenix: An old friend of Boss. You have no clue why they are part of the group, everything they say sounds dumb and comes completely out of the blue. Maybe this is what people need? Some mystical mumbo-jumbo?

Snowflake: The person with the best taste in games here. Your personal inspiration.

Random: Your best pal. You don't know how they became part of the group, but you know they don't get the attention they really deserve!

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: Take part in these exercises to get inspired and to inspire Boss, who is working on their next project. This is ridiculous: If Boss can't find inspiration on their own, they should just step down. On the other hand, you're stuck on the ending of your own game. Maybe you'll get something out of this as well.

Scene 3 - Character creation workshop: These workshops are a great chance to tell the others what you really think about them with no consequence, since you're all in character! Have fun!

Scene 4 - Crisis - Be the Leading character: The group is clearly not ready for the game. You are going to go through every checklist and wring out a short, simple answer: What game will you run? You've sold out on tickets, so it'd be nice to know... If the group can't even do this, maybe it's time for someone else to step up. Is it your time?

Scene 5 - At the location: You are at the location and the game starts tomorrow. It's happening. It would be so easy to take over, but the responsibility just seems too big. You're not sure you could make it. Maybe you need someone's help? Or maybe you ARE ready. If you don't try now, you will always wonder what could have been...

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