

Auditions

For 2+

I'm at the combination character creation and improv game.

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Play happens in two phases. Clients & Talent

Clients: your job is to hire talent to fill the missing roles on your team.

- What is your team?
 - Dashing pirates? Dungeon delvers? Space miners? Trivia Night Team?
- What role needs filled? Why?
 - Chief navigator? Sanitation Officer? Virtuoso?
- What makes it difficult?
 - Avoiding authority? Hazardous workplace? Rampaging alien on ship?
- What's the reward?
 - A Kings ransom? Exposure? Bottomless fries?
- What are you 'forgetting' to mention?
- Pitch your job to the actors.

Talent: your job is to show that only you fit the role.

- Why do you need this job?
 - Fuel a drug habit? Bills? Buy a collectable?
- What makes you qualified?
 - Quickest draw in the west? Encyclopedic knowledge of fossils? Able to wink?
- What makes you a liability?
 - Two left feet? Two kids in a coat? Sheds?
- How do you make yourself memorable?
 - Sing? Flowcharts? A violent demonstration?
- Audition

Alternate rules: Split your player into Clients & Talent. Audition. Judge. Rotate roles