



# BOB

Name: \_\_\_\_\_

## Moves

### *You are Ariadne's long-suffering sidekick.*

You are stupid and incompetent.

You are not actually stupid or incompetent, but that's how you appear next to Ariadne.

### *It often seems like Ariadne doesn't need a sidekick.*

Without you, Ariadne would be completely fine.

Without you, Ariadne would be utterly lost.

### *You are dragged along in Ariadne's wake like a water skier without skis.*

You could leave at any time, but never will.

You couldn't leave if you wanted to.

### *You are normally quite level-headed, but Ariadne can sometimes bring out the worst in you.*

The strange situations make you cowardly.

The strange situations make you belligerent.

## Agenda

- Describe the world, come up with weirdness.
- Express the desperation, frustration, and difficulty of the situations and mysteries in play.
- Doubt and poke holes in Ariadne's explanations.
- Get things moving when a lull happens.

**To start a scene A**, get prompts from tables of your choice. Then, describe something wild, weird, opaque, or downright baffling. It must be something that requires an explanation, and you must not provide the explanation.

**To end a scene B**, when progress has been made in the B-plot (you are responsible for tying the B-plot in to the scene), or when you get fed up with Ariadne, you can call an end or can take one final action to resolve the scene.

**When Bob groans and then bemoans his lot**, Ariadne chooses:

- Attempt to cheer him up with news of the "bright side" and make an optimistic prediction. If Ariadne tries to cheer him up, Bob chooses:
  - o He can be cheered, then he must describe the thing that immediately goes wrong.
  - o He can be dismissive of this good news and continue moaning, and then Ariadne must describe the thing that vindicates her optimism.
- Reveal a piece of backstory. Ariadne begins to tell a story, starting with "Remember when we..." Bob elaborates on Ariadne's beginning, clarifying the predicament they found themselves in. Finally, Ariadne says what happened next and explains how it relates to their current lot. It's ok to end with a mystery or cliffhanger—you can always call back to it the next time Bob groans.

**When Bob needs to describe something but doesn't have a good idea**, he rolls on the extras table or any other table(s) he thinks might help prompt him.

**When there is a lull or a pause and Bob wants to kickstart things a bit**, he chooses:

- Bemoan his lot. If he hasn't groaned in a while, trigger that move and see what happens.
- Ask Ariadne a question that will help clarify what is going on in the scene.
- A twist! Something happens that changes the scene and gives everyone something new to attend to and gives Ariadne something new to explain.

**When anyone introduces a new character**, give a brief visual or physical description, give a sentence or two describing their personality, and state their motivation or goal in this scene. The other player or players will need this in order to play the character properly.

Character Creation: Choose one of each.