

Waiting for the Bus in the Rain

∞ *Edition*

Waiting for the bus in the rain?

You are waiting for the bus in the rain. You are _____, a _____ with hopes and dreams all of your own. Here though? Just another face in the crowd. You are waiting. For the bus in the rain. Or maybe you aren't, perhaps instead you are a _____ and you _____, so that you can _____. Nah... surely not. You are waiting for the bus in the rain with a few sodden strangers. You're thinking _____; I can tell.

This is a roleplaying game.

Which is a game for a few people. With it you tell stories. One of you acts as the referee, they might be called the _____. The rest of the players are characters in a story, in the genre of _____, with just a dash of _____. To begin with, you're going to need to fill in the blanks. Later, you will look back, having made worlds together.

Dear _____, you are the referee.

Well done. It can be difficult, but ultimately rewarding. Prepare nothing. Now, set the opening scene of the story by questioning the players, both individually and as a group. Here, have some examples:

- "How heavy is the rain?"
- "What can you see across the street?"
- "Where is your bus headed?"
- "How long have you been waiting?"
- "Who do you work for?"
- "Who here do you distrust?"
- "What were you doing last night?"
- "Which Wise Monkey is your favourite?"
- "Have you ever seen the sun?"
- "Why did you take part in the massacre?"
- "Where were you when the King was pronounced dead?"
- "Do you listen to the illegal forms of jazz?"
- "Why did you swear fealty to the Electronica?"
- "Where do baby orcs come from?"

After this, freely answer a question from each of them. Fill in details, leave some things unsaid.

From now on it is your job to help them experience the world, make their lives interesting and at times, take on the role of that which opposes them. Your motto is **"Play to find out what happens."**

Drama runs on countdown clocks.

In order to help you fulfill your motto, you will create **countdowns** as certain things turn up in play. A countdown may well look like this:

- ☐ Ser Castonne has turned his back on Greyhart.
- ☐ Ser Castonne is hit by an arrow.
- ☐ Ser Castonne is exhausted from the pain.
- ☐ The wound is infected.
- ☐ He needs a healer immediately.
- ☐ Ser Castonne dies!

Or if need be a countdown can be even simpler, like so:

Poisoned: ☐☐☐☐☐.

Every time Gorgomoth rolls 6 or less, the referee adds a point to poisoned. When the fifth square is marked he's got a terrifying case of diarrhea! Call these type of countdowns **Conditions**, if you like.

However, countdowns don't have to be purely linear. Like so:

- ☐ Trish doesn't think they're cool.
- ☐ If Rachel doesn't say anything stupid, they're in.
- ☐ If Bobby doesn't throw up, they're in.
- ☐ If Amber mentions Harry, they're out.
- ☐ They'll never get in the gang now!

They can be made in secret, or laid down as a threat. You tick the boxes as time goes by, but at any point the characters can stop the countdown through their own actions. Countdowns will be happening as the characters move throughout the world, with or without them. If it makes sense to everyone, you can make some generic countdowns for things the characters always come across, such as harm, insanity, hunger, seasonal change or .

The last thing to remember: Ask questions constantly, be honest, and remember, **everything must make sense within the fiction.**

Read their rolls, and offer a bargain.

So as the players create the world and seek out what they hope to achieve, they roll dice. Skip ahead to the Dear Players section below to see how that works. The main thing to get is that you interpret the results of their rolls, and grant an unbiased **truth based on the rules**. Did Vinny get away clean, or did he leave evidence? Has Michico made the shot, or is the thing still limping towards Oda? I trust you, you can do it breezy easy.

What you need to know is this: regardless of the result, you will offer the player a sly bargain to greatly improve their action, at a cost to be paid for later. Let me explain. A sly bargain could be this:

"You've got the agent right where you want them, and they'll tell you where the actress is, but no more than that. Good job!

...

Of course, if you apply a little **violence**, they'll tell you everything. But, I don't think you can let them go after that, can you?"

Ooo, the tension! Do they torture and kill the agent? Or let them go and have the full force of their agency upon them? I don't know. I just made that up.

And that's your lot.

Thank you, _____. Good luck.

Dear players, take a breath.

You are the characters. You want to achieve things. Think about _____ and what that means to you. Now, when you want to do something, you can do it, unless it is contested by an outside force. Then you will need to roll two six-sided dice and add an Attribute to the score to determine how, or if, you do it.

This is the Golden Move:

When nothing stands in your way, you do it to the best of your ability. However, **when your action is contested...**

...roll with Enact, when you have chosen to take action.

...roll with React, when you must react to an outside force.

...roll with Inquire, when you study something.

...roll with Speak, when you need to change a mind.

...roll with _____, when you explore a unique concept.

On a 10+, you succeed beyond expectation.

On a 7-9, you succeed, with cost or consequence.

On a 6-, you miss the opportunity, or the outcome of your action is unexpected.

Regardless of the result, the referee will offer you a sly bargain to greatly improve your action, at a cost to be **paid for later**.

When another player **helps or hinders** your action, they can add +2 or subtract -2 from your roll, if they are willing to share in the cost or consequence of your action.

Sometimes you'll gain boons, sometimes you'll spend resources.

Now create your character!

Get a notepad or _____ to write the details down on.

Give the scores +2, +1, +1, 0, -1 to your Attributes in whatever order you please.

Choose a name, like _____ or Moe.

Choose your style:

honourable, fabulous, wrathful, tough, calculating, cool, _____.

Choose your shape:

human, mutant, elf, robot, ghost, locust swarm, _____.

Choose your job:

gunlugger, princess, sailor, astronaut, bricklayer, oracle, _____.

Choose your past:

criminal, spoilt, slave, cop, poolshark, angel, _____.

Choose your passion:

blood, knowledge, racing, justice, Lulu, chocolate, _____.

Okay, now give yourself one of the following Character Moves.

Trait: Something that is just you, like being quick, or having four arms.

You are defined by your _____, carry +1 to anything involving

_____.

Training: Something you learned after education or life's hard knocks.

You are highly skilled in _____, carry +1 to anything involving

_____.

Soft Power: Broad in function, and requires no roll if conditions are good.

You have the unfailing ability to _____. However...

...it takes longer to express than you'd like.

...it requires you to spend _____. (Begin with 3)

...you are left open to harm.

...you must rest afterwards.

Hard Power: Focused in function, and requires a roll with a certain Attribute.

When you _____, roll with _____.

On a 10+, you succeed beyond expectation.

On a 7-9, you succeed, with cost or consequence.

On a 6-, you miss the opportunity, or the outcome of your action is unexpected.

Connection: A previously established relationship.

You can always call upon _____ for aid. However...

...you must do something for them in return, every time.

...they require the payment of _____.

...they need assurance that you will always _____.

...they cannot easily reach you because _____.

Moving on, you'll want all these.

Gear: Your starting equipment, subject to outright change.

You are wearing a _____, which is _____ and _____.

You're carrying a _____, which is _____ and _____.

You have a _____, which can _____.

This is you. But what is a character without history?

Write a quick, enticing blurb about yourself; as if it was written on the back of a novel. End it with a question about the future.

Finally, you may receive a personal countdown or two in play that you'll want to take note of, leave a space for them on your _____.

You're going to gain more experience.

With experience comes new skills, or magnetic powers. It depends. Maybe you just spiral deeper into insanity or _____.

You start at Level 1 with 0 Experience.

Every Level you gain a new Move, increase an Attribute, gain access to something, claim ownership of something, raise your social status or, *I bet you're starting to get it*, _____. To get to the next Level you will need _____ Experience points. You could all agree you need ten times your current Level to reach the next Level. You might not. Listen up:

You gain 1 point when you fully express your style.

You gain 1 point when your shape gets you into trouble.

You gain 1 point when you fulfil your job's duties.

You gain 1 point when your past catches up to you.

You gain 1 point when you serve, indulge in, protect or empower your passion, as is story appropriate.

You gain 2 points when you defeat someone of importance, in word or deed.

You gain 3 points when you cling to the edge. I'm talking dodging death, staying behind after the Wall fails, taking occult drugs to see infinity. Rolling the dice of chance.

You gain 3 points when you court alienation. I'm talking kissing a boy, revealing you're not one of them, throwing the fight you've trained months for. Leaving yourself wide open.

You gain 5 points when you complete a mission **together with the other players**. A mission is anything you've set your mind to that takes significant time, energy, resources and determination, with obstacles in the way.

Thank you, _____. You've made your character, well done.

What about Basic Moves?

You've got the Golden Move, which can cover everything, and you've got Character Moves, which cover things only you can do. There is an in-between class of Moves called Basic, which cover a particular action, but everyone can do it. Obviously, what "everyone can do" will only become apparent during the story and will not remain consistent every time you play... still, let me show you:

When you **take the stand**, roll with Speak.

On a 10+, you're clear and concise.

On a 7-9, your nerves show. Spend 1 *steel* to get back on track.

On a 6-, you put doubt in the court's mind.

When you **put up your dukes**, roll with Enact.

On a 10+, you sock 'em. Say where you've put them:

On the mat; on the ropes; in their corner.

On a 7-9, you trade blows. You both maintain position.

On a 6-, you're chops get rocked! The referee will take you where you've been forced to reposition.

When you **hit the deck**, roll with React.

On a 10+, you're out of the firing line.

On a 7-9, you're okay, but choose 1.

- You're pinned until the firing stops.
- You need to move to a safer position, *right now*.

On a 6-, bang bang bang! The referee marks your harm countdown once for every enemy currently on your ass.

When you **reveal your monstrous nature to a lover**, roll with Horror.

On a 10+, you keep control. You both take +1 *romance*.

On a 7-9, you lash out; choose an inanimate target. They take +1 *pity*.

On a 6-, you hurt the one you love.

When you **make coffee in a rush**, roll React.

On a 10+, you make it just right.

On a 7-9, there's some flaw, the referee will tell you what. If you roll to **flash your winning smile** successfully, you're good.

On a 6-, the customer is unset. Geeze.

See what I mean? Between you all, with a bit of lean on the referee, you should end up with five or so Basic Moves after a few sessions of play. Basic Moves are important, they help build the foundations of how the story's world works.

Good luck, everyone.

All this is too much to take in!

Sorry, I'm a terrible teacher.

Maybe bulletpoints will help?

- The referee asks, the players answer.
- The world's foundations are made on these initial answers.
- Then the players make fitting characters.
- The characters have their own motivations.
- Everyone plays to find out what happens next.
- The characters question the world around them.
- The referee builds on the foundations of the world.
- The referee makes characters, obstacles and everything else.
- The characters get new abilities after experiencing *enough*.
- They gain and lose resources over time.
- The referee must make the characters lives exciting!
- The referee must be a fan of the characters!
- There are no limits in **Waiting for the Bus in the Rain!**
- Have fun.

Bye.

Waiting for the Bus in the Rain is written by Tony Ferron. Which isn't even my real name.

Introducing

Name: _____ Level: ____ Experience: ____

Style: _____ Shape: _____

Job: _____ Past: _____

Passion:

Moves

Gear

Put Other Junk Here Yo

Introducing

Name: Capt. BluestarLevel: 1 Experience: 8

Style: FlashyShape: Post-Human

Job: ActorPast: War "Hero"

Passion: Keeping up the charade.

Moves

Your patrons will save you, if you turn up _____
to advertise toilet paper, live on T.V. _____|_____
_____|_____
_____|_____
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_____|_____

Bluestar served during the War, yeah, that one, with the capital. He didn't do much besides cower- but he survived when everyone else in his platoon got wiped out, and he's been riding on that ever since. Will he bask in false glory forever, or be hounded by his buddy's ghost until he snaps? Will he become the hero he claims to be, or fade into obscurity?

Gear

Put Other Junk Here Yo

Obnoxious jacket, so reconisable |
z-phone, call from anywhere, |
plus it's got a billion apps. _____ |
Expensive space-car, damn fast!! _____ |

