

# ***Cher's and Back Again***

By Mark Ezra Stokes

*"The clock strikes twelve at the corporate office of Filkinson's Plastics & Such. You, a lowly cubicle worker, have exactly ONE HOUR to dine & return. You plan to ask out SHELLY, the cute counter worker at Cher's Sandwich Shop. Do everything you can to avoid getting held up at work. Find allies who will help, flee from distractions, get fed, ask out Shelly & return for the one o'clock finance meeting!"*

*In your cubicle, you see..."*

## **Cubicle Items** (Roll once):

- |                                       |                 |
|---------------------------------------|-----------------|
| 1-photo of you with a shih tzu        | 4-phone charger |
| 2-desk calendar with inspiring quotes | 5-breath mints  |
| 3-a cologne sample                    | 6-love poem     |

*Six cubicles surround yours. Choose your wingpersons wisely.*

## **Coworkers** (Roll for each PC that will be joining you.):

- |                        |                       |
|------------------------|-----------------------|
| 1-Bubbly Bridget       | 4-Octogenarian Oliver |
| 2-Confrontational Carl | 5-Sarcastic Sara      |
| 3-Flirty Felicia       | 6-Introverted Ian     |

## **Coworkers' inventory** (Roll once for each PC):

- |                      |                      |
|----------------------|----------------------|
| 1-unsharpened pencil | 4-ream of copy paper |
| 2-pen                | 5-key                |
| 3-tape               | 6-stapler            |



*"Before you can leave the cubicles, your manager, LeeAnn, approaches you. She needs 100 copies of your report for the 1 o'clock meeting. You know that the printer is jammed. The copy store next to Cher's closes for lunch at 12:45. The clock on the far wall reads 12:10. What do you do?"*

(Players who fix the copier jam [with a successful DC 12 roll] find a carrot within it.)

Players who choose to grab lunch from the breakroom find only a pot of stale coffee on the counter. Inside the fridge is a tupperware marked "Mine!" with a sandwich inside. Inside the sandwich is bologna and a beautiful locket on a golden necklace. The fridge also contains chunky milk. Anyone who consumes the sandwich before finding the locket inside will begin choking. The clock on the far wall reads 12:25.

*"The elevator is packed, and the doors close before you can get to it. Roughly 15 impatient people stand in front of you. You're on the 14th floor."*

*"Outside of the office is chaos. Cars are bumper-to-bumper in the street. Circus animals of all types bound over these cars. It seems something has happened at the nearby zoo."*

## **Zoo animal encounter** (Roll once every five minutes):

- |              |                   |
|--------------|-------------------|
| 1-lion       | 4-boa constrictor |
| 2-rhino      | 5-howler monkey   |
| 3-wildebeest | 6-giraffe         |

Those who investigate the zoo will see that eco-terrorists have strategically freed all the animals they can. A ZOO KEEPER tells you that you can get paid the same amount if you quit your job and help her round up escaped animals. (RP this animal rescue process.)

*"Cher's is packed as usual, and Shelly looks overwhelmed at the front counter. A WOMAN NAMED KAREN is filming her and berating her for something unintelligible. Strangers scowl at you if it looks like you're trying to break in line. The clock on the far wall reads 12:45."*

## **Shelly's initial response** (Roll once):

- |                         |   |
|-------------------------|---|
| 1-"I have a boyfriend." | 4-"I can't think about that with this crowd swarming me." |
| 2-"Have we met?"        | 5-"Do you know how to fix a broken coffee maker?"         |
| 3-"Let's be friends."   | 6-"I'd love to go out with you."                          |

*It's nearly time for the meeting. You'd better head back up to the office. Fortunately, the zoo creatures seem to have moved along.*

## **Unfortunately...** (Roll once):

- |                                     |   |
|-------------------------------------|---|
| 1-a delivery truck hits you         | 4-traffic is moving too quickly for you to safely cross |
| 2-a gaboon viper strikes your ankle | 5-the power goes out in your part of town               |
| 3-you fall into an open manhole     | 6-you get a text that your great-uncle died             |

*"In the office, the clock on the far wall reads 1:00. The meeting begins. LeeAnn looks up at the door and..."*