

## Step Six: The Final Interview

To finish up your Crew, gather up everyone's character sheet into a single pile and shuffle them face down. You'll be doing a short scene to get everyone a little bit into character. This scene reflects a few moments from the character's final interview with Human Resources before they got the job on your Kaiju Crew.

Flip over the top sheet on the stack and review it. Give everyone who is not the player that made the character a few moments to review. When you pass it back to the player, you may begin the scene in the interview room. The player plays the character and the rest of the table plays the people the character had their final interview with. Ask the player about elements of their character, hypothetical job situations, previous job experience or even repeat those job interview questions that always get asked that nobody likes.

After the table has asked one to three questions, wrap up the scene and discuss what aspect might come out of the answers to the questions. Start with the player deciding the aspect but if they are having trouble, feel free to open up discussion with the rest of the table. Once the player completes their final aspect, draw the next character sheet and repeat the process until everyone has five complete aspects on their sheet.

## STEP SIX: THE FINAL INTERVIEW

To finish up your crew, the GM gathers everyone's character sheet into a single pile and shuffles them face-down. You'll be doing a short scene to get everyone a little bit into character. This scene reflects a few moments from the character's final interview with Human Resources before they got the job on your kaiju crew.

Flip over the top sheet on the stack and review it with the group. When you pass it back to the player, you may begin the scene in the interview room, with you and the other players taking on the role of the interview panel. The GM should take the lead in setting up the interview scene and ask the first question if possible. Ask the player about elements of their character, hypothetical job situations, previous job experience, or even trot out those standard job interview questions that always get asked that nobody likes.

Wrap up the scene after the interviewee has answered one to three questions. They will then decide what aspect might come out from their answers. If the player is having trouble deciding on an aspect, open up discussion with the rest of the table. Once the player has chosen their aspect, select the next character sheet at random and repeat the process until all players have had their time in the hot seat. Everyone's character sheets will now have five complete aspects.

### Rules Option: Direct Hire

The interview phase and the aspect that comes from it is inspired by Jared Sorensen's *Inspectres*. If you're looking for a game that mixes working stiffs dealing with the supernatural while lampooning some of reality TV's worst cliches, it's definitely worth checking out.

If your players don't have the time or the inclination to relive their last job interview, look to page 23 for inspiration, or replace this aspect with one reflecting the character's life away from the office. We've included a list of ones to inspire below.

#### Off-Duty Aspects

COLLECTS SPORES,  
MOLDS, AND FUNGUS  
KAIJU COSPLAYER  
MOTHER OF FOUR  
WAS I FLIRTING?  
MOONLIGHTING AS A  
CAB DRIVER

PARENTS DISAPPOINTED IN ME  
WHO DOESN'T LOVE CARS?  
CHARITABLE CONTRIBUTIONS  
TRYING TO START MY  
OWN BUSINESS  
BINGE WATCH WHENEVER  
I CAN



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