

# MONSTER

## coffee break

You all arrive at the MonsterCorp breakroom, eager to start the company-wide team-building exercise. The Golden Stapler, a vital relic of administrative power, has gone missing. Rival departments are already sniffing around, the coffee machine has flooded the breakroom with goo, and Karen from HR is nowhere to be found for clarification.

Can you retrieve the stapler and prove your department's superiority—or will you drown in paperwork and caffeinated sludge?

### Adventure Guide





# World Notes: MonsterCorp

## Setting:

**MonsterCorp** is a sprawling corporate office catering to all kinds of monsters, from goo blobs to banshees to vampire bats. Employees run everything from nightmarish supply chains to scream-powered HR seminars.

The office is absurdly bureaucratic. Monsters need forms, signatures, and permits for everything.

## Atmosphere:

Think fluorescent lighting, labyrinthine cubicles, broken vending machines, and perpetual underfunding.

## The Quest:

The team-building exercise is a Scavenger Hunt with the final prize being the **Golden Stapler**, a mystical artifact needed for completing Form C-17. It's hidden somewhere in the office, but:

- No one knows where.
- Rival departments want it too.
- The coffee machine is broken, causing widespread chaos.

# Game Mechanics

**Monster Coffee Break** uses a **single d6 mechanic** inspired by *Lasers & Feelings*<sup>1</sup>:

Each player has **one stat** defining their balance between:

**Professionalism**: careful, logical, "by-the-book" actions

**Chaos**: reckless, dramatic, or unhinged actions

Players choose a balance between the two, choosing a number between 2 and 5. The lower the number, the better they are at **Chaos**; the higher, the better at **Professionalism**.

## Rolling the Dice

When attempting an action, roll 1d6.

Roll +1d6 if you're prepared and +1d6 if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.)

Roll your dice and compare each die result to your number.

Success depends on the stat being used:

**Professionalism**: Roll **equal to or below** your stat.

**Chaos**: Roll **equal to or above** your stat.

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<sup>1</sup> [http://onesevendesign.com/lasers\\_and\\_feelings\\_rpg.pdf](http://onesevendesign.com/lasers_and_feelings_rpg.pdf)

## Outcomes

Count how many of the player's dice succeed



You fail and....

*there's a problem*

You succeed but...

*there's a problem*

You succeed

You succeed and...

*something good happens!*

### **If you roll your number exactly:**

You embody **PROFESSIONAL CHAOS!** You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly

### **Helping:**

If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them +1d.



# Player Prompts

Ask the players to introduce themselves in a “team-building ice-breaker session”:

1. *“What’s your name and what kind of monster are you?”*  
Sandra the Vampire, Michael the Zombie, Doris the Slime. etc.
2. *“What department are you in?”*  
HR, Accounting, Gelatinous Research, Marketing, etc.
3. *“What’s your role at MonsterCorp?”*  
Screaming HR Specialist, Slime Inventory Manager, Intern, Janitor, Project Owner, IT Manager, Accountant
4. *“What’s a ‘fun fact’ about you?”*  
Secret hobby, weird ability, quirky fear

If players want to expand their character, they can think of

5. *“What’s something you’re good at?”*  
Organizing spreadsheets, eating snacks, being terrifying, etc.
6. *“What’s something you’re bad at?”*  
Remembering names, being nice, tech stuff, management jargon, etc.

Encourage silly, creative answers. Each player gets to pick one role-specific tool from their job description.

## Conflict Mechanics a.k.a. Meeting Etiquette

As you adventure around the MonsterCorp office, you might get called into Interdepartmental Alignment Meetings with colleagues or other teams.

There are two types of ~~combat~~ meeting – Basic Sync Meetings and Enhanced Multi-departmental Interlock Meetings – choose **one** for your session, based on the players' experience and available time.

All enemies have a **Frustration** threshold: The total number of **Frustration** Points they can tolerate before storming off or giving in.

They also have **Counteractions**: Unique reactions or moves they can use to delay or complicate things.

For Enhanced Interlock Meetings only, enemies also have a **Patience**: The amount of distraction they can put up with before they start to get frustrated.

**Frustration** and **Patience** points are all reset after a coffee break.



### Bryce the Werewolf

Head of Marketing

Bryce is hyper-competitive, always pushing his "pack" to outshine others. He talks in buzzwords and howls when he gets too excited.

**POWER HOWL**

**TEAM BRAINSTORM**

Frustration Threshold: **9**

Patience: **3**

Stat: **2**

## Basic Sync Meeting

1. Players roll their chosen stat (**Professionalism** or **Chaos**) to make their argument or action.
2. The GM says how many dice to roll  
(1d for the action, +1d if prepared, +1d if expert)
3. Success subtracts the number of successful rolls from the enemy's **Frustration** threshold
4. The enemy reacts based on their **Counteractions**, potentially reducing their **Frustration** damage or adding obstacles.

## Example Sync Meeting

**Andy, the IT Zombie:** I pull the plug on the projector to kill Bryce's powerpoint presentation.

**GM:** Okay, that's a Chaos roll and you're more Professional but you are an expert at IT so roll two dice.

*Andy's stat is 4. Andy rolls a 3 and a 5.  
The 3 fails but the 5 succeeds.*

**GM:** You succeeded on 1 roll. You successfully pull the plug, decreasing Bryce's Frustration Threshold to 5. But he spins his laptop around and continues presenting from the small screen.

**GM:** It's now Bryce's turn to act. He successfully rolls Chaos and lets out a Power Howl, restoring 2 to his Frustration Threshold. But that's his turn over. Onto Marla...



## Enhanced Multi-Departmental Interlock Meeting

*This is closer to AC and HP. Use this if Basic Sync Meetings are not challenging enough*

In addition to their **Frustration** threshold, enemies also have **Patience**: How resistant they are to **Frustration**. Players and Enemies have 12 points to split between their **Patience** and **Frustration**. Characters with a higher **Patience** have a lower **Frustration** threshold and vice versa.

Players must roll above an enemy's **Patience** to successfully frustrate them then roll to see how much **Frustration** they add. Some enemies have more than 6 **Patience** and so can't be perturbed by a single d6 roll.

### Resolution Options

- Players can use teamwork, clever ideas, or bribes to frustrate enemies more efficiently.
- Failing repeatedly may result in the team's **Stress Points** rising (a group stat that can trigger additional challenges according to GM's whim).

### Example Interlock Meeting

**Karen, Inhuman Resources Specialist:** I perform overwhelming logic on Vivian to distract her with a bunch of overdue performance reviews on her team. I'm an expert and prepared so I roll 3d6.

*Karen's stat is 5. All three succeed.*

**GM:** Okay, that's 3 successes, roll 1d6 to try her Patience and add 3.

*Karen rolls a 3. +3 for the successes makes 6.  
Vivian's Patience is only 5.*

**GM:** You succeed! Roll for Frustration.

*Karen rolls 1d6 and gets 4.  
Vivian is now down to 3 Frustration.*

**GM:** Vivian counters with *Sticky Situation* covering the paperwork in goo. That delays her taking Frustration damage for 1 round.

*Vivian is now back to 7 Frustration but will take 4 damage at the end of her next turn.*

## Ready-to-Run Intro

It's 10:15 AM in the MonsterCorp breakroom. The smell of burnt coffee lingers in the air, as someone clearly forgot to turn off the pot from last night. On the whiteboard, an ominous note from HR reads:

**"MANDATORY TEAM-BUILDING EXERCISE TODAY  
AT 10:30 AM."**

*Failure to participate will result in haunting-level penalties.*

Andy and Marla are both here early—Andy, tinkering with a nearby router that looks like it's about to sprout legs, and Marla, casually slurping up a spilled cappuccino from the counter.

Suddenly, **Clive**, the HR rep (a harpy with slicked-back feathers and a clipboard), strides in and claps his talons together.

"Alright, everyone!" Clive screeches. "Today's exercise is a CLASSIC! A scavenger hunt. You'll be working in pairs—lucky for you, I've already decided your teams!" He glares at Andy and Marla. "You're together. Now, get to the supply closet and grab your list!"

The flexibility of the Team Building Scavenger Hunt gives the GM plenty of opportunities to vary challenges and schedule meetings with other departments.

Pick and mix from the scenarios and mini-scenarios below.

### Coffee Breaks

The scenarios lend themselves well to short play sessions, one small adventure at a time. Narratively, these are separated by coffee breaks. Frustration and Patience are all reset after a coffee break but Team Stress levels maintain.

# Scenarios

## Broken Coffee Machine

The coffee machine in the breakroom has exploded, flooding the area with caffeinated goo. There's a **clue** to the location of the Golden Stapler inside the machine, but:

- Rival coworkers (a skeleton janitor and a gelatinous blob accountant) are arguing loudly and blocking the way.
- The goo is sentient and doesn't want to move.

### Challenges:

- Convince or outwit the coworkers.
- Navigate the goo flood without slipping or getting caffeinated sludge in your fur/scales/etc.

## The Filing Cabinet Maze

The team must traverse the **Filing Cabinet Maze**, a sprawling, ever-shifting labyrinth of stacked paperwork. Inside:

- A bureaucratic minotaur demands the correct form (Form Z-420) to allow passage.
- The air is filled with cursed Post-it Notes that stick to monsters and reveal their secrets out loud.

### Challenges:

- Navigate the maze (solve puzzles or charm the minotaur).
  - *The route through the maze is marked by the letters on the filing cabinets: C-O-R-R-E-C-T*
- Deal with the embarrassing Post-it Note revelations.



## Rival Department Sabotage

Just as the players find another clue to the Golden Stapler, they're ambushed by employees from the **Werewolf Marketing Team**.

- The werewolves insist the Stapler is rightfully theirs and challenge the group to a game of **Office Dodgeball** (using soot sprites as balls).
- The encounter can be resolved with dodgeball, trickery, or bribery (werewolves love snacks).

## All-Hands Meeting Showdown

The players are summoned to a dreaded All-Hands Meeting in the auditorium. While the CEO Drone delivers a monotone update on quarterly synergy metrics, the lights dim, and the room transforms into a battleground. The meeting is under attack by a rival corporation's spy: a Vampire Consultant!

- The players must juggle dodging projectiles like spreadsheets and stale bagels, battling the consultant, and surviving the CEO's endless droning without falling asleep.

## The Copier Catastrophe

The office copier has gone haywire, spewing out endless, self-replicating forms that block hallways, clutter desks, and summon Paper Golems.

- The team must shut it down by navigating an increasingly cluttered workspace, dodging sharp-edged paper creatures, and locating the off switch buried in the copier's ominous Control Panel of Doom.
- Be wary—any mistakes might trigger the copier's "Endless Collation Mode."

## Mini Scenarios

**Unleash Chaos:** Something unexpected happens when players mess up:

- The goo in the coffee machine becomes sentient and escapes.
- The Filing Cabinet Maze collapses, revealing a secret room.
- A rival team uses an office drone (literally a buzzing, flying drone monster) to spy on the players.
- The office plants awaken and start a union strike, barricading doorways with roots and demanding sunlight breaks.
- A fax machine possessed by a restless spirit starts printing out cryptic riddles that the players must solve to progress.
- The coffee machine morphs into a Coffee Elemental, demanding tribute in the form of premium beans before it allows anyone to pass.

## Unexpected Help:

- Hilda shows up with a clue but is being chased by angry Post-it Notes.
- Phil reveals a "janitor's secret tunnel" that bypasses obstacles.
- Marla the Facilities Slime bursts through a wall, mid-cleaning frenzy, and "accidentally" knocks down an obstacle blocking the players.
- The office supply closet opens, and out pops Gary the Accountant, who offers his "magic spreadsheet" to help track an enemy's weaknesses.

## Golden Stapler Twist:

- The stapler is a mimic, and it's been watching them the whole time.
- The Golden Stapler turns out to be a decoy, hiding the true office treasure: the Legendary Binder of Infinite PTO Forms.
- The stapler opens a portal to the breakroom... but it's in a parallel dimension where it is permanently Monday.

## NPCs

### Karen the Vampire HR Manager



Obsessed with company policy. Will help, but only if you fill out a 42-page form.

### Gary the Gelatinous Blob Accountant



Slow-moving, grumpy, and constantly calculating. Can be persuaded with flattery or by fixing his stapler.



## Hilda the Harpy Intern



Eager to assist but often makes things worse. Carries random items in her nest-like hair.

## Phil the Skeleton Janitor



Wisecracking and tired of everyone. Knows shortcuts through the building.

# Enemies

## Bryce, the Werewolf Marketing Lead

**Frustration:** 9

**Patience:** 3

### Counteractions:

**Power Howl:** Bryce lets out a dramatic howl, improving his current **Frustration** damage by 2 (he vents).

**Team Brainstorm:** Calls in other werewolves to bombard the team with "synergy ideas." Players must succeed on a group roll to avoid losing their turn.

**Description:** Bryce is hyper-competitive, always pushing his "pack" to outshine others. He talks in buzzwords and howls when he gets too excited.

## Vivian, the Gelatinous Bureaucrat

**Frustration:** 7

**Patience:** 5

### Counteractions:

**Sticky Situation:** Spits goo on important forms, causing a delay unless players spend a turn cleaning. Either delay taking **Frustration** damage until the end of the next round or force the player to miss their next turn.

**Passive-Aggressive Comments:** Reduces the players' effectiveness on their next turn (-1 to all rolls).

**Description:** Vivian is slow, passive-aggressive, and uses her goo to complicate any attempts to get past her. She enjoys nitpicking forms for minor errors.

## The Copier Golem

**Frustration:** 10

**Patience:** 2

### Counteractions:

**Paper Jam:** Adds an extra obstacle to overcome before any action can be resolved.

**Ink Smudge:** Rolls a die to erase a player's last success by "losing" the form in a pile of smudged paper.

**Description:** A malfunctioning office copier animated by magic. It's loud, finicky, and deeply bitter about its job.

## Kevin, the Intern

**Frustration:** 6

**Patience:** 6

### Counteractions:

**Overenthusiastic Sabotage:** Kevin's eagerness leads to chaos that might backfire on himself. If his counteraction fails, he suffers +1 **Frustration** damage.

**One-Upmanship:** Tries to outdo the players' actions, negating their turn unless they roll higher than Kevin's Patience.

**Description:** Kevin is annoyingly optimistic and trying way too hard to prove himself. He's clumsy, but his antics still create trouble for others.

# Skills

## Skill Categories

1. **Basic Skills:** Available to all players at the start.
2. **Earnable Skills:** Gained through specific scenarios, clever actions, or solving puzzles.
3. **Role-Specific Skills:** Unique abilities tied to a character's role at MonsterCorp.

To use a tool, roll your stat (or the stat named on the skill). On success, the effect happens, on failure, there's usually a consequence. The GM should be creative with failures.

Some skills help in gameplay while others can be used in conflict.

Some conflict skills can only be used once per meeting.

Skills with a limited reuse reset after a coffee break.

## Basic Skills

These are general-purpose actions any player can attempt:

**Snarky Remark:** Add 1 **Frustration** Point to an enemy with a clever quip or sarcastic comment. Roll **Chaos** to succeed.

**Overwhelming Logic:** Overwhelm the enemy with a barrage of statistics or paperwork. Roll **Professionalism** to succeed.

**Call for Backup:** Summon an NPC ally like Phil the Janitor or Hilda the Intern. The NPC helps for one turn. Can only be used once per coffee break.

**Distracting Gesture:** Do something unexpected (e.g., juggling pens, knocking over papers) to momentarily confuse an enemy. Roll **Chaos** to succeed.

**Office Gossip:** Drop a juicy rumor about the enemy. Deals 2 **Frustration** damage if successful, but risks a complication on failure.



## Earnable Skills

Players can gain these tools during their adventure:

**The Scream Whistle:** A small whistle that emits an ear-piercing scream. Deals 2 **Frustration** damage to all enemies in the scene but also annoys nearby NPCs.

**Glow-in-the-Dark Sticky Notes:** Highlight critical clues or areas. Grant a +1 bonus to any subsequent rolls in the scene.

**The Forbidden Coffee Bean:** Once consumed, the player gains an immediate success on their next action but suffers a "coffee crash" penalty (+1 to **Professionalism** rolls, -1 to **Chaos** rolls) on their next turn.

**HR Complaint Form:** Filling it out mid-conflict instantly subtracts 3 **Frustration** from a single enemy (bureaucracy always wins).

**Vampiric Pen of Compliance:** Borrowed from Karen. Forces an enemy to momentarily comply with company policy, halting their counteraction for one turn.

## Role-Specific Skills (Job Descriptions)

When players define their roles, they can choose one unique ability tied to their "job description." If a meeting is especially successful, players gain another skill.

# Job Descriptions

## Screaming HR Specialist

### Piercing Shriek

Take control of an out-of-control meeting and deals 3 **Frustration** damage to one enemy

On failure, you annoy your allies and they lose their next turn.

### Echo of Dread

Roll **Professionalism** to remind enemies of their worst corporate fears (e.g., performance reviews). On success, reduce their Patience by 1.

### The Cacophony of Reorg

Roll **Chaos** to let out an ear splitting scream that disrupts the flow of the meeting and shuffles the turn order for everyone in the room (players and enemies).

On failure, everyone gets annoyed, nothing changes, and you gain 1 **Frustration** Point yourself.

### Shriek of Support

Emit a focused scream that wakes up your distracted teammates and remove 1 **Frustration** Point from up to two allies.

Allies who lose **Frustration** this way have to spend their next turn recovering from the noise (they can't act but regain 1 Patience).

### Sonic Feedback

Roll **Professionalism** to channel your scream into a disruptive frequency targeting electronic devices. On success, disable an enemy's gadget or tool for 2 turns (e.g., their PowerPoint laser pointer or ominous "corporate synergy" chart).

On failure, the feedback bounces back, and you lose 1 Patience as your ears ring.

## Slime Inventory Manager

### Slime Diversion

Use a blob of slime to create a slippery hazard or distract the enemy. Grants +1 to the next roll by an ally.

### Goo Shield

Absorb the next counteraction without consequences (e.g., block a dodgeball hit).

### Gelatinous Retrieval

Roll **Professionalism** to absorb a nearby object into your gooey form and deliver it to an ally allowing them to use the item immediately, skipping the time it would take to retrieve it.

On failure, the item is temporarily "lost" inside you, delaying its use by one turn.

### Sticky Situation

Launch a glob of slime to trap an enemy's feet or hands preventing the enemy from taking an action during their next turn.

On failure, the slime splashes onto an ally, reducing their Patience by 1.

### Slime Buffer

Coat an ally in a protective layer of slime giving them resistance to the next negative effect they encounter (e.g., a dodgeball hit or a sharp managerial rebuke).

On failure, the slime is gross, and the ally's **Professionalism** drops by 1 until they succeed on a **Professionalism** roll.

## Harpy Intern

*Keen and clueless, Interns are full of enthusiasm and bad ideas!*

### Flutterstorm

Roll **Professionalism** to create a mini-tornado of loose papers in an attempt to help out and deal 1 **Frustration** damage to all enemies.

On failure, some of the papers hit an ally, reducing their Patience by 1.

### Scavenger's Instinct

Roll **Professionalism** to quickly find a useful item in your surroundings (e.g., an office supply or leftover snack) that can be used to provide a small boost to an ally's next action or distract an enemy.

On failure, the item found is hilariously useless (e.g., a stale bagel), dealing 1 **Frustration** damage to yourself.

## Coffee Courier

Deliver a round of coffee to your allies to restore 1 Patience to each.

On failure, you spill the drinks, reducing your own Professionalism by 1 as you scramble to clean up the mess.

## Distracting Screech

Let out an ear-piercing screech to divert attention. All enemies must succeed on **Professionalism**; those who fail are too annoyed to act during their next turn.

Allies must also roll **Professionalism**; those who fail lose their focus, reducing their next roll by -1.

## Sharp Quill Toss

Launch a quill from your wings at an enemy. Succeed on your stat roll to deal 1 point of **Frustration** and prevent the next enemy's counteraction.

On failure, the quill misses and hits something embarrassing (like the boss's framed motivational poster), reducing your **Professionalism** by 1 for the rest of the meeting



## Skeleton Janitor

*Janitors are both a mischievous obstacle for enemies and an invaluable ally for their team, leveraging their skeletal quirks and janitorial expertise.*

### Broom Bash

Roll **Chaos** to swing your trusty broom to add 2 **Frustration** Points to a single enemy.

On failure, you drop the broom, losing your next action to retrieve it.

### Shortcut Knowledge

Roll **Professionalism** to use your insider knowledge of the office's hidden routes to bypass a portion of a maze or obstacle.

On failure, you accidentally lead the team to a dead end, dealing 1 **Frustration** to everyone.

### Mop Sliptrap

Roll **Chaos** to create a slippery puddle with your mop to slow down enemies. Both Enemies and Allies must roll **Chaos**; those who fail lose their next turn.

### Skeletal Stare

Fix an enemy with a hollow, unblinking stare, unsettling them. On success, the enemy loses 1 Patience and skips their next action.

On failure, the enemy mocks your lack of facial expressions, dealing 1 **Frustration** damage to you.

### Bone Rattle Rally

Shake your skeletal limbs to create a clattering noise that energizes your allies by restoring 1 Patience to all allies in the area.

On failure, you lose a bone in the process and must spend your next turn retrieving it.

## Gelatinous Bureaucrat

*The bureaucrat creates chaos for enemies while offering strategic support for allies. Their gooey, versatile nature makes them experts at form-filling and multitasking!*

### Bureaucratic Barrage

Roll **Professionalism** to flood an enemy with unnecessary forms and endless paperwork. Reduce one enemy's Patience by 1.

On failure, the paperwork backfires, dealing 1 **Frustration** damage to a random ally as they get roped into helping.

### Sticky Situation

Cover an enemy in goo to prevent their next counteraction.

Roll **Professionalism**; on failure, you get the goo everywhere, causing a random ally to lose their next turn while cleaning up.

### Absorb the Blow

Use your gelatinous form to absorb an incoming attack meant for an ally. The attack does no damage, and you lose 1 Patience instead.

If your Patience reaches 0, you temporarily dissolve into a useless puddle and miss your next turn.

### Bureaucratic Bind

Roll **Professionalism** to trap an enemy in red tape—literally. The enemy is immobilized for 1 turn.

On failure, the red tape wraps around you instead, subtract 1 from your next roll.

### Gelatinous Delegation

Divide your form to assist an ally, granting them  $\pm 1$  to their next action.

On failure, your divided form is less effective, and both you and the ally lose 1 Patience.

## IT Manager

*IT Managers excel at troubleshooting, improvisation, and leveraging technology (or the lack thereof) to their advantage.*

### Cable Gremlin Sniffer

Use your keen ability to locate trouble in the network. Detect hidden enemies or weaknesses in their argument. Grants a +1 bonus to any action involving investigation or counteracting sneaky tactics.

### Blue Screen of Death (BSOD)

Temporarily shut down an enemy's ability to act by "accidentally" triggering a critical system error. Deals 2 **Frustration** to an enemy and forces them to lose their next turn. Can only be used once per meeting.

### Magic LAN Cable

Your trusty network cable can lasso objects or enemies, trip opponents, or connect disconnected dots. Roll **Chaos** to perform creative stunts or gain control of a chaotic situation.

### The Password Vault

A handy digital (or supernatural) tool containing forgotten passwords. Unlocks systems, doors, or secrets. Bypass a locked situation or gain access to restricted knowledge.

### Emergency Server Restart

The ultimate last resort. Reboot the entire room's systems, causing temporary havoc but resetting the situation.

Erase all current **Frustration** damage from enemies (and yourself!) and shuffles play order..

## Accountant

*Ruthlessly efficient, the accountant excels at detailed, delicate work.*

### Spreadsheet Slam

Slam the enemy with an overwhelming, color-coded spreadsheet, leaving them dazed and confused. Straight roll against the enemy. Lowest score gets hit for 3 **Frustration**.

### Abacus of Accountability

A mystical abacus that lets you instantly tally successes and failures in any given moment. Roll **Professionalism** to re-calculate one die result, either for yourself or an ally.

Can be used once. Resets after a coffee break.

## The Decimalizer

- Break down even the most complex arguments into tiny, understandable pieces.
- **Effect:** Roll **Professionalism** to nullify one **Frustration** Point from yourself or an ally by solving a "problem" mid-conflict.

## Petty Cash Jar

- Roll **Chaos** to throw literal or figurative change at the enemy to distract them or buy a quick solution.
- **Effect:** Temporarily neutralizes an enemy's counteraction or obstacle.

## Form of Doom

- A legendary, multi-page form designed to incapacitate any opponent with its sheer complexity.
- **Effect:** Roll **Professionalism** to incapacitate an enemy for 1 turn. Failure risks tangling yourself in the same paperwork.



## Unlockable Perks

Players who roleplay or solve challenges creatively can unlock permanent perks:

### Coffee Addict:

Start each meeting with a +1 bonus to your first roll (you're hyped up).

### Form Whisperer

Automatically succeed when dealing with a bureaucratic NPC or filling out forms.

### Team Player

Give one ally a re-roll per coffee break by "coaching" them through an action.

## Using the Tools in Play

Encourage players to combine tools creatively. For example:

### Glow-in-the-Dark Sticky Notes + Office Gossip

Highlight something embarrassing about the enemy, doubling the **Frustration** damage earned.

### The Forbidden Coffee Bean + Piercing Shriek

Power up the shriek to create a devastating effect on all enemies in range.

## Pre-made Characters:

### Andy Dedman

**Monster Type:**

Zombie

**Department:**

IT

**Fun Fact:**

Large collection of rubik's cubes at home

**Something I'm good at:**

Finding gremlins in the office network. Literal Gremlins. They live in the cables.

**Something I'm bad at:**

Talking with management people. Or people. Or monsters. Or ghosts.



## Marla Schlamm

### Monster Type:

Slime

### Department:

Facilities Maintenance

### Fun Fact:

Eats spilled coffee and snacks to "clean" the breakroom.  
Claims it's part of her job, but really, she just loves coffee.

### Something I'm Good At:

Squeezing into tight spaces to fix problems nobody else can reach.

### Something I'm Bad At:

Remembering where I put my tools—or *keeping* them in one place since they keep floating inside me.

