

MONSTER

coffee break

YOU ARE A TEAM AT **MONSTERCORP**, a sprawling corporate office catering to all kinds of monsters, from goo blobs to banshees to vampire bats where employees run everything from nightmarish supply chains to scream-powered HR seminars.

Today is the company-wide team-building exercise to retrieve the **Golden Stapler**, a mystical artifact needed for completing Form C-17.

CREATE CHARACTERS

1 Choose a monster: Are you a Zombie? Gelatinous Blob, Manticore, Soot Sprite? You can be anything.

2 Choose a role: **Screaming Specialist, Slime Inventory Manager, Intern, Janitor, Gelatinous Bureaucrat, IT Manager, Accountant.**

Choose your number, from 2 to 5. A high number means you're better at **Professionalism** (technology; form-filling; procedure; careful, logical, "by-the-book" actions). A low number means you're better at **Chaos** (intuition; management speak; reckless, dramatic, or unhelpful actions).

4 Give yourself a bureaucratic office worker name. Like Sandra.

SKILLS AND ABILITIES

These are general-purpose skills 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. Adds 1 Frustration Point.

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

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

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

When players define their roles, they can choose one unique ability tied to their "job description."

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.

Outcomes:

0 Successes: Fail hilariously, and the GM introduces a problem.

1 Success: You succeed, but there's a minor complication.

2 Successes: Full success.

3 Successes: You get a critical success! The GM tells you some extra effect you get.

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.

PATIENCE/FRUSTRATION (enhanced rules)

If your company has **Enhanced Interlock Meetings**, you also need to balance **Patience** and **Frustration**. Patience is how much you can put up with before you get annoyed. Frustration is how annoyed you get before storming out of the meeting.

Choose your Patience number between 1 and 11. Your Frustration is 12 minus Patience (i.e. Patience of 3 = Frustration of 9)

On a successful action against an enemy, roll 1d6 for Patience and 1d6 for Frustration Points. Modify according to skills and tools.

The enemy reacts based on their Counteractions, potentially reducing their Frustration Points or adding obstacles.

JOB DESCRIPTIONS

Screaming Specialist

Piercing Shriek:

Add 3 Frustration Points to one enemy but risk annoying your allies (they lose their next turn).

Echo of Dread:

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

Skeleton Janitor

Broom Bash:

A physical "attack" that adds 2 Frustration Points to a single enemy.

Shortcut Knowledge:

Skip a portion of a maze or obstacle by knowing the office's hidden routes.

Slime Inventory Manager

Slime Diversion:

Use a blob of slime to create a slippery hazard or distract the enemy.

Grants +1 to the next action by an ally.

Goo Shield:

Absorb one counteraction without consequences.

Gelatinous Bureaucrat

Bureaucratic Barrage:

Flood an enemy with unnecessary forms. On success, increase their Frustration by 1.

Goo Shield:

Absorb one counteraction without consequences.

Intern

Flutterstorm:

Create a mini-tornado of loose papers, adding 1 Frustration Point to all enemies.

Scavenger's Instinct:

Roll Professionalism to quickly find a useful item in your surroundings.

IT Manager

Network Gremlin Sniffer:

Detect hidden enemies or weaknesses in their argument. Grants a +1 bonus to an action involving investigation or counteracting sneaky tactics.

Emergency Server Restart:

Reboot the entire room's systems, causing temporary havoc but resetting the situation. Erase all current Frustration Points from enemies (and yourself!)

Accountant

Abacus of Accountability:

Instantly tally successes and failures in any given moment. Roll Professionalism to re-roll one die, either for yourself or an ally.

Form of Doom:

Roll Professionalism to incapacitate an enemy for 1 turn. Failure risks tangling yourself in the same paperwork.

MANDATORY
TEAM-BUILDING
EXERCISE TODAY!
AT 10:30 AM

Failure to participate will result in
haunting-level penalties :)

