
Where does this stuff come from?

Exactly, where does it come from?

I can't precisely answer, yesterday night, as almost all nights, I took my coffee and went back to my room. I realized for the umpteenth time that I made a mistake. I was so tired, my eyes burnt a thanks to the coffee I couldn't fall asleep... but it's so good... it can't hurt me.

And here is an idea appearing. My tried mind scraped up the last forces and get a page out with the essential rules.

Next morning (today) the idea is developed and a minimal setting is created half in jest. I have no intention to be serious with this game, only show some absurdity, and here is the KaffeInsomnia, the very first firm that produces a fantastic drug!

Note, in these days I'm rereading the entire Dune saga by Frank Herbert. Can it be possible that KF105 is the spice, the melange? Possible...

Have a good time!

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Wellcome to 2010

Anno Domini 2010 according to the New Calendar, completly equal to the old one, but introduced six year ago by KaffeInsomnia Inc. to celebrate his foundation year.

As a matter of fact nothing has changed since last time we've been on this planet. The usual wars rage on the globe. Riches are always rich, and poors are perpetually poor. Industrial Corporations were born from the old lobbies ashes and in the religions cauldron the usual grey trash is boiling again... nothing has changed.

Yet a small coffe stain has dirty the history pages of Blue Planet (even if images from the space say just the opposite). In fact six years ago a small firm in Amburg, KaffeInsomnia, succeeded in synthetizing a new substance. His code name is KF105, but all call it Kaffe. In the very first mo-

ment the Kaffe phenomenon was only a little episode in the stupefacients theatre, but thanks to his ridiculous price, dependence and the effects on human body, it spread all over the world. Before governs and corporations were be able to banish the new essence, more than half of world population was slave. Add to this the enourmous proceeds derived from the Kaffe selling.

KaffeInsomnia became in short time the largest corporations of the planet. Its buildings are scattered all over the globe and, thanks to the enourmous proceeds, it rules the world politics. Dirictly with councils, religious governs, despotic hand and obviously thanks to Kaffe products.

A new calendar was build and from then few has changed.

Kaffe

KF105 is the most revolutionary essence of the last 65 milions of years. KaffeInsomnia says tersly that it is nothing more than caffeine extract, but someone says that it is much more. In fact a small dose can improve

the psychophysical condition of an adult pratically at once.

The state of a Kaffe eater is well known: sleep, exhaustion tend to decrease, while senses sharpen, speed of reasoning as motor speed increases. In other words efficiency increases remarkably.

When Kaffe effect disappears (and it does it suddenly) one complains all the extended stress symptoms: eyes swelling, sleep, depression, cardio-respiratory instabilities and digestive system disturbs.

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The only method to avoid this unhuman condition is to eat Kaffe again and feel decisely well.

Take Kaffe

Kaffe is sold at a very reasonable price in all stores, in dispensers along the streets, in the pubs, in the drugstores and obviously in the KaffeInsomnia buildings.

It's possible to find Kaffe under several shapes.

Pills

The first and widespread Kaffe shape. Pills are little brown spheres sold in 30 pieces boxes.

The pills effect is immediate, Kaffe is absorbed at stomach level and it enters in the circulation in few seconds.

Infusion/Tisane

Kaffe is sold also in 3 Oz packages. The powder in these packages is used to make infusions or tisanes. The drinks can be spiced with season fruit, milk and sugar. Generally infusions is used for breakfast or like appetizer (served cold with alcohol) in the pubs of the cities. They are particularly appreciated by the middle-class sphere, gala evenings and receivings. It's considered and elegant method to take Kaffe. The infusions effect is decisely minimal because they are diluted with water or other liquids.

Cigarettes

Few time ago Kaffe cigarettes hit world market. In short time they supplanted the traditional tobacco based cigarettes. Better, Kaffe is added to all tobacco based products. World population particularly loves this new method to take Kaffe, and

now the vice
of smoke and the
need of Kaffe cohabit in a
very simple way.

Cigarettes effect is only a bit smaller than the pills one, but the relaxing tobacco effect weakens the Kaffe effect and produces a pleasant

calm sensation.

Special buildings like opium dens were built. They whisper that these activities are KaffeInsomnia branches and a major source of proceeds.

Powder

Is sold only by the pharmacies and authorized KaffeInsomnia Points. Powder can be taken in two ways: sniffing it or injecting it.

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It's a barbaric method to take Kaffe, but who tried it says that it's a unic sensation to try at all costs.

Firsts minutes nothing happens, then, when Kaffe enters in the circulation, it gives all its power off, and the effect can last even hours. This method is used most of all in the cities underground or by soldiers.

Suppository

Last born of the Research and Development KaffeInsomnia laboratories.

The Kaffe taking is bring to the limit, but in this shape release is slow, progressive and pleasant. This form is used above all in the KaffeInsomnia Hospitals. Thanks to the Kaffe slow release a relaxing effect is got. In these conditions, a subject can undergo a small operation or psychiatric sessions. Subject stays always watchfull and active.



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Characters

Characters are the protagonists of the adventures that happen on the Earth. As all inhabitants of the planet they are Kaffe addicted and they use it regularly to amplify their faculties.

Character creation

After a physical description and a brief background every player chooses an archetype. Below some archetypes are listed, but players are encouraged to create always brand new archetypes.

Archetypes

Every archetype is a set of 5 abilities in which character is specialized at the game beginning.

Manager

Career +2

Style +1

Gift of the gab +1

Cupidity

Contacts

Manager is a pitiless business man that pursues two life objectives: power and wealth. Every way is legitimated, corruption, violence, treason are the bases for this work. Only the most cunning can win this money and alliances whirl between corporations.

Career: is the set of the tricks of the trade that every manager knows. These tricks include corruption, forgery and all the bad stuff.

Style: is the manager visive impact. Platinum watches, fast cars, beautiful women are the contour of a latest fashion suit that manager wear also at home with chalkstriped slippers.

Gift of the gab: the ability of stunning, persuading and getting everything by the only aid of language.

Cupidity: activity of management of the patrimony amassed.

Contacts: human

resources that manager keep in order in his high tech organizer in the inner pocket of his jacket.

Preacher

Mysticism +2

Sermon +1

Style +1 (religious)

Mystic language (incomprehensible)

Shrine

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The preacher is the keeper of a any sect. In the world of KaffeInsomnia many sects were born, they all are about sleep, hallucinations, dream world, and so on. Preacher tries to convert as many bilievers as possible, fattening the cult incomes.

Mysticism: the sacred aura that envelopes the preacher, his vestment and his cloth light system.

Sermon: the ability to attract people to the very cult shadow by the only way of words carried by brochures, TV, speaks.

Style: clothes, bearing, jewels, true or false sacred objects, all works together to create preacher's style.

Mystic language: preacher's mystic language is stuffed with maxims, dogmas, commandments and words as big as incomprehensible for the masses. Thanks to this ignorance preacher makes a hit with people.

Shrine: set of contacts, resources, objects, money available to the preacher. Only in rare cases they are owned by the preacher, often they are cult properties.

Technician

Computer use +2

Repair +1

Plan +1

Tech language (incomprehensible)

Resources

Technician loves machines more than people. He feels at his ease with small lights full peepeing equipment. He speaks a language full of neologims, incomprehensible words and in front of new technic or scientific conquest he stands with reverence. He wear all he needs to lay hands on everything.

Computer use: a techie can use computers and in general every personal electronic device. Phones, palmtops, tablet PCs, but also huge servers and more exotic devices.

Repair: the inborn gift of returning a not working

or bro - ken object to life. The technician can also add or modify features on a working object.

Plan: technician reasons with an iron logic and for every life aspect he begins with a preliminary planning to avoid unforeseens.

Resources: technician has access to a thick network, often secret, in which is possible to find good quality hardware and software at low prices.

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Daredevil

Hobby +2

Manual labour +1

Guide +1

Gang

Small weapons use

Daredevil is the society load-bearing soul. He does everything and nothing and spends his life in the best way, amusing himself as much as possible. He frequents the most ill-famed pubs of the city, the docks or the building yards, he crowds nightclubs where Kaffe flows. He wears latest underground fashion.

Hobby: everything that amuses the daredevil. Brawls, darts, chess, watchful apathy, traveling are all in this category.

Manual labour: every daredevil has a precarious work, but he can find always a work at the docks or in the big cities building yards.

Guide: daredevil can drive in a more or less sober way a means of transport like car, motorbike. Few time he can drive big trucks.

Gang: every daredevil is a part of a gang. They wear all the more obvious stamps and they follow common objective in herd.

Small weapons use: daredevil knows how to defend himself with small guns or knives. Living in the underground you'll never know...

Soldier

Heavy weapons use +2

Small weapons use +1

Armour use
+1

Command

Fanaticism

The soldier, few questions, efficiency, coordination, strength, resistance, sharp senses

and few tattoos.

Generally a character of this kind springs out of military academies, but also corporations training centres. He owns inborn fight abilities and knows the most refined strategies.

Heavy weapons use: the major satisfaction source of a soldier lays in the use of heavy weapons, included means.

Small weapons use: personal weapons, guns, knives, crossbows and bows. Also long blades are plenty appreciated.

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Armour use: soldier knows how to protect himself the best way and benefit from his invulnerability.

Command: soldier knows how to give and take orders. Who commands thinks, who doesn't command doesn't think. Single decision is always the best for the group, included sacrifices.

Fanaticism: even in the most critical situations, soldier benefits from his training, without being seized by the panic and acting in a tidy and quick way.

Archetypes creation

Archetypes creation is very simple: player has to choose an archetype name and then 5 abilities. Player also assigns a +2 and two +1 to the abilities. A brief description of every ability is welcome.



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Eat Kaffe

Kaffe in game

Player can make his character to eat Kaffe every time he wants, without limit and in the most beloved shape.

Every characters has a couple of stats that tracks down the Kaffe use: Insomnia Level and Addiction.

Insomnia Level

Insomnia Levels represent the Kaffe quantity that entered in the character's circulation. Every time a character eats Kaffe his Insomnia Level increases by 1.

10 Insomnia Levels exist.

Level 1: Excitement

Subject has a simplest excitement and he is a bit more wrapped up.

Level 2: Happiness

Subject is happy with his condition. It is not sleep immune yet. Sometimes he yawns.

Level 3: Small indisposition

Eyes burning, headache, but strong will. Subject knows that he is in danger.

Level 4: Haste

Subject is a prey to a strange haste. He can wrap up an act quickly.

Level 5: Detachment

Real world is alien to the subject. Senses are altered. He moves and reasons more quickly than the average human being.

Level 6: Rage

Subject is so nervous. He get angry soon. He can think at an unhuman speed.

Level 7: Loss of selfcontrol

Subject can't control himself anymore. If he has something in mind he must do it at all costs.

Level 8: Irritation

Odd tics appear and subject is prone to histeric laugh. Eyes are injected with blood. Subject doesn't listen to the reason voice any more.

Level 9: Apathy

Panta rei, all flows under the subject's eyes that supposes to have mystic visions of the future. This is the "profetic" phase. In these moments subject doesn't act, but lets thought free.

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Level 10: Inner calm

Subject has reached inner perfection. He can move and think at an absurd speed. Nothing will bring him back to the reason.

Action; resolution

Every time a character run into a difficulty, his player throws a number of d10s equal to character's Insomnia Level and keeps the greatest result. Player sums to this number the value of the ability used for the check.

If this result is greater or equal to the difficulty, character brilliantly succeeds.

Fall asleep

Character as more chances to fall asleep if his Insomnia Level is great.

In every moment Narrator can call for a Sleep Check. Player throws a number of d10s equal to his Insomnia Level and keep the greatest result. If this number is greater or equal to his Addiction then character falls to the ground prey to the sleep.

Initial Addiction

Every Character starts with an Addiction equals to 1.

Addiction

More a character uses Kaffe and more he becomes addicted to the sleepness and to the weariness.

Every time a character goes beyond the 4th Insomnia Level, or every time a Sleep Check succedes, he gains an Addiction Point. Every 10 Addiction Points

character's
Addiction increases by 1 level.

Action difficulty value

Action difficulty can be as follow.

Easy 2, Difficult 4, Very Difficult 6 Almost Impossible 8 and Eroic 10.

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