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Introduction

'Midnight Cafe.' The name suggested an exotic place where Goth teens discussed their miserable lives. Instead, it resembled a 1950s diner. An old jukebox played songs from the last fifty years. The white countertop contrasted with the bright red stools and booths lined up along the windows. No menus though.

I never ate here. I preferred watching the patrons and listening to their conversations. I drank a lot of coffee. It was the price of admission. Everyone probably thought I was a moody writer or something but I didn't give a crap.

I visited many times; sometimes excited and sometimes disappointed but I always left with a sense of satisfaction. I appreciated disappointment and fulfillment -- two different emotions with distinguishable tastes.

I looked at my wristwatch. 2:13 A.M. I started to get up and walk out but I saw her. She dressed in the "traditional" Goth manner, black on black. I wanted to kiss her dark pouty lips. Long, flowing black hair flipped around when she entered and shook off the early morning mist. Her luminous blue eyes betrayed her look -- too bright and full of life. Sadness lingered over her like perfume, fresh ocean air to me.

She sat down in one of the two-seat booths in the corner. The waitress came around and took her order. Moments later, coffee arrived. I had to introduce myself; her burden needed lightening. I'll take all of her sadness away.

I moved to her table and leaned against the wall. I stared at her for a moment before I made my approach. She fingered the scar lines on her wrists. I winced in sympathy.

"Hi there, my name is Darren Gregory. Can I sit down?"

"Get bent."

"I respect that. I'll leave you alone."

I started to walk away but she said, "I'm sorry. My name's Daphne."

I sat down and we talked for a while. Idle chat designed to mask our intentions. Still, I had a good time. We left the cafe and watched the sunrise. It didn't move me like it usually did. I had to do something. I clouded her mind with lust before we went to her apartment. I told her mine was being fumigated. Her place was a sanctuary filled with sadness, a tribute to the color black.

We raced into her bedroom. I picked her up and threw her on the bed. We made love. In fact, I tried to count her orgasms but lost track. We formed a bond, one where I recharged my emotional batteries by draining hers. Her emotions were like smoke; I breathed them in, and replenished myself. The orgasms covered the transference quite nicely. I finished with her and left the apartment while she slept.

She'll wake up without emotion, just I absorbed her emotions into me. Hell, she'll become a psychotic monster. It might be an improvement for her. In any case, the sunrise is going to be especially spectacular today.

Before we go any further, if you are familiar with the concepts of role-playing games, feel free to skip this and go to chapter 1, character generation.

What is a role-playing game (RPG)? It is a game in which people are playing the role of a fictional character in a fictional world. Some say that is a form of interactive storytelling while point to it as a game. In actuality, it is both. There are rules made to decide whether or not an action your character takes is successful. They can help define your character or tell you more about them. It is an interactive story (sort of) because you and everyone else participating exchange information about the world and the actions you are taking. A lot of RPGs refer to the example of playing "cops and robbers" or "cowboys and Indians." Such games required some imagination but there was always that

argument as to whether or not you died or caught the bad guy. RPGs add some depth to this by having rules to help solve such problems. In fact, one player will be known as the gamemaster (GM). You can use another term if you like. The main point is that this person will

tell what everyone other than the characters is doing. Those other beings are called non-player characters (NPCs). In addition, the GM will start the story by describing the initial situation. You, as a player or a GM are free to respond in whatever way you want.

The GM will interpret your actions and proceed further with the plot. All of you will back and forth like that until you are done. This is referred to as a session. The game can take on an episodic style, where each session is not linked to each other or it can take on the campaign style where several episodes are linked together. Neither style is wrong and has its own strengths and weaknesses.

In addition, this game will have a number of possible explanations for what has happened to your character. Your GM may choose any of them or make up a reason on their own. This particular game does not have winners and losers. This statement refers to the actual players in the game. Your characters can fail or succeed in a given mission. Success can be determined by the player if their goals were self-generated or the GM might present a threat to the city as a whole. In that case, success can mean safety while failure could displacement or even death. If that happens, you can just make another character and partake of a different plot.

In order to play this game, you will need at least one ten-sided dice, some paper, a writing utensil and an imagination. It would help to have this document handy. It is a reference guild to the fictional world you created. However, the goal of this game is to have fun. If any rule or other piece is wrong in your eyes, then your decision stands. We hope this is not the case but we still can make mistakes.

This is a social game and there are probably certain standards that your group will have. We cannot meet and play with every possible combination of people in the world. Therefore, we cannot dictate what those acceptable actions are to you or anyone else.