

# Pegapocalypse



The apocalypse is here. People expected nuclear war or zombies, but no one expected... **pegasi**. It all started with Pegasus pancakes- the breakfast sensation that swept the nation and then the world. Everyone knew that they were a “mythically delicious” addition to a “breakfast of heroes” but it wasn’t until the pegasi burst from the stomachs of the world’s people that they discovered the secret ingredient- Pegasus eggs! The damned pegasi had pulled off their plot perfectly, and now the world was theirs to destroy. Where the hooves of the pegasi struck the ground lightning, fire, or water would spring forth and devastate the land. So basically they flooded and burned the world, making everything into a burning sea of death where the last human survivors ride in their fire-proof boats and hide from the pegasi sky patrols. You are those survivors. Yeah, that sucks.

So anyways, in the future, after the pegapocalypse, **everything sucks**, and no one can afford paper, so they have to type really small in order to fit everything they have to say onto two pages. Strangely though, they feel as if they can waste almost a whole page with a huge picture and a bunch of introductory text. Well, if they were smarter maybe they would have stopped the pegapocalypse instead of hiding from the pegasi on their boats, trying desperately to get some fish to eat so they don’t starve to death. At least the fish come pre-cooked since the sea is also burning.

What you’ll need to play: As many players as you can rope into playing with you and **NO GM**. A **single four sided die** that everyone has to fight over, and no, you can’t have any other dice at the table at all, and anyone bringing any should be soaked with water (or soda or beer or whatever it is you drink while playing weird indie RPGs). Also, there can be **NO PAPER** at the table other than these rules. Remember I said that it’s scarce in the harsh and burning sea of death that everyone is stuck in. You won’t need it anyways. Character sheets are for pancake eating pansies, and everyone knows that they all died at the start of the pegapocalypse. Take all the pencils you want though, not that you’ll need them.

Characters: Each player makes a **battered, shell shocked survivor** that managed to evade the initial Pegasus uprising and now lives on a boat in the sea of death with all the other characters. Actually, have everyone make **four characters**, not just one. Trust me, you’ll need them.

Each character **needs the following traits: a reason why they never eat pancakes** (to explain why they're not already dead): average examples here include: allergies to pancakes, for some reason they hate pancakes, or that they only eat raw eggs for breakfast because they want to be extra macho. Characters also need **two "aspects"** which are basically just words you make up to give them bonuses to stuff. Good examples here include: good at everything, likes to use rules from spirit of the century, ability to read size 8 fonts without burning out eyes, or heat vision. Finally, each character gets **a gun**, since this is post apocalyptic and all. Mediocre examples include: gun that shoots swords that shoot smaller guns that shoot knives, nail guns, big guns, or if you want to be boring but effective, shotguns. Also, if you really want to you can have a chainsaw, which is useless against pegasi but whatever floats your boat. (In this case, it's a combination of salvaged gas tanks and the diligent repair work of Joe the carpenter that floats the boat you use to stay alive in this cruel, harsh environment). **Note that there are some traits characters don't have:** a name, characterization, goals, motivations, stats, skills, feats, edges, merits, stunts, hit points, armor class, character points, hero points, fate points, fudge points, secrets, keys, drives, security clearances, levels, back stories, or anything else you might see in any other regular (aka more lame) RPG. Keep in mind also that even though you could technically make one of your aspects one of the things I just said; now you can't because I say so. Suck it. **It'll help with the immersion**, just trust me.

Conflict Resolution: When you want one of your characters to do something, first **describe it in painful and excruciating detail**. If you want to, include someone else in your narration as well. Feel free to be as long winded and overly descriptive as you want. When you're done talking, **what you describe actually happens, just as you described it. Maybe**. This is called the **principle of narrative truth but sometimes you get totally screwed over by a bad roll**, or the PONTBSYGTSOBABR. (No, I'm not going to tell you how to pronounce that). That's because before you actually get to see what *really* happened you have to first get the single d4 from whoever is clutching it tightly in their hands, hiding it away from you like a mother protecting her child from a neighing onslaught of deadly horses from the sky. Once (or should I say if) you do that, roll the die and consult the following chart:

1: Uh oh! Looks like the pegasi spotted you from the sky. What you describe not only **doesn't happen**, but the person to your left gets to describe exactly how the **pegasi kill and eat your character**. Their narration happens exactly as they describe it, as long as it involves a bunch of pegasi killing and eating your character. If it doesn't and instead describes some stupid bullshit like the pegasi giving their character gifts, then you get your original action AND you get to describe how the pegasi kill and eat one of *their* characters. Moral of the story: mercy just gets you killed.

2 or 3: **What you describe happens**, but in addition to that all the other characters get to **add on something bad** (or totally random) that affects either your character who did the action, one of your other characters, some other character entirely, or something totally unrelated (like maybe the boat gets damaged or something, I don't know). HOWEVER while these extra complications can be hilarious or bad, they can't be deadly or so close to deadly as to be essentially the same thing. Also they can't be actually beneficial to anyone. In fact, by the time all the other players are done screwing with your action it should be so unrecognizable that you don't accomplish anything close to what you were trying to do. So lets say you were trying to shoot a whole bunch of pegasi with your portable nuke filled with swords launcher, but then player A makes your gun jam, player B makes you slip and drop your gun into the water, and player C makes the ghost of your dead mother appear and berate you for your pitiful failure. Like I said, this stuff can be pretty horrible, it just can't actually kill them. That's what happens on a 1.

4: **What you describe actually happens, just like you said it!** That is assuming it wasn't you getting anything more beneficial than a new gun, a hundred Pegasus kills, a super charged boat, or a delicious fish fillet. Also, you can't kill anyone with a successful narration, that's only when they fail. However, you can hurt someone as described under the section for rolling a 2 or a 3. Oh and by the way, if you did try to do anything better than that stuff I said at the beginning of this description (such as becoming invincible, flying to the moon and building a castle there, or getting some food that tastes better than fish) then pegasi fly down from the sky and brutally murder and eat your character for his (or her, since gender neutrality is cool!) hubris. **There's nothing pegasi hate more than hubris**, except maybe medusas. This death is exactly like if you rolled a one. So don't overshoot it, or you'll waste your good rolls and die! We wouldn't want that now would we?

What you actually do during the game: Players first argue over who goes first, then take turns choosing a character and narrating what that character does, as described in the "conflict resolution" section. During that narration you can "invoke" one (or both) of their two aspects, assuming you remember what they were, which gives a +1 to your roll for each one. This can be done once per aspect per character ever, so use it wisely. Eventually, **all the characters will be dead except for one**. When that happens, that character is made lord of the pegasi and lives happily ever after, and **that character's player wins**. All the other players are then obliged to refer to them as the **Pegasus lord** for one week.