

COSMIC PIZZA HORROR

You live in a super fantastic, futuristic universe. One day, you and your friends get the munchies and joy ride your dad's cargo spaceship to get some of the galaxy's best space pizza from another planet!

However, on the way, the ship's life systems suddenly fail and you find yourself running out of oxygen. You put on an emergency helmet with a tank of breathable air. That's not your only problem. The engines leave you stranded in space and the communication to home is spotty... AND there's some sort of space monster aboard, probably causing all the problems.

Will you and your friends safely get out of this sticky situation!? Will you get a slice of the galaxy's best space pizza?! What do you do!?

HOW TO PLAY

Cosmic Pizza Horror is a **2-5 player (1 Game Master and up to 4 players)** horror tabletop role-playing game where you take on the role of one of the friends on this pizza expedition gone wrong. Fill out your character sheet with the name, personality trait, character features, and relationships to the characters seated next to you.

You are also going to need a beverage, preferably in a clear cup, to represent the limited supply of air you have available for your character. Whenever your character wants to do something in the game, they're going to expend some oxygen. To pay the cost of the action, you'll take sips from your beverage depending on the size of the action. The **Game Master**, the player that facilitates the narrative and doesn't have a player character, will specify the size of the action you wish to execute.

Once you've taking your sips, you will then make a roll of **2d6** (2 six sided dice) to see if you succeed in your action. You can **add +1** to the roll if you do something in a manner that is in line with your

personality trait, in which you can do this multiple times throughout the game. Once per game, you can **add +1** when attempting an action that is in line with one of your character features. You can stack both personality trait and character feature bonuses if you wish.

After you roll and add your bonuses, success is dependent on the following:

1-6: Failure with consequences

7-9: Success with consequences

10-12: Success with some flair

The Game Master will help define what the consequences or flair to the actions you take in the game. Remember that this is a collaborative story telling game. This means you get to put as much flavor and color to the scenarios as much as anyone else at the table. This is your game too! Have fun with it!

You have **3 hit points** to represent your character's health. Once you have depleted your hit points or your oxygen (your beverage), your character will be either unconscious or dead, depending on the narrative. There's a good chance that your character might not make it through to the end of the game. And that's perfectly OK. This game is meant to be played in a single **2-3 hour** sitting.

Why not let your character go out in style and make the **ultimate sacrifice**. The ultimate sacrifice is an optional move where you use up the rest of your personal air (drink the rest of your beverage) to save another character or do something else bad-ass or heroic. Go out in a blaze of glory!

The game is over when every player character is dead or unconscious, OR when you've stabilized the ship, neutralized the invading space monster, and scored some yummy space pizza.

The Game Master

The game should be played in scenes like a horror movie. Use descriptive language and sounds to paint the scenes. Also use movie cuts, transitions,

montages, flashbacks, or whatever to make the story flow in a suspenseful and fun manner. Your role as the game's facilitator is to let your player characters shine as they make decisions and take risks. Generally, you'd want to say yes to whatever they want to do in the game and add more flair to the scene.

The space monster on the ship also it's own supply of air, so you'll need to pour yourself a beverage. Whenever the space monster does something in the narrative, you'll take a sip, but not roll. The Game Master just makes things happen as appropriate to the narrative. However, the other players may make moves to defend or react to what's happening around them, in which case they will roll.

The space monster has **7 hit points** and can die. If you want to add another monster or another form of the initial monster, you can create one with less hit points. Here are some space monster ideas:

1. Infectious (secretly infect someone)
2. Ultra-regeneration (never truly dies)
3. Swarm or multiple monsters revealed
4. Ghost
5. Were-creature
6. Super strong, super fast space cats

Have a great time! MUWhAHAHA!

Legal Stuff

This game was made by mashing game concepts together. If you have any questions or comments, please let the author know!

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Name

Personality Trait (adjective)

Character Feature (hobby, profession, archetype)

Character Feature (some background)

Character Feature (some background)

Relationship to left: _____

Relationship to right: _____

Hit Points:

Character Art or Notes

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