MILLENIALS ARE KILLING!

Millennials are Killing is a horror-comedy RPG about the ceaseless need of all people born between 1982 and 2004 to destroy all that we hold dear. Most players will take on the role of Millennials who want nothing but destruction. One player takes the role of a Baby Boomer (BB) who responsible for managing a world that helplessly watches as Millennials slake their dark thirst.

WHAT YOU NEED

· A six sided die or d6
· Paper and pencils
· Poker chips, glass beads, or
  some kind of marking object
· Access to the internet
· 4-6 good friends

MAKING A MILLENNIAL

We all know that Millennials are different from ordinary people. This game breaks down those differences into Traits:

ENTITLEMENT: This allows millennials to acquire anything they desire. Most people have to work for what they want, Millennials never have to. Should they want something, it will be served to them on a silver platter.

Players trying to acquire resources will have to roll Entitlement.

SOCIAL MEDIA: Millennials have access to social media like other generations, but unlike everyone else, they don't use it to share pictures of Minions Telling it like it is. What they do on Social Media is a mystery, the only thing we understand is its destructive power.

Any time a Millennial attempts something they can justify as being related to the internet, they will roll Social Media.

YOUTH: Millennial bodies are nigh invulnerable. Impossible physical challenges like running, jumping, and queer sex pose no challenge to them. If a Millennial is attempting a physical feat they will roll Youth.

A FUCKING ATTITUDE PROBLEM: Millennials only communicate through hostility, lectures, references to media you don't understand, and memes. In a real-life social situation they can use their Fucking Attitude Problem to make perfectly normal things seem unacceptable.

In social situations when the outcome is uncertain, Millennials will always roll using A Fucking Attitude Problem.

Every Millennial starts the game with 4 Character Points which can be divided between traits as they like. If a Millennial's character is a person of color, queer, or a woman, they get a fifth point to spend anywhere they like because of Barack Hussein Obama.

Every Millennial is dressed unprofessionally, has a smartphone, and more money than you remember having growing up, but not enough to afford a home.

PLAYING THE GAME

SETTING UP
To begin play, the BB will have to pick a target for our Millennials. To do that roll on the Millenials are Killing chart with 2d6.

It is the Millennial's goal to destroy whatever target you provide for them.

FLIP OVER FOR MORE ⟶

Although Millennials are creatures of immense power, incomprehensible values, and unthinkable cruelty, their task is not simple. A Millennial cannot simply harness the power of their Social Media to completely destroy something like bar soap. It will take a number of direct and indirect attacks from them to kill their targets. In order for a target to truly be killed, it has to be ruined to the point that no one else can enjoy it.

ROLLING

During the game, players will have to roll every time they want to do something that would cause damage or has a chance of failing. When making one of these checks, players will roll a d6 and add any relevant trait. If the result is 1-3, the Millennial fails and society is unharmed. On a result of 4-6 a roll is immediately and evidently successful, but this success will come with unintended consequences that you can use to harm the Millennials. Consequences can be anything from a Millennial being immediately and rightfully shamed, or something as far removed as one of their favorite cartoons being adapted to film with a cast they disapprove of. Any result 6+ will have an immediate and devastating effect, it will be brutal and far-reaching.

If a Millennial successfully completes any actions the player should describe their immediate success. The BB will respond with the effect the success has on the world. It is important to emphasize the horror and dread of Millennial success. Everything they do is a direct attack against everything we understand and hold sacred. Sometimes it will be immediate as a crowd running in terror from a Millennial using their Youth to crush a diamond with their bare hands. Other times the effects could be far removed like an especially dank meme causing crops to fail, destroying the life of an American Farmer. These should be short but horrific scenes.

TROPHIES

If a player rolls a natural 6 on their die when performing an action, they will receive a Trophy. This is usually marked by a poker chip or glass bead. Coins are not allowed because Millennials are killing coined currency and will never afford a home even with a /HUGE/ stack of nickels. Anytime a Millennial player receives a Trophy, all other Millennial players will receive Participation Trophies, which are mechanically indistinguishable from Trophies, but we know they are unearned. At any time before or after one of their rolls, a Millennial can spend a trophy to increase the result by 1.

ENDING THE GAME

A game of Millennials are Killing normally ends with the Millennials successfully destroying their Target. If you want to play a shorter game, set a timer for one hour. If the Millennials do not kill their Target within the hour they become too lazy to continue their hunt.

GOLF	NAPKINS	FOOTBALL	MOTORCYCLES	RUNNING	CRUISES
SELF-PITY	LUNCH	9-TO-5 JOBS	VACATIONS	BAR SOAP	SEX
GOD	DIAMONDS	WINE	REAL ESTATE	BANKS	YOGURT
BEER	OIL	CONSUMERISM	GYMS	CEREAL	APPLEBEE'S
MARRIAGE	SERENDIPITY	BABY NAMES	HANDSHAKES	HOTELS	FABRIC SOFTNER
DEPARTMENT STORES	FOCUS GROUPS	THE AMERICAN DREAM	MOVIES	THE TOYOTA SCION	NAZIS

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