

EVERYONE IS JOHN

a competitive roleplaying game for three or more alien trolls.

Skills

Still rolls: 3+ to succeed - Non-skill rolls: 6 to succeed

Skill:
Skill:
Skill (-3 WP):

Phobia (optional)

+1 difficulty to any roll in the presence of your phobia

Phobia:

Command

Try to accomplish this goal as many times as possible

Command:	Completed:
Rank:	

Though he looks like an ordinary human, “John” is actually a humanoid robot, **controlled by you, a group of bored aliens**. The aliens’ goal is to get John to do your command as many times as possible. **Commands are ranked by difficulty:** 1 (e.g. steal a hot dog), 2 (e.g. steal a car), or 3 (e.g. steal the Declaration of Independence).

John is a crappy robot. He is barely functional at times, but glorious in others. When he does something a human may fail, the alien in control rolls a die. **If that alien rolls a 6, John succeeds.** Otherwise, John fails miserably. **If the current alien in control has a relevant skill, though, John succeeds on a roll of 3 or more. The current alien in control may also spend willpower (WP, represented by tokens) before they roll to boost their roll by that many points.**

All aliens with 2 skills start with 10 WP. Any alien choosing to have 3 skills starts with 7 WP.

Any time John gets hurt, wakes up, fails a roll, or completes the alien in control’s command, a struggle for control takes place. Any alien that wants to take control secretly chooses how much WP they want to bid, then all reveal their bids. Highest bid gets control and pays that much WP. Ties end in a roll-off. If nothing exciting happens for 10 minutes, the GM rolls a die. 4+, and John powers down, falling asleep. When this happens, every alien gains **1 WP, and a bid for control takes place.** The game ends when John “dies” (is destroyed), or everyone is out of WP. Each alien multiplies the number of times they completed their command by its rank to get their final score. Highest wins.

SAMPLE COMMANDS

Rank 1

- Binge eating
- Screaming obscenities at children in ancient Greek
- Destroying plantlife
- Vomiting
- Tidying up

Rank 2

- Eating things in one bite that are not normally eaten in one bite
- Sniffing feet
- Knocking someone out in one punch
- Riding random strangers, rodeo syle

Rank 3

- Having shootouts with the police
- Owning a sports team
- Be the first to get the iPhone
- Start a zombie apocalypse
- Stage a prison break

SAMPLE SKILLS

- Speed knitter
- Can start fires using only a paper-clip and chewing gum
- Able to speak with insects
- Can throw sharp objects with deadly precision

- Expert liar
- Genius locksmith
- Can hotwire any vehicle
- Can hold breath for an hour
- Expert in interpretive dance
- Master of disguise

- Has every phone number to every phone memorized
- Can eat endless amounts of food without getting full or sick
- Can throw a 100 mph fastball