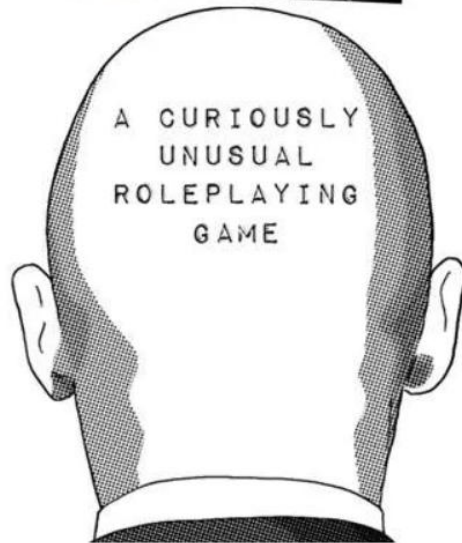


EVERYONE IS JOHN

A competitive roleplaying game
for three or more
horrible people



EVERYONE
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Everyone is John

A competitive roleplaying game for three or more people.

Everyone is John is a humorous, competitive roleplaying game about playing the various personalities of John, an insane man from Minneapolis. One participant is the GM, or, in *Everyone is John* lingo, "Everyone Else." All of the other players are Voices in John's head.

Everyone is John uses six-sided dice (you really only need one, but it might be easiest if every participant carries one) for play.

Voices

Voices are the Player Characters of *Everyone is John*. They are defined by a simple character sheet:

Willpower

Willpower is a pool of points that the Voice can spend to take control of John or improve its chance of success in any given action. Willpower will go down and up a lot in the game, so it might be easier to represent it with tokens rather than numbers on a page.

Willpower starts off at 10 for most Voices.

Skills

Each Voice has two or three skills. This is a freeform game, so just write down a short description of the skill, like "Drives well," or "Good at persuading people." Most Voices have two skills, but you can have three if you start at 7 Willpower instead of 10.

Obsession

This is kind of like a winning condition: if you complete your obsession more than other Voices complete their obsession, you win. Obsessions come in three grades: Level 1 (pretty easy to accomplish, like "Pigging out on candy"), Level 2 (more difficult or risky, like, "dressing up in women's clothing and hitting on strangers,"), and Level 3 (nearly impossible to accomplish, like, "Blowing up buildings"). The harder obsessions count more than the easier ones.

If you're going to seriously compete with the other Voices, you probably should keep your sheet a secret.

John

John is a totally insane man in Minneapolis. He is controlled by the Voices in his head -- one at a time, of course.

John is not terribly competent; he has difficulty with a lot of things that you and I might take for granted. Whenever John attempts anything that an ordinary person might have any chance of failure at, he needs to roll for success.

The Voice who is currently in control of John does the rolling. If that Voice has a skill that covers the challenge, the Voice needs to roll a 3 or higher on the single d6. If it doesn't have a skill, it needs to roll a 6. However, before the roll, the Voice can spend any number of Willpower points to get a +1 per point spent on the die roll. This can make success automatic.

Becoming the active Voice is a bit of a challenge, though. Whenever John wakes up or gets hurt, a test for control of John happens. Also, whenever the currently active Voice fails a roll or completes its obsession, a test for control of John happens.

When a test for control of John occurs, all of the Voices who are interested simultaneously bid one or more Willpower points (if you're using tokens for Willpower, it's easiest for everyone to just hold out the tokens in their closed hands, and then, when everyone's ready, reveal the number of tokens). Voices don't have to bid if they don't want to (and you can hold out zero tokens if you want to fake out the other Voices). The highest number of Willpower becomes the active Voice. If multiple people bid the same highest amount, then they roll off to see who becomes active.

The Voice who becomes active loses the amount of Willpower it bids. All others keep their bids. It's perfectly acceptable for the previously active Voice to win a bid and remain active.

Whenever John wakes up, the struggle for control of John happens *before* the GM describes the situation John wakes up into.

John is pretty easily distracted. Whenever nothing exciting is happening for ten minutes or more (such as on a bus ride or the like), the GM should roll a die. On a roll of 4 or higher, John goes to sleep and wakes up whenever (prompting a struggle for control of John). When John naps like this, all of the Voices gain one Willpower.

Playing

Play begins with John waking up in the morning (and a test for control of him). The GM then describes the circumstances into which he wakes up. With John, you never can tell. He could be in a gutter somewhere, or he could be in a palatial estate, or anywhere in between. The Voices really have no idea how they ended up here.

At this point, the Voices should start working on fulfilling their obsessions and avoiding getting John killed. Inevitably, their Willpowers will decrease. Once all of the Voices are out of Willpower, John sinks back into sleep, and the game session is over.

At this point, the Voices reveal their obsessions and count up how many times each was filled. Note that it counts for you if someone else is Active and fulfills your obsession.

Now, multiply the number of times you fulfilled your obsession by your obsession's rank (1, 2, or 3). That's the number of points you have. Highest number of points wins the game, and, generally speaking, is the GM of the next game of *Everyone is John*.

Example Skills:		
<ul style="list-style-type: none"> • Master of disguise. • Marksman. • Driving. • Escape artist. • Brazilian jiu jitsu. • Biting things. • Speaking with animals. 	<ul style="list-style-type: none"> • Parkour. • Seduction. • Memorization.. • Preaching. • Stealing. • Interpretive Dancing. • Competitive eating. 	<ul style="list-style-type: none"> • X-treme sports. • Intimidation. • Combat field medicine. • Macgyvering. • Artistic. • Navigation. • Impeccable fashion sense.
Example Obsessions:		
Level 1 <ul style="list-style-type: none"> • Get an autograph. • Reduce my carbon footprint. • Show someone a magic trick. • Improve your credit score. • Help an old lady across the street. • Eat a half-gallon of ice cream. • Buy groceries. • Play a board game with someone. • Change clothes. • Exit a room through unconventional means (not the door). • Kiss someone unexpectedly. 	Level 2 <ul style="list-style-type: none"> • Fight someone else named John & win. • Marry someone else named John. • Interrupt a professional sports game. • Check yourself into a mental institution. • Teach a yoga class. • Win a food eating challenge. • Swim in a rooftop pool. • Get a new job. • Liberate animals from a zoo. • Organize a protest. • Lease an apartment. • Go skydiving. • Destroy the demons inside the robot animals at Chuck E. Cheese. • Jump over a car on a motorcycle. • Give a motivational speech to a high-school. 	Level 3 <ul style="list-style-type: none"> • Make it into the Guinness book of Records. • Escape police custody and send a mocking letter to the media. • Guest star on Law & Order SVU. • Summon Cthulhu. • Get hired as a psychologist at a mental institution. • Win a gold medal. • Successfully perform open heart surgery. • Become a supervillain and rob a bank. • Become a superhero and foil a bank robbery. • Win the Lottery. • Sell a piece of art at a gallery opening. • Form a new cult or religion. • Tame a lion & have it do your bidding. • Cause an international incident.

Example "types" of voices and their obsessions, for inspiration:

The Sheen

- Do cocaine
- Have sex with 2 or more women at the same time
- Drink tiger's blood and live to tell the tale

The Animal activist

- Make a furry friend
- Save an animal's life
- Liberate a zoo

The Hefner

- Acquire a bathrobe, pipe, and sailors hat (one point each)
- Convince a woman dressed as a bunny to have sex with you
- Acquire the Playboy mansion

The Footballer

- Acquire American football gear
- Meet and tackle any active NFL Player
- Start a game for any NFL team

The Sex Fiend

- Insert any given piece of fruit inside your butt
- Insert an animal inside your butt
- Convince a living person to put their head in your butt

The Lover

- Make someone fall in love with you
- Propose romantically to your SO
- Get married

The Cannibal

- Eat human flesh
- Eat the primary or secondary sexual organ of a living person
- Eat an entire person – who was alive when you started eating them

The Momma's boy

- Get someone to call you son
- Get breastfed – with their permission
- Get adopted

The [Insert celebrity here] fan

- Meet a fellow fan and discuss your celebrity
- Meet and hug your favorite celebrity
- Acquire the face of your celebrity and stitch it to your own

The Ole Timey Villain

- Kidnap a young woman
- Tie the woman to railway tracks
- Blow up the city

The Occultist

- Join a cult
- Sacrifice someone to your god
- Bring forth your religions ultimate religious end – eg. Summon your dark lord, bring forth the apocalypse, mass suicide to travel to your home planet etc.

Santa Claus

- Acquire Santa outfit
- Bring joy to a child with Christmas cheer – while dressed as Santa
- Bring about Christmas in July motherf*****s!

The Spaceman

- Acquire a space suit
- Stay airborne for 10 or more seconds with nothing else touching you
- Get into space

The Jon Snow

- Acquire a wolf, a sword or a fur pelt cloak
- Have sex with your Aunt, or be murdered by your friends
- Become the King in the North

The Movie Star

- Get on TV
- Get an acting job
- Get interviewed by Oprah

EVERYONE IS

JOHN

PLAYER: _____

SKILL 1: _____

SKILL 2: _____

SKILL 3: _____

LEVEL 1 GOAL:

LEVEL 2 GOAL:

LEVEL 3 GOAL:

WILLPOWER:



Game Play Summary:

- 1) **Players bid for control of John**, spending willpower points as "currency". High bid wins. Ties are broken by a die roll, high roll wins. Losing bidders retain their points.
- 2) **John wakes up** somewhere. The GM describes the scene and, initially, who "regular" John is.
- 3) **Player controls John** until John is badly hurt (go to step 1) or dies (game over), the player completes an obsession on their list, the player fails a skill check roll, or John falls asleep after he becomes bored.
 - **Player skill check:** When John is asked to do something that an ordinary person may find challenging, the player rolls a d6. If they have a skill that covers the situation they must roll a 3 or higher to succeed doing what they were trying to do. If they do not have a skill they must roll a 6 to succeed. To increase their chances of success, a player, before rolling, may spend any number of their remaining willpower points to increase their die roll result by 1 for each willpower point spent. A failure results in the player failing to do whatever it was they were trying to do; the GM or player can narrate the failure.
 - **John gets bored:** Any time John has nothing really going on for 10+ minutes of "game time" John will get sleepy. The GM will roll a d6. On a roll of 4 or higher John will fall asleep, the current player will lose control, all players gain 1 willpower point, and the game starts over at step 1. If John stays awake, the game continues.
- 4) The **game ends** when no player has any willpower points left. Players tally up how many obsessions they've completed marking 1 point for each time a level 1 (easy) obsession was completed, 2 points for each time a level 2 (medium) obsession was completed, etc.