

Everyone is John

Name: _____

Willpower:

Skills:

- 1) _____
- 2) _____
- 3) _____

Obsessions:

- Lvl 1: _____
- Lvl 2: _____
- Lvl 3: _____

Info:

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 starts off at 10 for most Voices.

Each Voice has two or three skills. This is freeform so just describe a skill like "Drives Well". Most Voices have two skills, but you can have three if you start at 7 Willpower instead of 10.

If you complete your obsession more than other Voices complete their obsession, you win. Obsessions come in levels: Level 1 (pretty easy to accomplish), Level 2 (more difficult or risky), and Level 3 (nearly impossible to accomplish). The harder obsessions count more.

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

Rules:

Whenever John attempts anything that an ordinary person might have any chance of failure at, he needs to roll for success.

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.

The Voice who is currently in control of John rolls. 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.

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.

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.

The Voice who becomes active loses the amount of Willpower it bids. All others keep their bids.

If multiple people bid the same highest amount, then they roll off to see who becomes active.

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.

To calculate your points, multiply the number of obsession completed by the level of obsession.