

EVERYONE IS JOHN

Skills

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

Skill:
Skill:
Skill (-3 wp):

Phobia

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

Phobia

Obsession

Try to accomplish this goal as many times as possible.

Obsession:	Completed:
Rank:	

John is completely and utterly batshit insane. You are one of the Voices in his head. You have one task you are secretly obsessed with. Your goal is to get John to do that thing as many times as possible (whether you're in control or not). Obsessions are ranked by difficulty: 1 (e.g., steal a candy bar), 2 (e.g., steal a car), or 3 (e.g., steal the Eiffel Tower).

John is barely-functional at times, and a fucking wizard at times. When he does something that an ordinary person would have any chance of failing, he rolls a die. **If he rolls a 6, he succeeds.** Otherwise, he fails miserably. **If the current Voice has a relevant skill, though, John succeeds on a roll of 3 or more.** The current Voice may also spend willpower before their roll to boost their roll by that many points.

Any time **John gets hurt, wakes up, fails a roll, or completes the active voice's obsession**, a struggle for control takes place. Any voice that wants to take control secretly chooses how much willpower they want to bid, then all reveal their bids. Highest bid gets control and pays that much willpower. Ties end in a roll-off.

John is easily bored. If nothing exciting happens for 10 minutes, the GM rolls a die. 4+, and John falls asleep. When this happens, every Voice gains 1 willpower, and a bid for control happens when he wakes up.

The game ends when John dies, or everyone is out of willpower. Each voice multiplies the number of times they completed their obsession by its rank to get their final score. Highest wins.

EVERYONE IS JOHN

Skills

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

Skill:
Skill:
Skill (-3 wp):

Phobia

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

Phobia

Obsession

Try to accomplish this goal as many times as possible.

Obsession:	Completed:
Rank:	

John is completely and utterly batshit insane. You are one of the Voices in his head. You have one task you are secretly obsessed with. Your goal is to get John to do that thing as many times as possible (whether you're in control or not). Obsessions are ranked by difficulty: 1 (e.g., steal a candy bar), 2 (e.g., steal a car), or 3 (e.g., steal the Eiffel Tower).

John is barely-functional at times, and a fucking wizard at times. When he does something that an ordinary person would have any chance of failing, he rolls a die. **If he rolls a 6, he succeeds.** Otherwise, he fails miserably. **If the current Voice has a relevant skill, though, John succeeds on a roll of 3 or more.** The current Voice may also spend willpower before their roll to boost their roll by that many points.

Any time **John gets hurt, wakes up, fails a roll, or completes the active voice's obsession**, a struggle for control takes place. Any voice that wants to take control secretly chooses how much willpower they want to bid, then all reveal their bids. Highest bid gets control and pays that much willpower. Ties end in a roll-off.

John is easily bored. If nothing exciting happens for 10 minutes, the GM rolls a die. 4+, and John falls asleep. When this happens, every Voice gains 1 willpower, and a bid for control happens when he wakes up.

The game ends when John dies, or everyone is out of willpower. Each voice multiplies the number of times they completed their obsession by its rank to get their final score. Highest wins.

Sample Obsessions

Rank 1

- Binge eating
- Screaming obscenities at children... in Vietnamese
- 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 style

Rank 3

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

Sample Skills

- Speed knitter
- Can start fires using only a rubber duck and a milk bottle
- Speaking to insects
- Can throw sharp objects with deadly precision

- Hijacking cars
- Can hold breath for an hour
- Drinking heavily
- Interpretive dance
- Master of disguise

- Lying
- Has every phone number memorized
- Can eat copious amounts of food without throwing up

Sample Obsessions

Rank 1

- Binge eating
- Screaming obscenities at children... in Vietnamese
- 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 style

Rank 3

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

Sample Skills

- Speed knitter
- Can start fires using only a rubber duck and a milk bottle
- Speaking to insects
- Can throw sharp objects with deadly precision

- Hijacking cars
- Can hold breath for an hour
- Drinking heavily
- Interpretive dance
- Master of disguise

- Lying
- Has every phone number memorized
- Can eat copious amounts of food without throwing up