

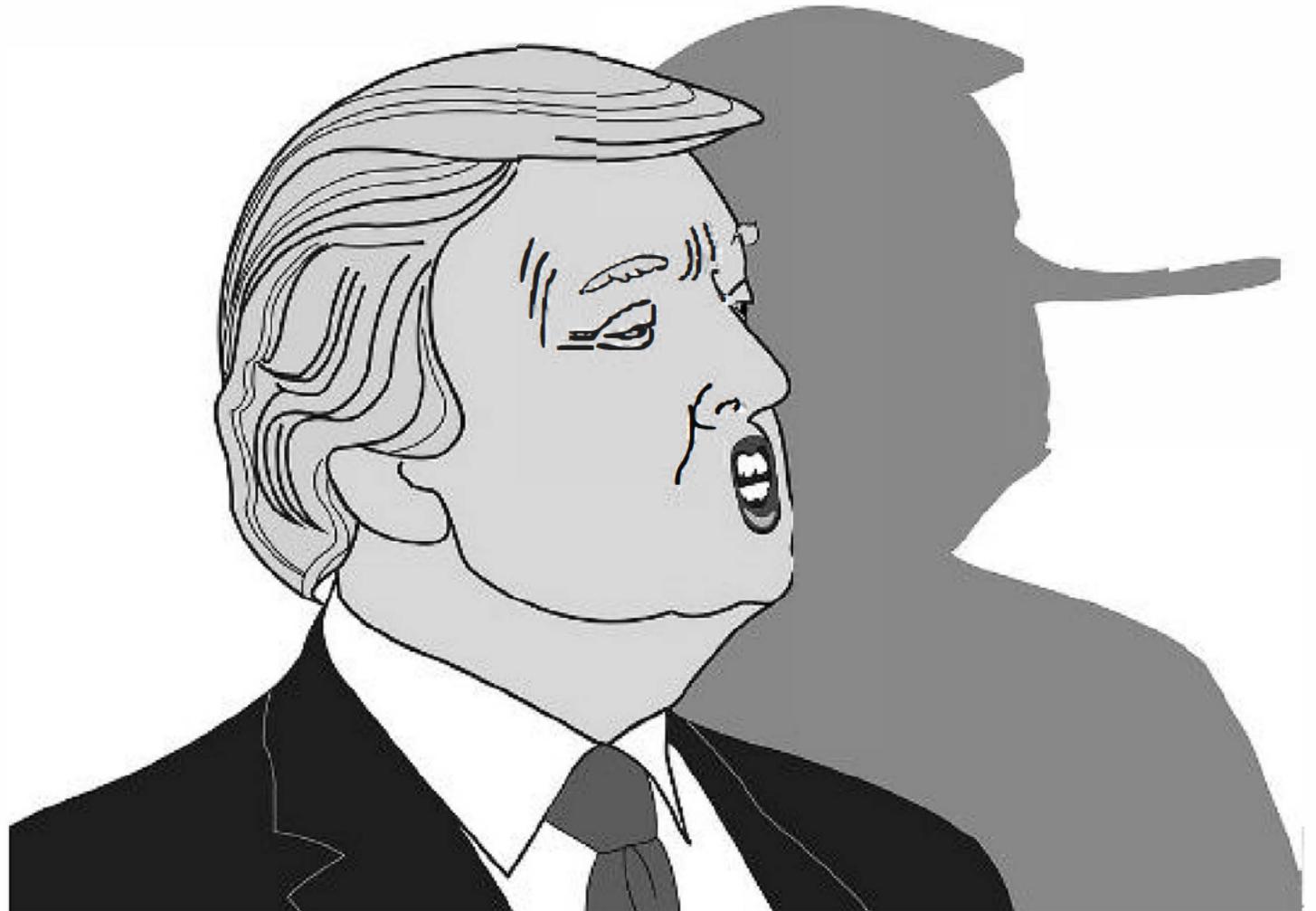
EVERYONE IS DON

A competitive social game
for three or more amoral
SYCOPHANTS

An unauthorized hack of:

Everyone is John

by Michael B. Sullivan



Resistance

Resistance represents the public's awareness of and opposition to your Evil Agenda. Each Sycophant has a pool of Resistance points that increases when the Sycophant attempts to get Donnie's ear and can be increased to improve Donnie's chance of pulling off an action puppeteered by the Sycophant. Resistance 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. Resistance starts off at 0 and can reach a maximum of 10 for most Sycophants.

Specialties

Each Sycophant has two or three specialties that will help Donnie fulfill their Evil Agenda. This is a freeform game, so make up something like "Inciting a Crowd", "Obstructing Justice", "Ad Hominem Fallacies", or "The Big Lie." Most Sycophants have two specialties, but you can have three if you set your maximum Resistance to 7 instead of 10.

Evil Agenda

This is your winning condition: If you push your Evil Agenda further than other Sycophants, you win. These should be broad, such as "Fuck the Poor", "White Nationalism", "Treason", "Personal Gain", etc.

Donnie

Donnie is a prevaricating narcissist who cares only for his self-image and personal wealth. But he serves as a useful idiot for many ambitious Sycophants like you. Donnie lives in Washington, D.C. or Palm Beach, FL or wherever the trainwreck has migrated. He is controlled (and mockingly impersonated) by the Sycophants surrounding him -- one at a time of course.

Donnie is not terribly competent: he has difficulty with a lot of things that you and I might take for granted, such as compassion, honesty, and the ability to think and speak in complete sentences. *Whenever Donnie attempts anything that an ordinary person might have any chance of failure at, he needs to roll for success.*

The Sycophant who currently has Donnie's ear does the rolling. If that Sycophant has a specialty that covers the challenge, the Sycophant needs to roll a 3 or higher on the single d6 to succeed. If it doesn't have a specialty, it needs to roll a 6. However, before the roll, the Sycophant can gain any number of Resistance points to earn a +1 per point gained on the die roll. This can make success automatic.

Gaining Donnie's ear is a bit of a challenge because of his limited attention span. Whenever the active Sycophant *fails a roll or pushes its Agenda* a test for Donnie's ear happens. Also, whenever Donnie rants on Twitter, a test for Donnie's ear happens.

When a test for Donnie's ear happens, all of the Sycophants who are interested simultaneously bid one or more Resistance points. Sycophants don't have to bid if they don't want to. *The Sycophant bidding the highest number of Resistance becomes the active Sycophant.* If multiple Sycophants bid the same highest amount, then they roll off to see who becomes active.

Only the Sycophant who becomes active gains the amount of Resistance it bid. It's perfectly acceptable for the previously active Sycophant to win a bid and remain active.

Whenever Donnie rants on Twitter, the struggle for Donnie's ear happens *before* the GM describes the situation when Donnie looks up from his phone.

Donnie is pretty easily distracted. Whenever nothing evil is happening for ten minutes or more, the GM should roll a die. *On a roll of 4 or higher*, Donnie begins ranting on Twitter (prompting the last active Sycophant to invent a tweet followed by a struggle for Donnie's ear). When Donnie rants on Twitter, all of the Sycophants *lose one Resistance*, as Donnie's base eats up the madman's bullshit.

Play

Play begins with Donnie tweeting in the early morning. The GM reads the tweet and there is a struggle for Donnie's ear. The GM then describes the surroundings when Donnie puts down his phone. With Donnie, you never can tell. He could be at a hate rally, or he could be in a treasonous meeting with hostile foreign powers, or anywhere in between. Like the rest of us, the Sycophants really have no idea how we all ended up here.

Now, the Sycophants should start working on pushing their Evil Agendas while avoiding getting Donnie impeached. Inevitably, Resistance to their Agendas will rise. Once all of the Sycophants' Agendas are facing maximum Resistance, Donnie resigns under a cloud of suspicion and the game session is over.

At this point, the Sycophants reveal their Evil Agendas and count up how many times each Agenda was pushed. Note that it counts for you if someone else is active and pushes your Agenda.

The Sycophant that most advanced their Agenda wins the game, and generally speaking, is the GM of the next game of *Everyone is Don.*