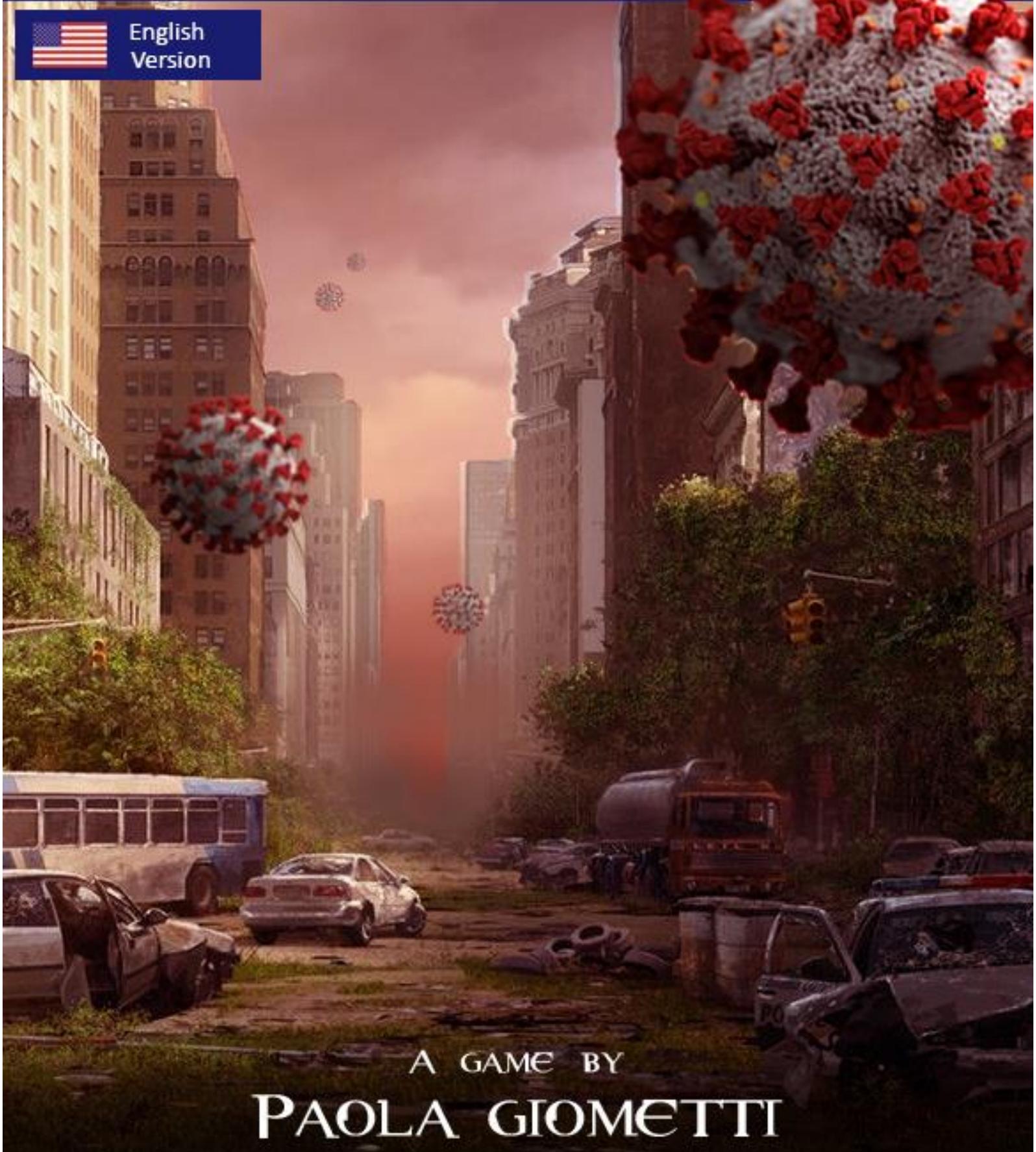


PRESIDENT EVIL

THE ROLE-PLAYING GAME



English
Version



A GAME BY

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PRESIDENT EVIL

The Role-playing Game

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Author's note: *The information contained in this manual was inspired by the words and behavior of the US President during the coronavirus pandemic and **does not express my personal opinion**. I want to make it clear that **I am not affiliated to any political party**.*

What is it? President Evil is a role-playing game (RPG) system. It was developed with the intention of providing free entertainment for people who are in quarantine with their family. You don't need a lot to play: pencils, erasers, a sheet of paper and some dice. You may already have these things at home anyway! People usually have 6-sided dice that they can borrow from other games. If you have other types of dice, just adapt them. As the story may contain violence, I recommend playing with 2-6 participants aged 14 and over, but you can also make the game a little 'softer' so you can play with your 11-year-old brother/sister.

Note: If this is your first-time playing RPG, it's useful to know the meaning of the abbreviation d6, which means 6-sided dice. 1d6 means that you must roll 1 six-sided die to get a result, which can be either successful or unsuccessful.

Aim: To allow the characters to develop during the story, take actions and choose whether to help or hinder each other in a 'struggle for survival' scenario.

An RPG system needs a Gamemaster: This RPG system needs a person to read these rules and explain them to the other players. The Gamemaster should help them to fill in the *Character Sheet*, which is on the last page of this manuscript. After assembling each player's chips, the Gamemaster must create a story where the players can start their games. The Gamemaster can adjust the level of difficulty, especially regarding access to important items throughout the game. Like any RPG system, it's easier if you've played an RPG before. This system is relatively easy and is based on a current topic, the coronavirus: a very dangerous microscopic being that is discredited by many in this scenario, including the president himself.

Game scenario: Millions of unemployed, hunger, bandits and a battle for survival. There's a rumor that a virus called COVID-19 has spread to the four corners of the globe and has even reached the US. With a president who proclaims and then denies information, the population is caught between belief and disbelief: Americans are divided. A few days later, a wave of deaths destabilizes sectors across the country. Access to food, money and dignity is very limited. Since there are no more beds in hospitals, infected people are dying on the streets. Funeral homes are collapsing. Survival has now become not only a matter of skill but also of luck. The invisible enemy is out there and you'll have to survive it too.

About the population: In the game scenario, Americans may or may not still be in possession of their assets. The Gamemaster can invent conditions to start creating a new phase in the story, such as investigations, militia, explosions and absurd laws... The characters may or may not start with an item

(e.g. a can of food, a bottle of drinking water, a knife or a homemade mask). Follow the instructions below and help your friends create their characters.

Good luck and have fun!

Choose a class: Don't stick to preconceived ideas. Rise to the challenge and get creative!

Addicted to Lysol: It's difficult to find Lysol, but when this character finds it, s/he has to shower with disinfectant. The player can then re-roll 1 dice when the Third Round begins and s/he comes into contact with the virus.

UV Guy: This character has one UV lamp that can be charged with a battery. Each time that s/he is in contact with the coronavirus, s/he can use the UV lamp for protection, although this must be announced to other players. The lamp works twice with the same battery. Every time the character uses the lamp, s/he can escape the virus, but will also kill other microorganisms on her/his skin, which could protect her/him from other diseases. Therefore, when using the lamp, you lose -2 *Immunity*.

Incessant Worker: It's just impossible to pay the bills. The player starts with \$900 and receives \$5 each round.

Optimistic Doctor: This character doesn't fear death. The player starts the game with anti-bacterial hand sanitizer and must have the *Additional Skill of Knowledge of Medicine*.

Holistic: This is the enlightened one, who has come to heal the weak people. The player starts with the *Additional Skill of Calm of the Gods* and gets +1 *Manipulation*.

Unqualified Scientist: This guy's an expert in Wikipedia and ignores the facts founded in science. The player starts with *Charisma* 1 and, because "he's the unusual guy", gets 3 re-rolls during the dice tests.

Rebel: S/he is a voice of dissent that is not heard. This player can choose up to 3 *Additional Skills*, one of which must be *Anger*.

MAGA (Make America Great Again): Who cares about right or wrong? During the game, the player can have 2 guaranteed dice hits, without even having to roll the dice.

Bankrupt: This character automatically receives \$600 in government subsidies each month. S/he already starts the game with that value and, well, it's better than nothing.

Filling in your Attributes: On the last page of this manuscript, you will find a *Character Sheet* to print and fill out. In the *Attributes* section, you will come across three types of attributes: *Physical*, *Social* and *Mental*. How would you like your character to be? Strong or smart? Charismatic, beautiful, intelligent, or all of those three things together? By filling in the squares, you can distribute 14 points between all these attributes however you wish. The first square for each *Attribute* is already filled in automatically and doesn't need to be subtracted from its 14 points.

Choose two Additional Skills: They'll help you to be successful during the game, as your *Skills* score can be added to your *Attributes* score. Each skill below gives your character a special ability that another character may not have. Choose two of them and write them down on your *Character Sheet*:

Scientific Knowledge: offers +2 dice in the dice roll tests.

Survival Knowledge: offers +2 dice in the dice roll tests.

Knowledge of Computers: offers +2 dice in the dice roll tests.

Knowledge of Mechanics: offers +2 dice in the dice roll tests.

Knowledge of Medicine: offers +2 dice in the dice roll tests.

Knowledge of Firearms: offers +2 dice in roll tests.

Power of the Word: offers +2 dice in the dice roll tests.

Calm of the Gods: offers +2 dice in the dice roll tests.

Anger: offers +2 dice in the dice roll tests.

Thievery: offers +1 dice in the dice roll tests.

Melee Weapon: offers +2 dice on dice roll tests.

Thick Skin: offers +1 dice in the dice roll tests.

Fighter: offers +2 dice in the dice roll tests.

Jumper: offers +2 dice in the dice roll tests.

Swimmer: offers +2 dice in the dice roll tests.

You should only add the *Additional Skills* to the *Attributes* in the *Character Sheet* that will make sense when the game begins. For example, if you want to be good at fighting, you need to have enough points in *Strength*, *Dexterity* and *Vigor* that can be added to *Additional Skills* points, such as *Melee Weapon* or *Fighter*.

Important note: You can only add one type of *Attribute* to each *Additional Skill*. Examples: *Strength + Fighter* (to punch); *Dexterity + Knowledge of Firearms* (to fire an accurate shot); *Reasoning + Knowledge of Medicine* (to have surgery); *Perception + Survival Knowledge* (to find a place to hide), *Reasoning + Calm of the Gods* (not to panic), *Vigor + Thick Skin* (to absorb a blow)... There are countless combinations, but what you choose to combine should make sense. For instance, it would not make sense to combine *Dexterity + Power of the Word* in one action. (After all, you wouldn't be performing complex physical actions and trying to convince crowds at the same time, because it would probably have the opposite effect and make it more difficult for you to convince them). *Manipulation + Power of the Word* would make more sense in this case. Use your creativity, combine what you can and try your luck with the dice.

Defining your Misfortunes: They will make you lose *Immunity* throughout the game. To define them, play 1d6 and see the table below. Select the *Misfortune* and add it to your *Character Sheet*.

Roll 1d6	Misfortune	Consequence
Roll 1	Smoker's Lung	-2 <i>Immunity</i> on all rounds
Roll 2	Dirty	-1 <i>Immunity</i> on all rounds
Roll 3	Comorbidity	-2 <i>Immunity</i> on all rounds
Rolls 4-6	No Fatality	Does not lose <i>Immunity</i> with <i>Misfortune</i>

Defining money: Each player must roll 1d6 to find out whether or not they'll receive a government subsidy. If you roll a 4 or higher, you'll receive an allowance of \$600 per month. The *bankrupt* class will automatically receive the subsidy. All those who receive the subsidy must write \$600 in the *Cash* space on the *Character Sheet*.

Defining your age: Before the game starts, each player must roll a die to find out their age. Follow the table below:

Roll 1d6	Age	Immunity
1-2	Choose between 20-35 years	+4
3-4	Choose between 39-59 years	+1
5-6	Choose between 60-80 years	-5

Defining your immunity: Each player must start with an *Immunity* of 30, minus the *Misfortune* values. For faster games, the Gamemaster can set lower immunities, and for campaigns, higher immunities. At the top of the *Character Sheet*, next to *Age*, you will find ___ / ___ **Immunity**. In this space, you must **fill in your current immunity / your total immunity**.

Third Round (Unfavorable Environment): This is a hostile environment, where access to medicines, vaccines and food is limited and there are numerous infectious agents in the air, water, and on objects. This will affect the player's *Immunity*. The Gamemaster must therefore announce that **every three rounds the players must roll 1d6**. A roll of 3 or below subtracts 1 from their *Immunity*.

Important note: If the player reaches half of the total *Immunity* value, s/he will be considered a character with low *Immunity*. Having low *Immunity* is a danger for the character, because if s/he is infected by the coronavirus, s/he will carry the virus and show symptoms and must follow the procedure described below in **Fighting Against Death** (*Immunological Vitality*). But if the player's *Immunity* is above 50% when s/he is infected, s/he will only carry the virus and be able to infect others.

Fighting Against Death: In this game, there are two ways to fight against death: using *Physical Vitality* and *Immunological Vitality*, which are listed on the *Character Sheet*.

Physical Vitality is determined when you suffer physical damage, such as after a fight or accident. If your character is not strong or fast enough, it's best to avoid fighting. If you get into a fight and are about to get punched, you must add *Vigor* from *Physical Attributes* (in case you try to absorb the impact) to an *Additional Skill*, for example, *Thick Skin*. You could also try to dodge the punch, using *Dexterity* from *Physical Attributes* and the *Additional Skill* of *Jumper*. This sum will be the number of dice (d6) that you must roll to try to defend yourself. To obtain a 'victory' in a dice roll in a fight, you must roll a 4 or above. If the attacker has more victories than the defending character, the victim must go down one *Physical Vitality* category for each of the attacker's victories. See an example of battle below:

Example: Player A wants to stab someone and uses *Strength* (3) plus the *Additional Skill* of *Melee Weapon* (+2), which gives a total of 5 points. S/he must then roll 5d6 and roll a 4 or above to perform the stab. Let's suppose that s/he achieved three victories, as s/he scored 2, 2, 4, 5 and 6.

Player B tries to defend him- or herself from the stab by using *Dexterity* (2), plus the *Additional Skill* of *Jumper* (+2), giving a total of 4 points. S/he must then roll 4d6 and roll 4 or higher for the defense to be successful. Each of Player B's victories will nullify one of Player A's victories. Let's assume that Player B scored 2, 3 and 5. S/he only had one victory and therefore only cancels out one of Player A's victories, with 2 "damages" left. Player B is therefore injured, so must adjust the bar corresponding to *Injured* on the *Character Sheet* (with a pencil), since s/he went down two categories in *Physical Vitality*.

Note: If the character is injured, s/he has a -2d6 deficit during dice roll tests. If s/he is incapacitated, s/he is not allowed to move for 2 rounds (but can talk), and after that, s/he will remain *Severely Injured* until s/he is able to receive medical care. The injured player must decide with the Gamemaster on the delay and difficulty of the character's full recovery.

Important: If a player rolls a 1 in any of the dice rolls during the game (such as during attack, defense or investigation), it means that the player comes into contact with the coronavirus. When this happens, the Gamemaster must announce that the player is infected and write this on the player's *Character Sheet* so that everyone can see.

Quarantine: After the character has been infected and this has been announced to all players, you should check his/her level of *Immunity*. For example, if the player starts with *Immunity* 30 that drops to 25 over the course of the game and then contracts COVID-19, it means that s/he must be quarantined for four rounds. This means that, for four rounds, people should move away from him/her to avoid becoming infected. After that period, the character is healed (but can become re-infected after new exposure to the virus). Your friends may choose if they want to stay in the same environment as the infected character. If they decide to stay with you, everyone will be contaminated at the end of their turn. Players who are infected with COVID-19 and have *Immunity* between 16 and 30 **only carry the virus**. Those infected and with *Immunity* between 1 and 15 **carry the virus, already have symptoms** and must follow the procedure described below in **Fighting against Death (*Immunological Vitality*)**. Also check out the *Character Sheet*.

Immunological Vitality is used when the character is infected with COVID-19 and already has **low *Immunity***, which is when s/he has **half of the total *Immunity* value**. If you are infected and have low *Immunity*, you should mark the bar (with a pencil) and follow what is written in the character's ***Vitality*** table. **It's just a cold** is the first symptom that appears and will cost you -1 *Immunity* only in the second round after infection. Then you should mark the bar **It's just a flu**, which will cost -2 *Immunity* after the third round and must be written down in the table too. **You're just short of breath** will cost you -3 *Immunity* in the next round. Then you reach **It's just pneumonia**, which means that you will lose -4 *Immunity* each round until you only have 1 *Immunity* left. When this occurs, the player will be intubated and will only have 2 rounds to wait for his friends to fight for his life. If s/he does not receive any medicine, s/he will die.

Special Items: They can be found, or purchased from street vendors who appear throughout the game according to the Gamemaster's needs and intentions.

Anti-bacterial hand sanitizer: good for sterilizing hands or contaminated shared materials. Important if you're sharing items with friends. **\$100**

Homemade mask: offers automatic victory when the Third Round (Unfavorable Environment) begins and you encounter infectious agents that decrease *Immunity*. Can only be used once and then must be discarded. **\$50**

Simple hospital mask: offers automatic victory when the Third Round begins and you come across infectious agents that decrease *Immunity*. Can be used 3 times and then must be discarded. **\$150**

Quality hospital mask: offers automatic victory when the Third Round begins and you are in contact with infectious agents that decrease your immunity. Can be used over and over again. Players wearing this mask can have contact with players infected with COVID-19 without becoming infected themselves. **\$250**

Antibody plasma: can be injected into the character to offer +10 *Immunity*. **\$500**

Flu vaccine: can be injected into the character and offers +5 *Immunity*. **\$250**

COVID-19 vaccine: a very rare or nonexistent item, providing immunity against the coronavirus if injected. Price not given: the Gamemaster can add this item into the game, if s/he wishes.

Doubtful Medication: for infected patients who are in a serious condition. Can only be used by infected people who are losing *Immunological Vitality*. Roll the dice to find out how effective it will be. If you roll a 1, nothing happens to the character and s/he is just as sick as before. If you roll a 1 or above, it offers +15 *Immunity*, which takes the character out of the danger range. The character will not be cured, however, and still needs to be quarantined. **\$400**

Lysol injection: good for killing coronavirus and people. A real killing weapon. **\$400**

Food: offers +2 *Immunity* only to people who are not infected with COVID-19. **\$50**

Others: flashlight, crowbar and any other item that the Gamemaster agrees on with the players before and during the game.

Character Sheet

Name of Character: _____ Class: _____ Money: _____ Age: _____
 Immunity: ___/___

Distribute 14 points among the Attributes:

Physical Attributes	Social Attributes	Mental Attributes
Strength █ <input type="checkbox"/>	Charisma █ <input type="checkbox"/>	Perception █ <input type="checkbox"/>
Dexterity █ <input type="checkbox"/>	Manipulation █ <input type="checkbox"/>	Intelligence █ <input type="checkbox"/>
Vigor █ <input type="checkbox"/>	Appearance █ <input type="checkbox"/>	Reasoning █ <input type="checkbox"/>

Additional Skills:

Misfortune:

Vitality

Physical Vitality	Immunological Vitality (After being infected)
Scratched (-1D6)	It's just a cold. <i>It's all under control in America!</i> (-1 immunity in the 2 nd round)
Injured (-2D6)	It's just a flu. <i>It's all CNN's fault that the virus looks dangerous!</i> (-2 immunity in the 3 rd round)
Severely Injured (-3D6)	You're just short of breath. <i>It's Chuck Schumer's fault!</i> (-3 immunity in the next round)
Disabled (you cannot move for 2 rounds)	It's just pneumonia. <i>We closed our border VERY EARLY. Isn't possible this is Corona!</i> (-4 immunity until only 1 left)
Unconscious (for 3 rounds. Wake up disabled)	Intubation. <i>Disinfectant knocks it out in a minute. Can we inject it then? (You cannot move or speak. Lasts 2 rounds)</i>
You are dead	You are dead. <i>Nothing is shut down; life & the economy go on. Think about that!</i>

Items:

Notepad: