

Supervillain You
Player: Effy

What is wrong with the world?

Arbitrary distinctions of nationality, citizenship, and other products of borders and boundaries hold the world tight in an unjust state. The wealthy states, like the USA, the members of the EU, the other Anglo settler colonial states, Japan, South Korea, and Taiwan, etc., hold jealously onto the productive capital their multinationals control, and the newly industrialized “semi-periphery” states like the People's Republic of China and India are run with indifference to the lives of the people under their authority. Genocidal violence is perpetrated around the world- Syria, Xinjiang, Myanmar, Sudan, Ukraine, Palestine, and more.

Supervillain Effy

Heroic Physique! 10

You are strong ●

You are visibly armored ●●

You are alert with keen senses ●●

You endure in a super way ●●●

You understand a difficult topic better than almost anyone else: Timelines ●●

Powerz! 9

Elemental Forces: Darkness ●

Bizarre Forces: Psychic Impressions ●

Not alive or dead in a normal way ●●

Not biologically human: animated statue or large ball-jointed doll ●●

Will and thoughts have physical effects ●●

Physical actions control the will and thoughts of others ●

Real Power! 7

Know secret things ●●●

Secretly and strangely wealthy ●●

Emotional and intimate relationships exert amazing influence ●

Personal presence ●

The costs

Heroic Physique! 10

Barely any or no family left 6

Wracked by terrible debilities: not made of flesh, too tall for many buildings and vehicles. 4

Powerz! 9

Body is unequivocally and terrifyingly inhuman: big ball-jointed doll of nearly indestructible plastic. 3

Powers do what they want, often. 5

Emotionally-crippling trauma. 1

Real Power!

Complex, demanding social obligations: multiple lovers. 3

Exotic overwhelming physical appetites. 4

Scope of activities: The world.

Into the Action

Resources:

Goal: acquire both the necessary information to decentralize and democratize productive capital and essential raw materials to begin that process. This will involve cyber attacks, break-ins, and the like against major multinationals, smaller corporations, and patent offices, followed by securing resources by extracting them from alternate depopulated timelines in sufficient quantities to begin building out examples of the necessary tooling and finished productive capital.

11 dots committed, using the features:

You understand a difficult topic better than almost anyone else: Timelines ●●

Know secret things ●●●

Elemental Forces: Darkness ●

Not biologically human: animated statue or large ball-jointed doll ●●

Will and thoughts have physical effects ●●

Physical actions control the will and thoughts of others ●

Opponents: the corporations targeted, along with the countries they are headquartered and have their “innovation” operations in, especially the US, Germany, France, and Japan. (Maybe Switzerland too.)

Rolled Result: 5, $5 \times 2 = 10$, $10 < 11$

Collateral damage alongside success, at a scale above your scope of activity.

Damage on the scope of “a system of space, time, or realities in which our world is one among many”.

Conclusion: “In the process of acquiring the raw materials to carry out my plan, I began both traveling via and extracting useful resources from depopulated alternate timelines, leading to a chain of events wherein these alternate timelines began to overlap with my home timeline. This led to the spread of atmospheric dust, radioactive fallout, and dangerous animals into my

home timeline. Rough estimate: over a billion humans affected negatively at minimum, spread around the world but not evenly. Can't truly estimate the deaths..."

Respect:

Goal: "I plan to communicate my existence and intentions through a sustained and escalating campaign, beginning with showing myself in the background of news footage and incidental public filming, followed by disposable YouTube accounts to put out short videos about relevant scientific and technological developments, and culminating in a series of amateur documentaries filmed by physically entering places like Sednaya prison in Syria, Uighur detention camps in Xinjiang, likely CIA and American police department blacksites, Israeli prisons, etc. and filming what I find, interviews with perpetrators, and with appropriately anonymized detainees, etc. These will probably have to be distributed peer-to-peer."

20 dots committed, using the following features:

Know secret things ●●●

Secretly and strangely wealthy ●●

Personal presence ●

You are strong ●

You are visibly armored ●●

You are alert with keen senses ●●

You endure in a super way ●●●

Not alive or dead in a normal way ●●

Bizarre Forces: Psychic Impressions ●

Will and thoughts have physical effects ●●

Physical actions control the will and thoughts of others ●

Opposition: "The purpose of this operation is to acclimate the public to my existence and then launch a direct assault on methods of engaging in information control through physically assaulting concealed and secret sites and laying them bare. This will directly threaten not only perpetrator states and entities within those states, but, bluntly, the majority of states in the world, with perhaps some post-colonial African states being the only ones likely to be sympathetic."

Rolled result: 5, less than ½ of 20.

Ruining several close and personal relationships in a way that ends up leaving the people on the other side of the relationship with super powers.

Conclusion: "This operation depended on friends and lovers to help me film, edit, record audio, and disseminate the material. Extended exposure to my powers in this fashion has caused them to change. Some have bodies made of the same plastic as myself. My partner has acquired and developed my powers over darkness to an even greater degree. Others... I don't know yet. Some are saying that I'm robbing them of their selfhood. Some have concluded I've lost my mind. All of them are willing to fight- to try and get me to stop, or to return them to normal, or fix the-"

Impact:

Goals: "I will spread my power outwards, deliberately shaping other people so they become immortal, nearly indestructible living Bellmer dolls like myself. They in turn will be able to shape others to this form. Without any need to eat or drink or breathe air, extremely difficult to hurt and exceptionally strong, no state could enforce its will on these changed humans without draining itself completely, and they will be able to survive even if other timelines drift over this one.

12 dots committed, using the following features:

Not alive or dead in a normal way ●●

Not biologically human: animated statue or large ball-jointed doll ●●

Will and thoughts have physical effects ●●

You endure in a super way ●●●

You understand a difficult topic better than almost anyone else: Timelines ●●

You are strong ●

Opposition: The world or at least those who have power in it and a great many who don't. This transformation is unlikely to be accepted by any power structure, and it would severely damage their authority except via persuasion, and perhaps reason.

Rolled result: 8

"If the rolled value is less, then you succeeded in your message and meaning, but you also generate a factional opposition from a substantial number of people whom you needed to reach, at a scale one level less than your action. Who are they and what do they want?"

Scale: A widespread culture, a government or significant agencies within it, a nation, or close alliance among nations

Conclusion: "Success. However, a backlash has emerged around the world as pop psychology and sociology questions whether the changed humans could possibly maintain their social behaviors without any biofeedback mechanisms. There's no movement as such, and they are a minority, split across several different sources for this articulate fear, but they continue to push back."

Supervillain Effy is known to her enemies, based on her actions and identity, as Assimilatrix.

Brief thoughts:

This game or set of procedures is most interesting to me because it can only become truly coherent in retrospect, once you sit back and look at all of those outcomes and decisions and put them together. Obviously, Assimilatrix's origin had her being cast by some horrible accident outside of time, losing her normal body, and becoming a psychic presence animating a large plastic ball-jointed doll and making that plastic indestructible- but I didn't start with that, it only became apparent that this "must" have been what happened after going through all the procedures, though bits and pieces of it assembled at different stages in the process.

I took “everything that happens becomes fiction” and went with it, taking the features and accompanying consequences as constraints on how “Effy” would act, and thus ending up with a guaranteed “success” in the Respect procedure that became retrospectively inevitable, the material of a tragic dramatic arc- but in this text, the number of features to use is a purely agentic decision by the player.

I definitely underdefined specific people as opponents. Some of this is perhaps a consequence of anonymizing parts of the text as I digitized it for reproduction, some of it is a consequence of the scope I went right for, but it's certainly there. I think if/when I play this again, I might well write a set of notes for myself about detailing specific people at the relevant stages.

Looking at the assumptions in the procedures, I think I played somewhat different from “intended”, but doing so still ended up with bounciness in the procedural outcomes. I agree with the designer, especially after seeing the 2023 text, that this is not really a role-playing game as such, but there's enough overlap to make it food for thought... and also leave me thinking about a more fleshed-out Assimilatrix as a basis for other forms of artistic creation or even content for play.

One minor regret: not trusting my artistic skills enough to sketch her.