

SUPERVILLAIN YOU

By Ron Edwards

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Something is definitely wrong in the world right now. You understand that perfectly. Say exactly what that is, the thing that's being done wrong. The thing which isn't going to change, because not only is *it* wrong, the way people are trying to *deal* with it is wrong. Probably because someone is getting something out of it, profiting or maintaining some privilege.

[Write this thing down. Name names.]

But what can you do?

Time for Super You

[Start with yourself, actually, as is. You can deviate a bit as you go along, whenever alike, perhaps resulting in a different fictional person, or half-and-half.]

Everything is rated in dots. If you want anything to be even better, just give it more dots. For example, at one dot, you're superhumanly strong. But someone else with two dots in strength is stronger than you, and someone else with three or more compares to you as you do to an ordinary person. This progression holds no matter what: an advantage of one dot is definitely superior, but a greater advantage is devastatingly so.

How many dots do you get? As many as you want! Enjoy!

Quick rules: All items are compatible. If a description is not provided, the effect may or may not affect your appearance or body function, as you decide. When descriptions seem to clash, find a creative compromise between them, or choose one.

Heroic physique!
You are strong
You are fast
You are visibly armored, either physically or with some strange energy
You are agile
You are alert with keen senses
You have physical abilities associated with another species or type of creature
You understand a difficult topic better than nearly anyone
You heal like nobody's business
You endure in a super way
You wield weaponry as anyone can see
Your body is composed of something durable
You are lucky as hell
Powerz!
You wield elemental powers: name what sort
You command and control an emotion: name it

You wield familiar tech in amazing ways: describe one
 You invoke bizarre forces: what are they?
 You are not alive and/or dead in a normal way
 You get there in time: how?
 You know and can anticipate things that you should not: how?
 You are an empowered scion of a recognized, traditional belief system or mythology
 Your will and thoughts have physical effects
 Your physical actions affect others' will and thoughts
 You are obviously not biologically fully human: what else are you?
 You are an empowered scion of an exotic, secret society and belief system

Real power!

You are legitimately and obviously wealthy
 You are secretly and strangely wealthy
 Your emotional and intimate relationships exert amazing influence
 You hold authority and status in organized crime
 You command attention through personal presence
 You are associated with law enforcement and security agencies
 You hold a significant government office
 You are adored by a specific sector or group of people
 You are feared and respected as a financial and/or corporate authority
 You know secret things which exert considerable influence
 You are widely known, recognized, and popular
 You are connected to and associated with a real-life person or group (name them or it)

[Anything that's not accounted for by dots is very similar to the actual you, the real person reading this. If you've determined by now that it's not literally you, then various details may differ, but make sure whoever this fictional person is, it's still "so you" as anyone who knows you would say.]

Your total number of dots determines your scale of operations and effect.

- 1-6: neighborhood
- 7-12: sizeable community
- 13-20: the world
- 21+: a fair piece of the cosmos

Here's what those dots also get you. Count your total dots for each category. Reach that same total, respectively, in the corresponding categories below. Take as few or as many items as you want as long as the total value equals the number of dots.

Not allowed: duplicates (you can't take a specific line-item more than once), jumping categories, and leftover dots. Feel free to go back and adjust your dots if you want, although if you reduce them, we're not too impressed with your ... heroism.

Heroic physique!

- 1 Acquiring your powers was terribly tragic at a significant personal level
- 2 You have social problems – bad ones – no real career for you
- 3 You rely on an external energy source that isn't ordinary food

<p>4 Powerful criminal forces have the means to influence you</p> <p>4 You're wracked by terrible pain or other debilities</p> <p>5 Powerful official forces currently detain you in unofficial circumstances</p> <p>6 You have barely any or no family left</p> <p>7 You're insane – not the cute insightful kind either</p>
<p>Powerz!</p>
<p>1 You have experienced emotionally-crippling trauma</p> <p>2 You have uncontrolled health issues</p> <p>3 Your body is unequivocally altered in an inhuman, terrifying way</p> <p>4 You have lost one important physiological function</p> <p>4 You're compelled to do something you do not agree with</p> <p>5 Your powers do what they want, often</p> <p>6 Your existence is intolerable to powerful entities</p> <p>7 You are easily crippled by specific substances which others may well have</p>
<p>Real power!</p>
<p>1 You have permanently altered your facial features in some disturbing way</p> <p>2 People profit or gain considerable advantage by using and leveraging your image</p> <p>3 You have complex, demanding social obligations which matter to you</p> <p>4 You have overpowering, exotic physical appetites</p> <p>4 You have followers – a lot of them – who expect you to do what they want, or else</p> <p>5 You are scarred by abuse and cannot manage the resulting emotions</p> <p>6 Someone else exerts partial control over your actions</p> <p>7 One friend or trusted accomplice wants you dead</p>

Now let's take a look at you. You know damn well your cause is both just and necessary. What will you do?

Into the action

[Everything that happens through the following rules, including failures which are re-rolled, becomes fiction. Be specific and visual for all places, people, things, goals, organizations, et cetera.]

You'll run three mechanical procedures, each of which may be repeated (re-rolled).

If any of the three remain unsuccessful, you are beaten up by establishmentarian superheroes, captured, and incarcerated, and rendered completely helpless. Forever. You have failed.

First, you need more **resources** – more money and materials than you readily have, because otherwise you would have done this already.

- How will you get them? Count up the dots for the features you'll be using.
- Who will oppose you trying to do this? I'm talking about real-world organizations and powers. They *will* stop you and will not quit. What will you do to them?

Roll 2d6. Take the highest value. Matched dice add 1 per die, i.e., add 2 to the rolled value. Compare the total to the number of dots you committed toward this end.

- If the rolled value is less, then you succeeded in gaining those resources, but you had to do a lot more damage on the way than expected at the scale of one level less than your scale of action. What was broken, and who was hurt?
 - If the rolled value is half or less than the number of dots you committed, then the scale of the damage is one level greater than yours.
- If the rolled value is an exact match, then you nailed it! You got the resources you wanted, the way you wanted to do it.
- If the rolled value is greater, then you didn't get the resources you wanted; the forces opposing you were too effective. Who were they specifically, and what did they do? Write down the difference between the values.
 - You may re-roll, but add the previous total to the number of dots you'll compare the next roll to. Feel free either to choose more or different abilities to use, or to upgrade your abilities and the number of dots in them as you see fit, or both.

Second, you need to gain some **respect**, so people can pay attention to what you're doing.

- How will you bring yourself to people's attention? How will you arrive or communicate, what will you say when you do? What instant or opening action should people associate with your arrival or participation? Count up the dots for the features you'll be using.
- Who is most threatened by your intrusion into the world they think they command? Who thinks they need fear no one, respect no one? Again, real-world organizations and powers. They *will* silence you and will not quit. What will you do to them?

Roll 2d6. Take the highest value. Matched dice add 1 per die, i.e., add 2 to the rolled value. Compare the total to the number of dots you committed toward this end.

- If the rolled value is less, then you succeeded in commanding the respect you wanted, but you had to ruin one or more close personal relationships. Who are they, and what are they determined to do in response?
 - If the rolled value is half or less than the number of dots you committed, then the ruined relationships include super powers for one or more of the people who were affected.
- If the rolled value is an exact match, then you nailed it! You got the respect you wanted, the way you wanted to do it.
- If the rolled value is greater, then you were humiliated or profoundly misperceived in terms of your desired attention; the forces opposing you were too effective. What did they do, and what do most people think of you because of that? Write down the difference between the values.
 - You may re-roll, but add the previous total to the number of dots you'll compare the next roll to. Feel free either to choose more or different abilities to use, or to upgrade your abilities and the number of dots in them as you see fit, or both.

Third, and hardest – whatever you do, it needs to have some meaningful **impact**, some tangible change in the way things are.

- How will you make your work stick? How will you encourage it to ripple outwards? Whom will you try to rally to your side? Count up the dots for the features you'll be using.
- Who will twist your operations into mere crimes in the eyes of the world? Who will capitalize upon them to generate yet more horror instead of justice? Again, real organizations and

powers. They *will* maintain their hold upon the narrative and their privilege, and they have every advantage. What will you do to them?

Roll 2d6. Take the highest value. Matched dice add 1 per die, i.e., add 2 to the rolled value. Compare the total to the number of dots you committed toward this end.

- 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. Who are they and what do they want?
 - If the rolled value is half or less than the number of dots you committed, then the opposition is widespread and organized enough to have a name and considerable external support.
- If the rolled value is an exact match, then you nailed it! You got the impact you wanted, the way you wanted to do it.
- If the rolled value is greater, then you were badly misunderstood and mischaracterized; the forces opposing you were too effective. Who is responsible for this catastrophe, and how is your message and image distorted? Write down the difference between the values.
 - You may re-roll, but add the previous total to the number of dots you'll compare the next roll to. Feel free either to choose more or different abilities to use, or to upgrade your abilities and the number of dots in them as you see fit, or both.

Assuming you didn't give up and fail out entirely, then congratulations! Your road toward combating evil is now clear.

You probably have a super-name for yourself all figured out. Guess what? No one cares. Look at those actions you've taken, and what happened. What will your enemies call you? How will they spin your identity to their ends?

That's your name now.

Acknowledgments

Thanks to the August 2015 backers of my Comics & Games Patreon! *Supervillain You* reached its \$100 milestone with your support.

Herman Duyker, Tim Jensen, Moreno Roncucci, Giulia, Shervyn von Hoerl, Mark Malone, Tony Dowler, Vincent Baker, Mike Sugarbaker, Keith Senkowski, James Schmitz, Tod Olson, John Bogart, Ed McW, Ed Heil, Madjay, Joe, Karl Miller, Gordon Landis, Raven Daegmorgan, Marshall Burns, Michael S. Miller, Adams Tower, Robert Rees, Gregor Hutton, Juan, Jesse Burneko, Markku Tuovinen, Larry L., Mark Delsing

Thanks to Rafael Chandler and Alex Mayo for the first version published in 2015.