

a person is just meat

a microlarp by Jacqueline Bryk

Inspired by:

WARHOUND by Kallidora Rho

I Sexually Identify As An Attack Helicopter by Isabel Fall

there is no self there is only you by Geostatonary

The LARP

Play through a Discord group chat or server. Improv of the finer points is not only welcome, but encouraged. Make the game your own.

Use whichever safety/risk mitigation tools make you feel held, curious, and/or brave.

This larp assumes 90 minutes to pick up and play, including character creation, and 3 players. You could expand it to include more scenes and/or add in an audience for the propaganda speech scene.

Pick characters from the three below, then play through the following scenes.

The day before an important imperial propaganda broadcast, the **hero** has fifteen minutes to talk with her **handler** about expectations, scripts, and other important points. This interaction takes place over video chat, with both cameras on. Some suggestions:

- The **hero** is being introduced to the empire for the first time in her new capacity
- The **handler** is showing off the **hero** as a victory for “imperial re-education”
- The **hero** is receiving an award from the empire

The night before an important imperial propaganda broadcast, the **insurgent** has fifteen minutes to talk to the **hero** through a hacked comms unit. The **hero** may be on video, but the **insurgent** is voice only. The **insurgent** doesn’t know when they can talk to the hero again, so this is a time for confessions, venting, etc. Some suggestions:

- “How could you do this to us?”
- “I used to really admire you...”
- “I could take you away from this!”

The day of the broadcast, the **hero** gets ten minutes to write their speech. This can be interrupted by *voice messages only* from the **insurgent** and the **handler**. The **hero** gets to choose to listen to them or not.

During the broadcast, the **hero** has five minutes to deliver her speech. She may deliver something that spits in the eye of the empire, something that makes her **handler** proud, or something in-between, but she must deliver a speech via video chat. The **handler** and the **insurgent** watch, cameras on, mics off.

The **insurgent** and the **handler** may each take five minutes to react to the speech before play ends.

The CHARACTERS

Each player picks one and follows the prompts.

You are an imperial handler.

You are **obsessive, calm, and powerful**.

Others call you **Sir, pervert, monster, creepy and cutting-edge**.

You control the hero with (choose one or more with the hero): **drugs, constant surveillance and punishment, beloved prisoners, iterative surgery, experimental conditioning, or euphoric neural feedback**.

You most fear (choose one or more with the insurgent): **disruption of your daily routine, no longer being useful, societal chaos, a shadowy outgroup, or dirt, grime, and filth**.

You delight in (choose one privately to come out through play): **a well-executed plan, a tidy office, a high kill count, making someone literally lick your boots, or flouting your puritan superiors**.

Choose a name.

Choose a nickname or call sign you call the hero.

You care about the hero as an asset and will do anything to keep her.

You are an insurgent.

You are **passionate, embattled, and idealistic**.

Others call you **comrade, rebel, terrorist, thief, and friend**.

You always admired (choose one or more with the hero): **her panache, her kill ratio, her humility, her availability, or how she looked in rebel propaganda**.

You fight against (choose one or more with the handler): **climate annihilation, civilian deaths, disappearance of "dissidents", mandatory conscription, or punishing costs of living**.

Your resistance group is planning to (choose one privately to come out through play): **disappear imperial soldiers, bomb another rebel group and take their stuff, host a recruitment drive using the hero's image, lead a dangerous raid with other groups, or surrender**.

Choose a name.

Choose the name you knew the hero by.

You care about the hero as an inspiration and will do anything to get her back.

You are a hero.

You are controlled, overwhelmed, and a weapon.

Others call you a name you don't remember, traitor, dog, pathetic, conqueror.

Nothing makes you feel better than (choose one or more, both the handler and insurgent must agree): being in the cockpit of your mech, flying through a moonless night, stalking the low places, being in front of a camera, leading a strike force, captaining your ship, stealing from the empire, laying traps for imperial soldiers, pulling civilians out of combat with your bare hands, performing medical miracles, or winking at pretty girls with implicit promise.

Your handler generously gives you (choose one or more with your handler): a quiet mind, clear orders, emotional certainty, a regular schedule, plenty of rest, someone to serve, freedom from your addiction, fuel for your addiction, unconditional positive regard, a sense of closure, or regular upgrades.

Your capture and subsequent betrayal of your ideals caused (choose one or more with the insurgent): low morale among insurgent groups, massive celebrations among imperial patriots, scheduled propaganda talk show appearances, sanctioned bullying of you by imperial troops, you to be used as a lure, a wave of arrests, ill-advised attacks on government property, daily photoshoots, another rebel darling to be captured, funding to be thrown at other experimental weapons projects, suspicious suicides, or repeated radio and computer hacking.

Your name is something other people call you. Answer to it.

The burden of being an inspiration, a call to action, a hero has crushed you. Find moments where you're not expected to do anything.

Stop being an image.

Images kill.

Find purpose, even if it's someone else's.