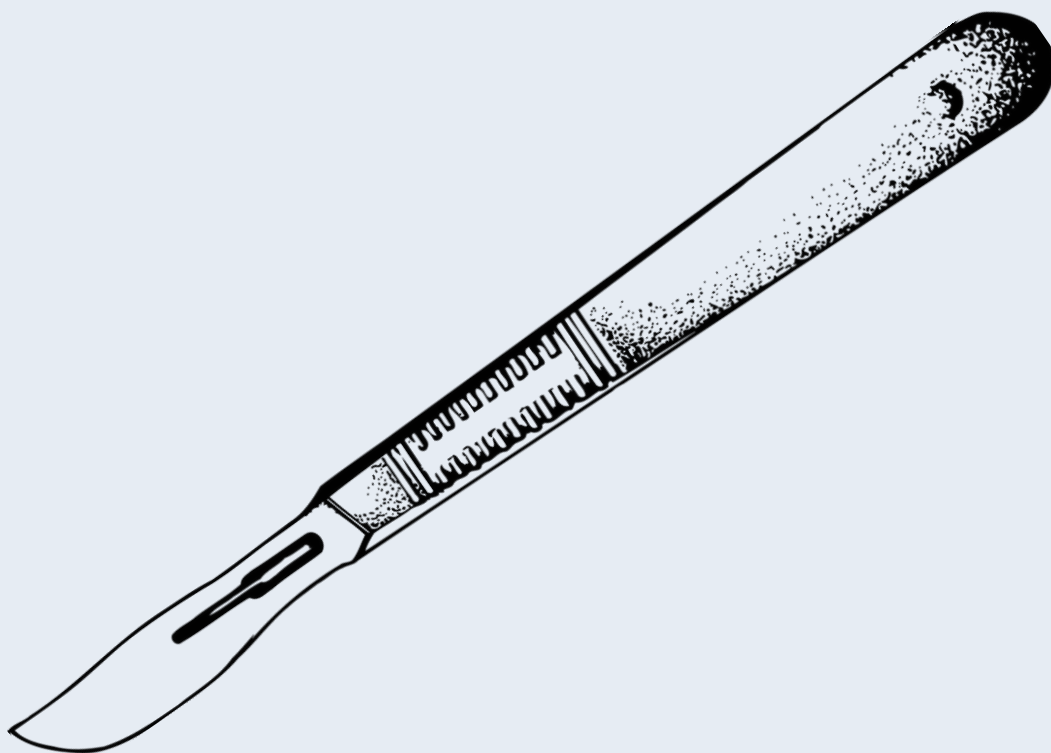


Plasty:

## A Thing of Beauty



Taylor Daigneault

**THIS IS A GM-LESS RPG ABOUT THE  
DIVERSE RELATIONSHIPS PEOPLE  
HAVE WITH THEIR BODIES.**

Before the game begins, answer these questions privately about your character:

- Why are you here?
  - Medical reasons?
  - Cosmetic?
  - In between?
- How do you feel in your body?
- How do you feel about your body?
  - Do you feel healthy?
  - Beautiful?
- What do you most hope for from surgery?

Play begins as characters gather in plastic surgeon's office.

Each player describes their character and what they choose to read while they wait to see the doctor.

When the silence becomes overwhelming, break it.

Use the flow of conversation to answer questions about yourself and others.

Play ends when a player says "oh, that's me." signalling that they have been called out of the waiting room.



## SUGGESTED SAFETY TOOLS

*Plasty* is a game centered on bodies and body modification. This may lead to some complex feelings and conversations about bodies. There is a potential in all role playing experiences for our fictional experiences and performed feelings to bleed into our actual experience. *Plasty* is no exception.

Before playing, establish lines and veils with the other players. “Lines” refer to topics that one or more players would like entirely excluded from the game. “Veils” refer to topics that players are comfortable talking around, but would like to keep vague.

It is also encouraged before playing to agree on a mute button, which signals to everyone that the conversation should end abruptly. This can be an in-game action like putting in headphones or lifting a magazine, or more simply, saying or signing “mute” to the other players. After muting play, return to reading magazines until the person who muted the game is called into their appointment or begins a new conversation

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Earlier versions of this game were published on [Twitter](#) and as an entry to the [200 Word RPG Challenge](#) in 2019

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Truth is a seed  
planted deep  
If you want to get it  
you have to dig.”

— [Katherena Vermette](#),  
*river woman*

# A NOT WINNER OF THE 200 WORD RPG COMPETITION

[*Plasty*] invites introspection and allows for gentle probing on sensitive topics, while the free form nature also allows skirting questions you'd rather not answer aloud.

-- Feedback from the 200 Word RPG Challenge  
judge that liked the game



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