

Worldweaver



Art by [Boris Grozey](#)

Many of those humans -- though not all -- who have travelled beyond the boundaries of their home world have experienced what is called the overview effect, an awareness of the planet Earth as a tiny, fragile ball of life. But if one thinks bigger, then one can imagine somehow seeing the entire solar system as a tiny collection of fragile balls in an even vaster void. But if one thinks bigger, then one can imagine seeing the galaxy or even the entire universe as a tiny place, in which all possible human dreams and aspirations are incredibly petty. And if one thinks *even bigger yet ...*

Orphaned during the attack of **Cerebron**, twelve-year-old Kate Becker was taken into the guardianship of a friend of her late parents, who had all worked together for **Argus** R&D. Had she been a little bit older, Kate might have become a student at a think tank, but as matters stood, she spent the next five years dividing her time between formal studies and part time work alongside her guardian. Her talents came to the attention of the Director General, but something about **Zane** unsettled her, and she avoided being drawn into her circle.

Her major project in this time was studying the remains of what was thought to be an alien

spaceship that had crash landed near Roswell, New Mexico, in 1997. The vessel was critically damaged, and its crew seemed to be caught in a state somewhere between life and death. Kate was the researcher to achieve the key breakthrough leading to the understanding that the crew themselves were dead, but that their uniforms, a biological carapace covered in tentacle-like growths, were still alive. One of these symbiotic costumes had just been successfully removed from its corpse when the coup began. The laboratory where this research was proceeding had been judged superfluous and came under attack.

Thinking quickly if not deeply, Kate donned the carapace and used its functions to protect her life and those of her coworkers. It was a disturbing experience for the young scientist, and she was glad when it seemed to be over. But then she learned that it was never going to be over, for it was soon revealed that the carapace had bonded to her skin and bone and could not be removed while she still lived. Panicking at the implications of this, she fled the laboratory and went into hiding.

Over the next seven years, Kate found herself increasingly losing herself in the persona she took on to keep herself alive and free, that of Mistress Tendril, the brilliant but quite megalomaniacal scientific criminal. She sometimes attempted to portray herself as a victim of circumstances, but her extensive rap sheet made this seem implausible, as did the association she eventually made with the parasupremacist movement. She kept telling herself that all of these were just temporary measures undertaken so that she could eventually free herself from the carapace, but when she finally learned how to do so, Kate came to the sad realization that she was hopelessly addicted to the sensation of power that she experienced when using it. She had no choice to continue the road she was walking.

And then things got worse. While in San Francisco on other business, Mistress Tendril happened to run afoul of **Mephistopheles**. During the brawl that followed, the so-called demon employed his "searing gaze" on her, intending to reduce her to a temporary catatonia in which she was left to contemplate her sins. An implausible synergistic effect of this assault on her mind, the latent psychic powers that had warned Kate to avoid Zane, and the hitherto unknown features of the carapace, allowed her mind to exceed all possible limitations.

For what was an eyeblink of reality, Kate Becker saw and knew everything, perceiving the full scale of the multiverse as no beings, perhaps not even the Old Ones, ever had. No mortal mind could recall even one billionth of one per cent of what she experienced in that hour of fugue, but it left her with the ability to perceive the timeline as not even **Pythia** had. She saw the full history of humanity, from its earliest evolution to the last days of its demise. She witnessed, and perhaps even facilitated, a conversation between Pythia and **Ananke** that she thinks she deliberately chose not to remember afterwards.

And more, for she now knew that the creatures who had created her carapace had not been

extraterrestrial voyagers, but extradimensional ones who had travelled to strengthen the bonds that tied the multiverse together even though they knew that it would all tear itself apart *in so short a season*. Consequently, she gained the ability to peer between worlds, expanding the range of her foresight and hindsight. While able to perceive the dim threads that tie the worlds together, she cannot travel along them nor draw upon them, as **a certain individual** does, but can perceive when this is being done.

To most of those who know her, the villainess who now calls herself Worldweaver has not changed greatly. She still poses as a crazed mad scientist, seeking to avenge herself on anyone and everyone who has ever dared to oppose her or might do so in the future, engaged in countless bizarre schemes. And when these fall apart, as they always do, she makes her escape and retreats to her current safehouse, strips off her carapace and collapses to stare up at the ceiling, doing nothing. It is all meaningless. She acts not to achieve anything, but because she has seen herself acting and must fulfill her role, for the amusement of entities whom even she cannot fully perceive, much less comprehend. Or perhaps for their complete indifference.

Only one thing can jolt her out of either her "mad scientist" persona or the emptiness that replaces it. She can sense the touch of **Daath** on those who have known that world, and it terrifies her, for she knows that the imminent crisis will begin there and fears it despite knowing that they can do nothing to her that will not happen regardless. (If it were rational, it would not be a phobia.) There is nothing she can do to prevent what is coming or even slow it down. It became inevitable in 2020, and events since then have only brought it closer. The time travelers have not the perspective to understand that the end of everything can happen despite their knowledge of the "future". The truth is that there is neither future nor past, only an eternal present, and that even that will end soon enough. The end is drawing closer and closer. The end of infinity.

Worldweaver -- PL 11

Abilities:

STR 8/0 | **STA** 8/0 | **AGL** 3 | **DEX** 2 | **FGT** 6 | **INT** 7 | **AWE** 3 | **PRE** 0

Powers:

Faded Omniscience: Enhanced Advantages 4 (Defensive Roll, Evasion, Improved Initiative 2); Enhanced Defenses 10 (Dodge 5, Parry 5); Senses 10 (Daath awareness, danger sense, postcognition, precognition) - 24 points

Tentacular Carapace: Elongation 6; Enhanced Advantages 8 (Chokehold, Fast Grab, Improved Disarm, Improved Hold, Improved Smash, Improved Trip, Move-by Action); Enhanced Stamina 8; Enhanced Strength 8; Enhanced Strength 4, Limited to lifting (100 tons); Extra Limbs 6; Movement 4 (sure-footed 2, wall-crawling 2); Impervious Toughness 8; Senses 2 (darkvision); Speed 5 (60 MPH) - 80 points

Worldweaving: Remote Sensing 6 (all senses; 60 miles), Dimensional 2 (parallel worlds); Senses 1 (dimensional awareness) - 33 points

Advantages:

All-out Attack, *Chokehold*, *Defensive Roll*, *Evasion*, *Fast Grab*, *Improved Disarm*, *Improved Grab*, *Improved Hold*, *Improved Initiative 2*, *Improved Smash*, *Improved Trip*, *Inventor*, *Move-by Action*, *Power Attack*, *Startle*.

Skills:

Close Combat: Unarmed 4 (+10), Expertise: Dimensional 2 (+9), Expertise: Science 5 (+12), Intimidation 9 (+9), Perception 6 (+9), Stealth 8 (+11), Technology 6 (+13).

Offense:

Initiative +11

Tentacle Strike +10 (Close Damage 8, Reach 6)

Tentacle Grab +12 (Grab 8, Reach 6)

Defense:

Dodge 10/5, Parry 12/7, Fortitude 8, Toughness 10/8, Will 9

Totals:

Abilities 42 + Powers 137 + Advantages 4 + Skills 20 + Defenses 9 = 212 points

Offensive PL: 10

Defensive PL: 11

Resistance PL: 9

Skill PL: 8

Complications:

Nihilism--Motivation. Fear (Daath and its denizens.) ***Playing the Part*** (power hungry mad scientist.)

Note: Inspired by Ranke, a character created by bsdigitalq, part of the Extraordinary Mythos.

Update 2022: To her confusion and slight horror, reality was somehow woven back together when it collapsed. She does not understand how that happened. While she suspects that such a miracle could never happen again, the fact that it happened at all has led her to turn herself in, arrange for the carapace to be returned to Argus, and quietly await sentencing for her long history of criminal charges, having pled guilty to all of them.