INTRODUCTION

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Teaser

Solarpunk 2050: A FATE Setting - It's the year 2050. The Solarpunks have saved humanity. And although now everything could be fine . . . it is not.

The Pioneers live their hyper-progressive technology utopia while the normal people think that we have already achieved enough by saving the world and that we can finally finish watching the latest series - the AI has marked it as a personal recommendation. And the Lost want to go back to the 1990's as it never was. With added violence.

The work of the Pioneers is not finished yet. And they are happy about that.

Pioneer Photovoltaik site

Well folks. Unpack the soldering irons. We need a new autonomous solar farm for community expansion. We have 10 laser welding machines. Fits perfectly - there's no dispute this time - all the children can help stand up the solar modules. Who is securing the perimeter with the drones this today? Yesterday someone heard diesel engines in the forest.

Pioneer Photovoltaik site - later

- **Drone Pilot:** Folks, I don't see any casualties, but we have a problem.
- **Benjamin:** Are the children okay?.
- **Drone Pilot:** Yes. No one was hurt. 10 with laser welding devices, 5 with their child-sized exoskeletons constructing the solar modules. But they 're doing too well..
- **Benjamin:** ?.
- **Drone Pilot:** From above, the modules look like a giant penis. Time to penis of 5 hours is impressive perfomance. But I'm for house arrest.
- **Benjamin:** I wouldn't give one for that. When I was young I went through a phase where I drew stuff on bus stops with permanent markers.
- **Drone pilot:** But you can see him from space !!!.
- **Drone Pilot:** . . . Tonight at the community meeting. We need to talk. . ..

Party chat

- **Tscharlien:** Found something in an underground forum. For the episode 5 season 6 of Woodland Village you should buy the Mykonos inc red wine, the Mykonos inc olives (black) and the Mykonos inc feta. Why it didn't say..
- **Mischell:** I read that too. Unfortunately did not do that..
- **Kewin:** I saw that too. Why should I have done that ? Missed the episode..
- **Tscharlien:** That was so awesome!!! It was so great! The gang in the episode sat there at the table in this fine pub between 1:45 and 2:15 and ate exactly the same things! I felt like I was there!.
- **Mischell:** I saw that too. Will always regret not belonging to the underground forum..

Council of war

- **Brutus:** According to our scouts, the Pioneers are celebrating their new crazy thing: a giant Solar Penis. While the weirdos are distracted, we'll raid the Norm City.
- **Achilles:** A what ?.
- **Brutus:** The Plan: Motorbike Phalanx to the marketplace. Artillery at the city limits. Flanking from Greengate Park and from the ice cream parlour..
- **Achilles:** By the way, the can artillery people are sober again.
- **Brutus:** Good.
- **Brutus:** Then we'll get the most important BBDs out with the trucks and be gone within an hour. By then the police will arrive from the next town or so..
- **Achilles:** How much beer, beans and diesel can we get in the truck in an hour?.

The conversation is interrupted by a test shot from the can artillery, which hits the tent. No injuries

Defenses

- **Supervisor:** Chief Inspector Dehnis? The Lost are attacking the city. Your troops have order to retreat so as to not to further provoke the Lost.
- **Chief Inspector Dehnis:** Understood.
- **Supervisor:** Are the warehouses sufficiently stocked with diesel, beer and beans?.
- **Chief Inspector Dehnis:** Yes.
- **Supervisor:** Well, then it should be over soon. By the way, reinforcements are on the way. Meets in 1-2 hours.
- **Supervisor:** And make sure the Pioneers don't interfere. If necessary, encircle and seal them off. They will try to save the city again. I don't want to have to work overtime today..

Gathering

- **Bernd:** Guys, short party break. The city is attacked by the Lost. We'll have to save it. The police have cordoned off the streets. We race through the forest with the e-bikes..
- **Bernd:** The angel system is currently being updated. Everyone who wants to join assigns to one of the five teams. Details are in the angel system..
- **Bernd:** The Lost are after BBDs. In addition to protecting people and the city, we ensure that the diesel tanker does not leave the city..
- **Bernd:** The tanker must not burn out under any circumstances. The last time we compensated CO_2 for 2 years. And that's why Team Five is the Hazmat Team. Only people with the necessary training can register there. This team always stays with the tanker. Don't forget the equipment!.
- **Bernd:** Well. The task tickets are online. Everyone takes up to three tickets with tactical objectives and let's go..
- **Bernd:** The rest keep partying. We'll be back in three hours at most..

FATE SOLARPUNK 2050

GENESIS

It's the year 2050. The last few decades have been a wild ride. Especially after people realized that they have to manage several catastrophes in parallel and that the simplest solution is to rebuild society as a whole, it was: Do or die trying.

They did it, they survived. Most of them.

Thanks in particular to the Solarpunk Communities. Pioneers are people who have started a revolution with extreme out-of-the-box thinking and technological/ecological awareness. In their communities - almost self-contained experimental laboratories - they were experimenters and guinea pigs at the same time. And the general public called Norms watched curiously, fascinated and hoping. They integrated the most successful approaches into their own life and upgraded their cities to match the new reality. As a result, society in 2050 at large is CO_2 neutral, fairer, more peaceful and more open. The Pioneers saved the world - and yet they can't stop being the incubator for epochal upheavals and mistakes. The Norms benefited. The Pioneers are still running after reaching the goal. And a third faction got lost on the road to transition - the so called "Dirty road to Eden". The Lost saw the price that will have to be paid and did to aggree with it on a moral level. Instead of pushing for a new future they oriented towards a past. Or a mix of the old epochs of humanity. They life in the ruins caused by catastrophes and the transition. They are gathering and reusing old tech, are survival experts, fighters and historians. While the Pioneers and the Norms prefered to forget the recent history, the years they all used to shape the future. Because some things are better forgotten.

FATE SOLARPUNK 2050

FACTIONS

Three relevant and playable factions exist int he Solarpunk world. Each one has their own approach.

- The creative and forward pushing Pioneerss

- The Norms, drawing strength from cooperation through AI power

- The Lost. Digging in the ruins of the old world and improvising with the old tech

Those factions are not enemies. And a sucessful team can require members from all three factions. But there is always a certain amount of friction between the different approaches those factions have to life, universe and everything.

Members of families can be associated to different factions. Or a person can move from faction to faction when their approach to life changes. This is not a big thing.

Also the factions are not well defined. There are hundreds of different Pioneer communities with their own approach of experimenting with a potential future. Hundreds of AI powered cities where the AI will shape the society differently because of the local own definition of a happy life. And lots of Lost families who found their own approach to survive and prosper in the wilderness.

GM and players: Create your own !

Pioneers

The Pioneers have taken the future into their own hands. They saved everyone and the planet and now draw their strength from this. Hard-core Pioneers make up only a small fraction of the population (and that can vary locally). But since they actively participate in life, they are also the part that leaves their mark on society.

Skill: Prototyping

Pioneer technology is unique. They find smart solutions for problems. They tend to build prototypes that will never be used as mass produced.

Those prototypes are built fast, fix a problem, use available technology and will never get a certificate for safety. Quite often they are not meant to last. If a pioneer will have to build the same technology a second time it will be built with additional features or a different approach.

For this kind of dirty engineering, use the skill "Prototyping".

If non-renewable resources are requires also roll for "Resources"

Norms

Norms life in upgraded cities with added solar panels, green parks, small streams of water and lakes. Everything is quite idyllic but you can still see the original buildings from the 2020 under the green walls. Everything built is based on templates. So many items, clothes, fashion and architecture looks identical. Those templates can be personalised and smart people do that.

The cities are knows as "hive cities", the Norm society is also quite often called a "hive". The reason for this is the tigh and close coordination this society has.

This society is coordinated by AIs (one per town) and the goal of the AI is to improve quality of life for the inhabitants. To measure that every Norm carries a "hive controller" which is a communication device with AR interface. This is also the main tools to do their magic: "hive control".

Someone from 2020 would call them wizards. Using Apps on their hive controller they can request services from the AI. These range from ordering refreshments to building a house. Based on available templates the AI will coordinate factories and Norm contractors (very spezialised ones) to build the customized request. Delivery is within minutes (when ordering a gun with pearl-style grip) to days (adding a house to the city).

This is not limited to physical things but can also be an App to organize a Party.

But there are limits:

- Things cost money. And material things will additionally cost resource points

- Apps must be unlocked first by succeeding in a tutorial. This can take up to 2 years for an architecture App

- This magic will only work in the control area of an AI. And the supply lines must be open. The App will indicate if a service is not available

- Some services will also require a health check or other additional certificates

- The general rank of the user must be high enough

AI controlled hives are meshed. And a traveller can get similar services in most of the connected AI hives.

This is why most Norms focus on 1-2 topics and the usual 40 Apps everyone uses to simplify life.

A visiting Pioneer or Lost can get a hive controller but will start on rank 0 (toddler). Having only the basic Apps available (pizza service, ...) and no clue how to use them. Finishing the basic tutorials will require years.

The real stars in the Norm world are those who can create new templates for new services. And amongst them only some geniuses can generate templates for highly complex products (like trains). Those templates and their Apps unlock new wonders for the society.

Appearance: The norm world is (thanks to the templates) very uniform compared to the world of the Pioneers or the Lost. Everything is mass produced with some added personalisation. That includes the solar upgrades to houses and the clothes. Some chaos in the towns is created by the plants and animals that were allowed to spread.

Mobility: Mass transport. But with added quality of life (the self driving tram has a bar and a big TV screen for entertainment. People are standing in groups chatting and enjoying the ride.)

Skill: Hive control

Being close to a hive and having a hive controller enabled the Norm to request services fromt he Hive. The special skill "Hive control" is used for that.

In addition a resource roll could be required to check if the non-renewable resources are available for the request.

If the hive-control dice roll fails, the reason could be:

- User is required to complete some more tutorials first

- The App got an update....

- The hive is busy and this request can not be queued yet

- Basic components must be shipped from another hive first

- Hive controller down (which is an emergency !)

AI controled areas can be in 4 quality ranges:

- City hive: no penalty

- Seed hive (AI size: a shipping container): -2 on throw, slow delivery

- Personal hive (just a good communication interface to the next hive): -4, slow delivery

- No connection: Sorry.

Lost

The Lost are the faction that did not join the others on the "Dirty road to Eden". They quite early realized that some horrors will be involved in achieving a Solarpunk utopia. And they did not want to pay the price. This faction is the only one not actively denying what happened.

Their approach is to life in and from the ruins of the Lemmings civilsation. The reuse the old technology and enhance it. This is what their cloths, tools, vehicles and housings are made of. Old tech reused in a creative way.

Living in the ruins they developed combat and survival skills and are experts in exploration. Many historians are in their ranks.

They do not necessarily trust the Pioneers or the Norms. Because they still remember the "Dirty Road to Eden" pretty well.

Skill: Bushcraft

Lost are skilled in the wilderness and ruins. They can upcycle and recycle old technology. Build camps, hunt, gather food, train animals and raid ruins for tools.

This is all covered by the skill Bushcraft

start playing

You know the basics and the factions. If you should start playing now. Decide who will be GM, let her jump to the first adventure. All information you need is either in the adventure or linked from there.

The adventures are used as a tutorial to learn the world. They come with pre-fab characters and the first ones just focus on small parts of the world. A manageable compartment in the whole sandbox. Specific topics in the adventure are linked to the detailed description in the sourcebook. So the GM can prepare as deep as she wants.

This is the way this book is meant to be used.

Adventures

- The World Destroying Machine: Play the Pioneer faction. Learn about the world and the factions

- Adventure 2: Play the Norm faction. Learn about their life and some mysteries

- Adventure 3: Play the Lost faction. Learn about relics and the wilderness

ECONOMY

Resource points

Resource points are the main currency accepted by all factions. To avoid abuse of the nature every person gets a limited amount of them each year. They are required to get any non-renewable material based object. The ones appointed are enough for a normal life style. But not enough to build a brewery. The only way to get more of those points is by recycling objects. Big objects or those made of rare materials return more resource points. This is one of the main reasons to start an adventure visiting the ruins of the Lemmings.

> **Reason**
>
> Scarce resources (those resource points) are a good story hook. You can use it for adventures like expeditions, for loot, or crime stories where criminals try to trick the system to get more resource points. This is also the reason why they can not be traded. It would be to easy that way to trade them for other resources like money.

Lost: Barter

The Lost spend most of their resource points on gasoline. This is one of the reasons they loot old ruins for material and technology they can upcylce. This way they will not have to spend RPs on products.

In addition to that they have an internal barter system where they trade goods for goods (one chcken for this hammer...). It is much more complicated than with money but they lack trust in other systems and it is transparent. So it works for them. And most of the time they trade within the same family anyway. And you can use the goods while you wait to be able to trade them (eggs fromt he chicken).

Norms: Financial system, basic income

The norms only did minory adjustments to the monetary system. The big thing is: Everyone has a kind of basic income: What you need for a living is free. You only pay money for premium things. That way people with a job can get some motivation out of that.

Every person (not only Norms, but also Pioneers and Lost) can just take the basic goods in a reasonable amout. This covers:

- Food

- Drinks

- Clothing (basic)

- Shelter

- Public transportation

- Cultural participation

From all those goods there is also a "premium" version you pay for. This version is somehow extra fancy. As a reference: Free to play games where you can buy extra gimmicks without any game effect that was common in the year 2020.

The absic income is not transfered to your bank account ! Instead there are shelves/vending machines and other opportunities in the cities to just grab what you need.

Example for premium: Close to the free coffee vending machine there could be a real person barista brewing awesome coffe and offering a nice chat for some money you earned at your job.

This basic income is possible because renewable energy is unlimited, production is automated and logistics as well.

Pioneers: Meritocracy
Energy

With wind, water power, solar energy and batteries to buffer you can generate unlimted energy locally. So as soon as a region is properly developed, energy is not an issue anymore.

SOLARPUNKS DETAILED

☞ All the fractions get an adjustment. This includes the Pioneers. The details below are not verified and can be changed after some play testing.

The Pioneers tackled the world's problems by innovation and set the foundation for the Norms to build on

Profile

- Class: Meritocracy.

- Advancement in society: Successful and creative projects and campaigns

- Political System: Holocracy

- Form of society: extended family

- Conflicts: meritocracy bugs, urge for change

- Appearance: Self-tailored or fitted clothing. Very individual. Value is placed on practicability during projects.

- Taboos: idleness, stealing glory

- Language: Nerdy youth slang prevails

- Trends: progressive, creative, builder

- Law: * Judge: The group * Penalties: Community service to banishment from all Pioneer communities

- Corruption: Hardly. If so, then your own project may be supported with resources.

- Weapons: Elegant weapons are preferred. Because it is practiced as a sport: swords, bows (high-tech) and firearms, . . .

- Architecture: creative fusion with nature and technology. Community oriented. Very individual.

- Vehicles: Technologically very modern and digital, battery or hydrogen powered. Lightweight and small. E-bikes, e-cargo bikes, quads, exoskeletons

- Resources: There is a lack of large-scale industry goods. You're always chasing technology that you can recycle because you don't want to buy anything new (for ideological reasons)

- Celebrations: creative and rather small. With art and culture. In meeting houses or in the central square. Camp fires. Stories. Presentations of new projects. Theatre. Homemade music. Drone ballet in the night sky.

- Success: inventors of crazy technology, people who have performed a risky action

- Drugs: Used to be creative, happy and open. Enhancing ones. To boom and long-lasting influence is frowned upon. Because it paralyzes projects. Experimentation with intelligently designed and bred drugs is welcome.

- Psychotherapy: There are many educated, wise and pastoral people. Therapy is more of a sideline ongoing mentoring thing and no one really notices.

- Media: There are many very topic-specific podcasts/video casts and the like. Each created by our own experts. Lectures are also held and recorded. An immense knowledge archive is available. Art and culture are also recorded and distributed decentrally by communities.

- Education: flipped classroom, hands-on learning. No age limit for courses, but at best required prior knowledge as a limitation. Prior knowledge is managed using a badge system: https://support.mozilla.org/en/products/open-badges/introduction-open-badges .Teachers are recognized for their explanatory skills in their field. But not necessarily full-time teachers.

- Coordination: angel system. Tasks are entered into a system. If someone has time, they call up the tasks and sort them according to their skills/interests. Then do it and get points https://engelsystem.en/ An order in the Engel system can also be the practical part of a further training measure and be rewarded with a badge.

- Diet: Homegrown meat, vegetables. Creative cuisine is very welcome. And good Chefs can become stars.

- Names: nicknames, abbreviations, chat names, names referring to peculiarities. The names can often change in the course of life and are usually chosen by the person himself. Or earned

Social: Sexually open (queer, trans, . . .) and sometimes in polyamorous relationships. an entire community often identifies as one family and cares for the children ("It takes a village to raise children"). The major disadvantage of this freedom, however, is the tension with more conservative sections of the population. Norms and Lost. Pioneers generally use the gender asterisk and the person's preferred personal pronouns. Many Pioneer communities are accessible as agrotourism for Norms and others to "experience" something. Drugs: Light drugs are legal across the EU. Pioneers like to mix their own

experimental stuff or grow mushrooms or hemp at great expense. Good drug experts are celebrated like artists. Redemption: Some more subversive Pioneer groups feel they need to do the Norms a favor by tearing them out of the rut of normality. To do this, they plan subversive art actions, which they carry out at night and in fog to "open your eyes". The reaction of the norms and the AI (which wants to restore normality) is mixed and very unpredictable.

Policy

Communities are how Pioneers organize themselves democratically. These are self-governing structures that, at best, form a kind of communal village. But locally fragmented communities also exist and thrive. The form of democracy is a holocracy (https://en.wikipedia.org/wiki/Holocracy). Everything is organized in circles. These are linked hierarchically. The lowest level is a single project. After that comes the community, the local cluster of communities, the EU representation of communities and then the global circle. The members of the circles are democratically elected. In addition, one elected member is sent to the neighboring circles. That way everyone is connected. Another important principle: The circles do NOT try to find the best solution to a problem, but rather prefer the most easily correctable variant. This allows more experiments to be tackled. A community lives according to self-determined rules. The standard Pioneer rules are their basis. The basic set of rules for communities:

1. Be excellent to each other!

2. The community is democratic. Elections are held once a year

3. These positions are to be filled: * Elder * Dispute mediator * Logistics officer * Quartermaster

4. Nobody stays in the same office for more than 3 years

5. The aim must be to fill the gender parity

6. Refugees must be helped.

7. The community must live and operate within natural limits. She must help others to do the same.

8. Protective equipment must be worn in dangerous situations

9. No biological experiments in the kitchen area!

10. Who makes is right

11. A competition between communities is a matter of honor

12. Friday is pancake day

The own community in which the characters live is itself a protagonist and is welcome to receive a character sheet. Growing it and making it more connected is a potential goal for players. But you also get direct benefits from new skills/ equipment from the community. In addition, there are also regional customs between communities. Are known:

- Sharing your own projects as a sign of trust. Two communities in the Black Forest exchanged the sourdoughs they had cultivated and optimized over the years. At first glance, this might seem banal. But they gave the other group years of work and a cultural uniqueness of their own. And in a reproducible form.

- Plant seeds as a welcome gift. Here, of course, attention is paid to special features and quality.

Of course, this is also rooted in the "grow and let grow" of the solar punks. For GM: These rules intentionally have some ambiguity. The story can then be hung up with that.

1. Who is eligible to vote? Can you sabotage the election?

2. What exactly do the offices do? Can one person hold multiple offices?

3. And what if no good successor is found?

4. How much leeway is ? How many genders are there?

5. Fled from what ? The law ? How to help ? Also refugees from hostile groups?

6. Purely theoretically: If you burn down a nasty industrial plant in self-defense, you have to compensate for the CO_2. And whether others accept this help. . .

7. Protective equipment in the workshop is good. Here, however, it was forgotten that one must also be able to handle the devices. Especially with those that have been tweaked and customized by the community. . .

8. Self-explanatory. But what if you have bred new brewer's yeast? When are they no longer experimental?

9. When someone proves that something can be done. Is he right? . . but can cause problems with very enthusiastic slobs can who challenge can't listen others

10. to Communities compete. The winner gets clear reputation. The loser can also get points for a Grand Commendation to the winners. Both are archived in annals. The exact form of the competition is defined between the communities. => Start of many adventures

Holacracy

Holacracy is actually a simple democracy with voting in small groups (that can be project groups, teams, communities). Since each group is networked with others, they send a kind of diplomat. This is why someone from the community leadership sits in the project group. Information can be exchanged quickly. And everyone's interests are represented. But that can also lead to problems.

- **Wheels:** I see the Lost camping out in the woods down there. They also have the standard hostages with them. I'll show you the map right away. Ask your circles what they think of our "get in and get out" plan..
- **Gemstone:** The ecos say it's breeding season. I'll add the nests to the map. No fights within 20 meters, they say..
- **Net:** The Norms are currently running an adventure series. The culture exchange circle says we can expect more positive reactions if we conform to their script when performing..
- **Les:** Man-at-Arms wants to know how his net launcher works. Could we film that?.

. . It is also relevant for a holocracy that no attempt is made to find the optimal solution to a problem. But one that you can easily changed should it prove wrong.

Meritocracy

Advancement among the Pioneers is achieved through successfully completed projects. This meritocracy is a hierarchy based on recognition.

Bugs in Meritocracy:

- Of course, newcomers can't not have many achievements to show for themselves

- People with a lack of ability (or a disability) stay on the lowest rungs - as long as the society does not recognize the effort, regardless of the success

- Fame can be stolen, foreign projects appropriated

- Different communities have different focuses (arts, technology or plants) and thus find it difficult to assess foreign work

Education

At Pioneers learning is freer. Lifelong learning is the order of the day. Knowledge is exchanged between people and communities. Nomad teachers

travel through the country every several months and teach interested people (children and adults) new things. Communities offer courses in their specialization ("Hydrogen synthesis using algae, 4 weekends", "Brewing beer, original ancient Egyptian recipe. From a historian/beer brewer"). There is no clear educational plan. Knowledge and skills are highly valued. Norms are also welcome. But they rarely take advantage of this offer.

Relationships

Diversity is the norm for Pioneers. Relationships are common in all varieties, especially among Pioneers. From hetero-monogamous to polyamorous. The children's parents feel responsible for their upbringing, even if there are 5 parents. In many communities, however, it is such a common custom that everyone is responsible for the upbringing of the children that irritated children have to be asked several times "Who are your REAL parents?" The individual determines their own gender identity. Anything else would be weird. Note the difference between "Frequent" and "Normal". Pioneers are no more gay than the general population. But it's totally normal for them to show it openly. That's why it can appear to outsiders who are lost that there are disproportionately homosexuals here. Simply because of their freedom. Sometimes, though, a non-heterosexual Lost may join the Pioneers just to be themselves. The person will still find it very difficult to adapt to the other culture.

Die Walz

When Pioneers get stuck in their personal development, they take to the road. Similar to how journeymen used to be craftsmen (In Germany "Die Walz"). However, there are some changes to the customs of the time:

- You can do this as a group

- The duration is flexible

- You can go anywhere - and back again

- Normally, Pioneers do this several times in their lives. As soon as they feel like it They travel to distant communities. Get to know new technologies and ways of living there. However, the rules for traveling Pioneers are:

- The travelers are to be received in a friendly manner and included in the group

- In return, the travelers help with any problems that arise

- Knowledge and experience are exchanged in both directions

- There is a big party to welcome and say goodbye

As you can quickly see: For player characters, this is a great way to get to new adventure locations or to introduce new characters to the group.

Solar Nomads

Pioneers But mobile. Are constantly traveling between cities. In their e-caravans. With survival gear. They are usually the first to help in disasters. They are important to the Solarpunk communities as they exchange culture and knowledge between them.

Children

Children are allowed to participate in all safe activities within their ability. Sometimes they are assigned a mentor. Alternatively, they can also help in the control center (coordinate and process tickets there) or be deployed with drones (recycling, first aid, reconnaissance, . . .). The drones here can be moving, flying or swimming. Children also always have a voice when voting on future topics. Because it's about their future. In the case of critical votes, they can even block with a veto. This is done by the so-called children's council.

Furries

Furries are often a normal part of a Pioneer community. People in anthropomorphic animal costumes (called fursuits). The people in the fursuits are often known to others as the "Fursona" only. Already in 2020 there were impressive costumes. But technical progress has greatly improved the ability to express oneself. Animated eyes, ears and tails as the focal point. With enough technical progress, the suits are not only a hindrance (heavy, hot, little overview) but have also become an advantage. Monitors in the head provide all-around and wider range of vision, power and dexterity enhancers provide superhuman movement and strength. Dragon scales for armor. Metal claws. And then there's the wacky ones with the dragon breath. . . . All of this in a fluffy costume (except for dragon or insect furries - they're not fluffy). Judgments and prejudices about various Sonas:

- Dragons: Egocentric and overconfident, likes to collect stuff. Dragons come in powerful and big or small and derpy.

- Foxes: Of the loose variety (see Zootopia). Gladly horny too.

- Huskies: Foxes, but with more drama

- Dogs: Loyal and helpful

- Wolf: More mature than dogs

- Cats (domestic cat, tiger, puma): Solitary, self-determined, only do what they want. If you force them to do something, you only get minimal effort. Rather reserved and like to tinker with their projects alone.

In Pioneer communities, furries like to build their own neighborhoods. If only for practical reasons (door handles are installed instead of knobs and the

like). But also for aesthetic reasons. Many furries do not take their heads off in public. Thus, their human identity is often unknown outside of a narrow circle.

NORMS DETAILED

☞ The details below are not up to date with the new concept - which makes them playable. It will be updated after playtesting and discussion.

The Norms solved the problems at scale and contributed that way to save the world.

Profile

- Class: Job promotion based on age

- Advancement in Society: Automatic

- Political System: Ruled by AI

- Form of society: city-states

- Conflicts: Deadly Ennui

- Appearance: off-the-shelf clothes, clothing is not exchanged fast fashion moderately quickly for ecological reasons. But there are many accessories with which one can present one's belonging and fashion knowledge. Often adapted to the current favorite star

- Taboos: Not conforming, not familiar with current pop culture

- Language: Flowery with many references to series

- Tendencies: Conformist. consumers

- Law: * Judge: The AI * Penalties: Deprivation of some privileges up to drug reprogramming

- Corruption: There is still something like that among the last remnants of the factory owners. Otherwise the society is happy.

- Weapons: None. Law enforcement officers have them, from tasers to simple firearms. But the crime rate is low. Attacks by the Lost are met with (late arriving) military

- Architecture: Ecologically converted cities with high-rise buildings. New construction areas with identical houses

- Vehicles: Technologically very modern, battery or hydrogen powered. Easy to use (especially in cities): self-driving e-cars, public transport

- Resources: There is a lack of creative and new things. The media industry always tries to use templates creating something new and often fails. On the other hand, it must not be too disruptive either

- Celebrations: Big parties and clubs. Pomp. You sometimes start thinking a week in advance about how to wants to be "individual" and stand out. . . .

- Success: There are few who stand out from the crowd. Often there are artificially constructed stars from series or music

- Drugs: To numb and forget the world. Gladly longer. Sick leave for drugs After effects are normal. Drugs are cheap in stores.

- Psychotherapy: Is planned from birth. Therapy places are available. If the AI detects a problem, the seat is assigned. It's not a big deal in society when someone goes into therapy .

- Media: Media production and entertainment is central to culture. A lot is consumed and perfection in the quality of the media is immensely important. News and information is there, but simplified enough for a 14 year old to understand.

- Education: Norms learn through Apps. Most Apps have a tutorial. There are educational Apps as well.

- Coordination: Hierarchical. Very classic company bosses and supervisors

- Nutrition: Highly processed branded food from corporations. Optimized for mass taste. Gladly too Eating out at chain restaurants or in the canteen

- Names: International fashion names. But rewritten to local syntax. To make it simpler to pronounce them. Tscharlien, Mischelle, Kewin

They live in a golden cage. The door is open and hardly anyone wants to leave it. Make up about 80% of the population. They have done the minimum necessary to adapt to 2050. You live a life as similar as the one before. However, they also do not benefit greatly from modern technology and society. Often consumers of industrial products. Are CO2 neutral because the structures around them ensure this. But spend disproportionate money by paying the structures for it. Their environment was configured by algorithms (aka AI) and optimized for the highest possible quality of life, which also leads to distortions. They work 25 hours a week (it has been found that this promotes happiness). Career jumps are about every 2 years and you hardly have to do anything for them. there is enough money. TV series are knitted from templates that A/B tests have determined that as many people as possible like

them. Advertising steers consumption in the right direction. Life expectancy is about 90 years.

Where a kink in old age is the midlife crisis: None of them are used to challenges. Everything is simulated. But at that age some want to test themselves again and then die from accidents in extreme sports. Pioneers are a bit irritated. Mainly because their lifestyle is more adventurous and those freak accidents don't happen there. Norms practically live in a well organized amusement park. The high quality of life requirements also ensure clear guidelines for the AI: playground instead of parking lot, drugs are ok - allowed and desired (with norms these are prescribed psychotropic drugs). . . Monitoring is permanent and necessary. Not for safety, but to feed the AI. The norms are fine with that. And they always have their life loggers with them. Voluntarily.

Education

Frontal teaching is still established at Norms. Since the epidemics in the 1920s, however, digital media have also been used. Companies offer further training for employees, but this is strongly geared to the needs of the workplace. Educational goals are clearly defined and quantifiable. Voluntary further training courses tend to be the exception. Many Norm parents have a problem with their children going to project activities at Pioneers in addition to normal school lessons. But that doesn't stop all children. Which often leads to problems and accusations of kidnapping.

Conflicts: Deadly Ennui

By middle age, some norms realize that life doesn't hold too many surprises in store for them. This causes a spike in death statistics between the ages of 40 and 60. Reasons for "death from midlife crisis" are:

- suicides

- Taking up an extreme sport

- Be bold with excuses like "I saw all of that in Survival Shad's adventures," "The Pioneers do that too", "doesn't look that difficult" Some survive. The slightly more flexible and intelligent norms also like to migrate to the Pioneers, where they are more than welcome (as long as they can adapt). This creates a brain drain that only makes the norms more stereotypical.

Work and Education

Labor is highly specialized. Norms learn their job for life and are then cogs in a complex system. Her level in her job is equal to the City Culture skill since the job is basically done in the city using the AI.

Police

The police methods of the future are app based. The police and all potential helpers can send information, evidence and interrogations to a central police server via an app. There, an AI evaluates the data and shows live who is the most suspicious. The investigative activity is thus limited to collecting facts. And the players characters have the opportunity to contribute to the investigation. Of course, all other suspects are also involved and informed. This creates the potential for manipulation. Another problem with such algorithms are anomalies of all kinds. Things that are not common or unusual have a large effect on the verdict.

training

Since the player characters are strangers to the norm world and do not accompany a high rank in the app (probably just rank 0: guest) they are very limited in a Norm world. "Sorry, without a medical examination stored in your app you can not set the sauna temperature above 60°", "Sorry, you did not finish the tutorial"...

LOST DETAILED

> ☞ Details below are old and not in sync with the new concept. After discussion and experiments they will change

The Lost wanted to stay true to themselfes, not get tainted by the "Dirty Road to Eden" and sacrificed personal comfort to contribute to world saving.

Profile

- Class: Might of the strongest. Through competitions

- Advancement in society: Through raids, organizing resources (especially fuel and old spare parts)

- Political System: Military / Spartan inspired

- Company form: tribal society. With bloodlines. External people are robbed. That can also be in agreement then it's more of a ceremony.

- Conflicts: fights for rank - sometimes at the expense of outsiders

- Appearance: Military clothing, body armor, pads. Short hair

- Taboos: showing weakness, accepting new things

- Language: Short and military

- Tendencies: Conservative, fatalistic, aggressive, destroyer

- Law: * Judge: The leader * Penalties: Corporal punishment up to the death penalty. Atonement through risky action possible

- Corruption: Yes

- Weapons: Homemade firearms, rockets and clubs. Weapons are often just as dangerous for the wearer as for the target.

- Architecture: wagon castles, corrugated iron shacks, trailer parks

- Vehicles: Diesel powered. Massive and heavy. Keep old technology alive with repairs.

- Resources missing: Diesel and old spare parts

- Party: Loud, Hard. Leaving behind alcohol, guns and rubbish. Out of principle. Intentionally so that it's all about that around. Fireworks

- Success: Leaders of big raids, groups with the baddest vehicles,

- Drugs: aggression-increasing and disinhibiting. Often stuff mixed with alcohol. Unplanned and dangerous experiments are the order of the day.

- Psychotherapy: Weakness does not exist. This is why therapy doesn't exist

- Media: The Lost run pirate channels to broadcast their view of the world (often hatred, half-truths, and misunderstandings of science).

- Education: essentials (reading, arithmetic) for 4 classes. No education whatsoever, very little history or culture. Shooting, welding and driving is learning-by-doing once you are considered mature. Anyone can "teach". . .with corresponding results.

- Coordination: Tribes and small groups are ordered around by their respective leaders.

- Diet: Grilled meat (sometimes roadkill-grilled-on-an-old-oil-drum) and "classic food" from the 1990s. Like hamburgers, fries or hot dogs from the microwave

- Names: generals. People from History: Brutus, Hannibal, Ramses, Alexander, . . . Often not so wisely chosen. Brutus, for example, is the son of the prodigal Caesar. . . .

- Gendern: Quote: "If I say **men ! women are automatically meant as well**"

Haven't adapted at all. Climate change doesn't exist. Despite daily evidence. Are structured like sects. Drive combustion engines and no longer get spare parts for them. Gas is incredibly expensive. It's always everyone else's fault. Quote: "This dog tastes like the best steak. Back then, boy, we ate something like that every day." What between Mad Max (mechanically patched vehicles), terrorists, street gangs, oddities and sect. The rest of the population feels sorry for them when they don't fear them. You can roam the cities mobile or have a settlement somewhere like "Diesel Heaven". Your life is self-chosen terrible. But if they were to adapt, they would have to admit that their world view was wrong for decades. Quote: "Yes, because of the paved parking lot my basement waters every year, but where else should I park my SUV?" There are some who proclaim kingdoms themselves and pay with their own currency (usually the name contains "Mark") . Another problem with the Lost may stem from their desperation - or the leaded gasoline they use: They tend to have an increased potential for aggression.

Relationships

Among the lost, an accepted relationship is limited to "father-mother-child(ren)". This often causes fractures and personal unhappiness.

The Mystery of the Lost

No one, including the Lost, is really aware of the important niche the Lost occupy in the ecosystem. Areas where the Lost have been completely driven out are soon overrun by mutated animals. For the Lost are the Alpha Predators with no exquisite taste in flesh. They hunt the giant bred rats, dogs and cats for consumption. They cook them at the campfire. Add beer and beans. This keeps the animal population small. The Lost don't care what the effects are. Normal people don't notice and would rather be disgusted by the grilled rats. The Pioneers have too little opinion of the Lost. . . But the general gut feeling is: If you drive out the lost in an area, you will soon have the animals there. That is why one often unconsciously does not act consistently against the lost.

BUILDING A CHARACTER

This source book is based on FATE Condensed (https://fate-srd.com/fate-condensed). It offers simple rules but still the option to play a complex campaign.

For fast fun you can simplify by using FATE Accelerated. Or add more rules from FATE Core and the extensions.

To build a character using the Condensed rules:

1. Pick a faction

2. Pick a profession or specialisation

3. Get inspired by the philosophies

4. Now start adding the Aspects

PHILOSOPHIES

In addition to factions the philosophies of the people have been challenged during the "Dirty road to Eden" phase. In the 2050 several of them are common - but not evenly distributed amongst the factions. They may even have a specific flavour depending on the faction applying the philosophy.

1. The Anarchists / The Social Experiment - When faced with everything that happened in their lifetimes, The Anarchists say no to any rigid hierarchy and structure. They promote mesh networks and technologies, distributed systems and manufacturing, support - but - not - dependence. They're trying out different new governance systems in different places and outposts, sometimes physically, sometimes online. One person wants to connect a neural network to a vast fungal network to create an oracle or an advisor, another preaches pure do-ocracy.

2. The Technologists / The Transhumanists - The problem of the Exponential Age is that we misunderstood the science. We abandoned cybernetics and governance, ignored the environmental sciences, but we shall no more. Wielding the knowledge we gained with the understanding of the priorities we can heal the planet and rebuild The Great Projects even greater, but sustainable this time. We can have the orbital elevator without polluting the ocean or the orbits, we can recreate the internet like it once was, but even more beautiful, allowing even the most remote village to join any cultural event or a university. If we find out that humans will fall in the same traps as before, we can change them with science. Brains can be rewired, traits modified. Being a functional part of the nature is more important than being pure in some way. Look at what pure did to the planet.

3. The Spiritualists / The Luddites - Our mistake was abandoning The Mother Earth as our spiritual mother first. We forgot her to the point where we were blind to hurting her, where we didn't even see what sins against her we're committing. We must do better. We stopped causing her pain, now we can start tending to her wounds and begging her for forgiveness. Maybe, in a few millennia, she will accept us as children again. We can only hope for that - and in that hope, abandon all that was superficial, all that was unneeded, all that caused our hubris. If we find any artifacts of the days gone, we should never fall for them again, destroy if possible. Even if some fool would say they can save lives, we know that they will destroy much more than our lives - our mother-given souls.

4. The Academia / The Curators - The only way not to repeat the mistakes of our past is to remember them, to teach them to all the future

generations. We need to be more careful, more responsible, double- and triple- checking our every step. No more hurray at the magic of lead or single use plastics. No more killing the whales or burning the coal. We need to find and catalog everything about or past - and be very mindful about our plans forward, even at the cost of speed. We lost SO MUCH of our past, so many cultures, so much wisdom wiped out never to be learned. We weep with the colonized tribes of Africa and Asia, we see the mass graves of people who tried to rise and change the world before us, we remember them.

5. The Rescuers / The Healers - Everyone is shocked and traumatized and everyone has their own coping mechanism. Some look into the past, some into the future, but only we are looking at the now: the billions suffering, confused as we are. We should plan and dream, but right now we should help everyone who's still alive. Tomorrow we will find a better way forward, but there are so many cities, towns and villages without a stable source of water. Bringing it to them is the most important, even if we use the ruins of the old to do so. We know not to start the mines and the chimneys again, but a lot of carbon is already here, in the short cycle, isn't it? We can use the excavators with the last of the diesels, we can run the generators on the toxic batteries just to keep the hospital running. We'll dispose of them responsibly, but first and foremost, we'll help whoever's alive.

PLAYER STOP READING

Dear players: You are done reading. The next part contains adventures and surprises I do not want to spoil. If you want to be game master: go on

Adventure structure

There are some tricks to give the adventure some Solarpunk feeling. A positive, inclusive, optimistic one.

Protagonists

The players are not the heroes but the protagonists. Many adventures are solved by using the community resources. Or by building a community first. Solving NPCs problems and bringing them together and enable/empower them.

The "Die Hard" style hero will have a negative impact on the total feeling.

From the utopia

Adventures start in a Solarpunk setting. A party, people building together.

To a better utopia

The end of adventures should also be Solarpunk style: This can be a party, the construction of a new building for the community, visiting some awesome spots in nature... This is the reward for a successful adventure.

Challenges

During the adventure there are challenges. This setting contains lots of them. Pick one or two. Most of the time the Solarpunk utopia is not achieved yet when the protagonists enter the stage or the utopia went out of balance. A backlash from the past (the "Dirty road to Eden") can also cause trouble. Or friction between factions.

Solarpunk style solutions

Building a community to help tackling the problem is a Solarpunk-esqe solution. Building things, fixing things. Helping people. The adventure should contain some of those elements to make the adventure feel Solarpunky.

Topics

Every adventure should have several topics to explore. This could be

- differences between the factions

- philosophies

- approaches to agriculture

- energy

- mistakes of the past

- dark secrets of the Dirty Road to Eden

If you as a GM manage to start discussions between the players after the game you did it right. In this game there are no dragons to slay and brag about later. The more relevant topics gravitate towards the different point of views and different approaches.

Player stop reading

THE WORLD DESTROYING MACHINE

A simple hello-world style adventure with pre-created characters to play at cons or any time you need a short session.

Following the tradition it is a special kind of "Rats in the cellar" which seems to exist for almost all RPGs.

At this game the pre-made characters are all from the Pioneer group. If for some reason a player can not associate with the characters available you could try to create a Lost or a Norm character and include that one. This character could be a relative of one of the Pioneers and join the party at the beginning.

Dirty Road to Eden

The people living before 2020 are called "Lemmings" in the year 2050. Named that way thanks to their self destructive habits. After 2020 more and more people doubted the wisdom of self destruction and took action. This led to a 2050 where mankind was saved and could survive in prospering automated eco-towns, Pioneer communities and Lost camps in the middle of the wilderness and ruins of the old civilisation. But the road to this new and bright future was dirty. Not everyone could be saved. Some towns had to be sacrificed. Lots of hard decisions made fighting climate change induced disasters.

Topics

This adventure covers some typical Solarpunk topics. As a game to play with Solarpunk beginners or even Role Playing Game beginners it can be used as first steps in a tutorial.

It also offers

- Introduction to basics of the Solarpunk 2050 world

- Character Interaction: Players must balance interests to earn Fate Points

- Culture Clash: All three cultures are represented. Cooperation can be essential to success

- The mission starts without weapons. Pioneers can build them or get help from NPCs

- Introducing the mistakes of the "Lemmings" (us) that lead to devastation

Summary

The map of the adventure is linear - still the protagonists can always go back and forth. To find allies, trade for tools and prepare for the last challenge.

While the the map is linear there are several options to solve the challenges which makes the adventure flexible. The player decisions and the possible solutions are sandbox-style.

The linear order is:

- Players get to know the Pioneer philosophy at a Pioneer Party in their Community

- Task: Search the world destroying machine (=coal power plant) and recover raw materials to build a brewery

- Protagonists meet some Lost.

- After entering the World Destroying Machine they will meet Norms recording a series

- The boss of this adventure has a first appearance: A mutated hamster

- Search the World Destroying Machine, solve some problems, build weapons, deal with the hamster

- Closing party at the construction of the brewery or dealing with the consequences of their decisions

Getting Started

Pioneers

Pioneers are a group of hyper inventive people living in self build eco friendly high tech communities. Most of the currently used technology is based on their concepts. During the Dirty Road to Eden they have been the (uncoordinated) main driver of the revolution. Today they either do not talk about that phase or flag it as necessary to safe mankind (which it was). Most of the time they do not care about the past but focus on the future - many details have already been forgotten. Pioneers love their creative society but are very individualistic and everyone has their own pet projects.

It's a big outdoor Pioneer party. The community has gathered. There is home made music and the usual LED and laser spectacle. Besides the normal garden grow food a special drink is served: a schnapps glass for everyone with a new beer to taste. It is brewed with DIY gene edited yeast and a new brewing process. Delicious. And it glows thanks to bioluminescence. Unfortunately, the quantity is limited: the current laboratories and brewery devices can no longer cope. That should be expanded. And for that the community needs resource points.

By luck, a "world destroying machine" (a coal-fired power plant - but that is never mentioned) that had been buried in one of the many catastrophes was found after another flood removed half of a hill. An auction for salvage rights was started and the Pioneers won the right to enter it first. The party received 4 (or number of players-1) EU-issued salvage tags to stick on objects to be salvaged. Once attached, these cannot be removed without heavy equipment. The protagonists may decide what is most valuable to them. Besides the tags you can take as much as you can carry.

Salvage tags are a game system to improve the game flow. This is a kind of "bag of holding". Without those tags the characters would be carrying 30 tons of power generators with them.

Party

Topic of the scene:

- Characters get to know each other

- Players test rules

- **And especially: get a taste of the Solarpunk feeling**

The Pioneers have an evening party outside on the community fairground. Something big is announced this time. To pass the time (and learn the rules) the protagonists can take part in one of the many activities. Everything is decorated with coloured lights. Scarves and pennants everywhere. People stand around in groups or dance. In the middle of the festival ground is a large pillar, the lower part of which is currently illuminated in green. Announcement from the elders: "Today we have some news. The first: Dorothea has offspring! (Display of a video screen with live switch to a nest with chicks in

the forest). <Frenetic cheers>. Quiet please! We have just put up the volume column in the centre of the festival area because of the breeding season. It monitors the microphones distributed in the forest. As always: If it turns red, please turn down the volume. The music systems do this automatically. This year, the Children's 5th Drone Squadron vowed to protect the clutches by keeping cats, martens and other predators out in a large perimeter around the nests. (Illuminated quadrocopters fly in formation over the festival, one of the drones quickly veers out of formation, dips elegantly into the punch bowl and immediately rejoins the formation) <Children cheer>. The second announcement is in an hour. "

After the first announcement the characters can entertain themselves at the party. This is to learn the rules:

- Juggling workshop (participation)

- More relaxed: Gardening and chatting with the local NPCs

- Drones race the kids around through the trees. The pilots repair broken drones themselves (participation, help with repairs, dodge drones, get them out of the trees)

- E-motor challenge: Everyone drinks a schnapps. After that they try build a working motor from scratch (participate, medical help for drunken people)

- Party organization: Everyone who is interested takes turns playing the music and lighting (organize music and lighting)

Just before the announcement in the evening everyone receives a shot cup of locally brewed beer. The eldest: "This beer was made with our own engineered yeast. The team around 'The Barrel' made it possible (jubilation). As you can see, the beer glows in the dark and tastes great. But without a large bio laboratory and a proper brewery, we can't produce more. . . and we lack the resource points to build one. The good news is: We have salvage rights for an ancient world-destroying machine. It was buried during a disaster. And a new disaster just removed half of the hill above it. Let's salvage heavy machinery and rare metals, and secure resource points through recycling! That will give us our brewery laboratory!"

'The Barrel' is then allowed to answer people's most important questions during the festival:

- "Does one glow after drinking ?" (No)

- "Does the pee glow?" (Yes)

- "How long does the pee glow?" (a few days)

- "Can you also brew glowing lemonade for children?" (Yes)

The protagonists set off, first by train (e-bikes and quads are in the goods wagon). Then drive into a relatively new patch of forest growing on land that was flooded 20 years ago.

Camp of the Lost

Topics of the scene:

- You get to know the faction of the lost

- You have the first encounter with a mutant giant hamster

- You can acquire weapons (steal, buy)

- One could ask the Lost for support

The protagonists arrive at a forest. There is a Lost camp in front of the entrance in the machine. Heavy diesel cars stand with their engines running. Oil burns in oil pans. Tents are built with old tarpaulin. Everything is makeshift built with remnants from the past. But it is practical and a decent camp.

In addition to that: A giant hamster (bear sized) on a rotisserie.

Someone is making potato salad and setting up the picnic benches. Music blares. The speakers are misadjusted and at least 20 years old. But that doesn't bother anyone here. In the background someone is shooting at beer cans with a shotgun (this is their leader Caligula). The Lost got 10 salvage tags themselves in the auction. That's more than the Pioneers have. But this is also the reason why they're second to enter the ruins. The tags are not active yet - they will be activated in 12 hours and then they can start salvaging. Until the tags are active, the Lost want to party here in the woods. The Lost are therefore no competition if the players proceed reasonably quickly.

Behaviour: They tease the Pioneers and ask them not to take "diesel tanks, generators or something" with them, this technology belongs to the Lost. If the Pioneers join the teasing and proof worthy they can get invited to a short "hamster, salad and beer".

After that's done, the Pioneers' salvage tags activate and they're allowed to begin descending through the newly found entrance into the World Destroying Machine

CALIGULA

ASPECTS
  High Concept: SMALL BUDGET INDIANA JONES
  Trouble: ALCOHOL FUELLED

SKILLS
  Great (+4): Shoot
  Good (+3): Academics
  Good (+3): Provoke

STUNTS
  Tuning: Gets a +2 on shooting whenever using a gun he has recently tuned in a 1 hour practice session

STRESS
  Physical: [1] [1] [1]   Mental: [1] [1] [1]

CONSEQUENCES
  [2] Mild:

  [4] Moderate:

  [6] Major:

DESCRIPTION: Caligula leads a small family of ruin raiders. They travel the wildlands and look for treasure in old ruins. Whatever useful things they find they reuse in creative ways. He is ready to fight if he must. But would appreciate a discussion about old artefacts and sites a lot more. The first impression a stranger will see will still be the Redneck with the gun.

He is not alone but his "family" is about 10 people who can use a weapon and are skilled in scouting ruins. They do not care for nature as much as the Pioneers do. As they constantly fight and struggle with the forces of nature and the wilderness. Their approach to nature is more ... pragmatic.

If the protagonists make friends with the Lost they could gain:

- Weapons and people who can use them

- The insight that the World Destroying machine is a coal power plant. Including a rough sketch of the map

- Maybe learn that Norms arrived 2 days ago. "Looked strange. But they always look strange. Not prepared for the ruins. Even less prepared than you are"

Battleground

Goal of the scene:

- You meet the Norms for the first time.

- Learn: The World Destroying Machine is absurdly engineered. Almost dull and boring

The characters enter a corridor through a crooked metal hatch at the side of a hill. After the hatch: a corridor. The walls are white - but musty now. The floor is linoleum. White plastic cupboards devoid of any personality line the aisles. Many doors (white, plastic in wood optics) branch off to the right and left. Signs on them with the names of the people whose office this used to be. Behind the doors: rubble and mud.

Soon the protagonists will find a simulated accident. It looks realistic: A Norm actor (Delta Awesome) lies under a foam H-beam (looking like steel). A hidden cameraman (Kevin) films him screaming. Actually, the hero of the reality soap should appear at any time to 'rescue' him. Instead, the protagonists (real Pioneers) come to the rescue.

The actor "Delta Awesome" keeps acting and "Kevin" keeps filming while the Pioneers start the rescue. They will soon learn there was no real danger.

After the misunderstanding has been cleared up and everyone is impatiently waiting for the hero actor "Theophil Tierlieb", you can hear some screams down the aisle.

A quick look: The expected hero, actor in the role of "Theophil Tierlieb" is being pulled into a pipe by a huge bear sized hamster. These pipes seem to run through the whole World Destroying Machine.

Unfortunately, the pipe are almost impossible for a human to crawl through (being pulled unconscious by a monster seems to take up less space and the hamster itself is built for tunnels and pipes). At some point the pipe will also break due to the stress. Drones would be able to follow the beast. It is impossible to follow through the pipes. following the pipes is possible but tricky. Some of them pass through walls.

The protagonists need a map. And maybe weapons. As a Pioneer, you improvise on the go.

At the end of the corridor, the protagonists find a large hall lined with marble. The official entrance hall and the museum of the World Destroying Machine.

KEVIN CAMERA

ASPECTS

High Concept: CAMERA FOR ACTION

Trouble: FINDING GOOD ACTION SCENES

SKILLS

Great (+4): Notice

Good (+3): Craft (Filming)

Good (+3): Empathy

Fair (+2): Stealth

STUNTS

App based Filming: Gets a +2 on filming action scenes when in range of an AI to support him

STRESS

Physical: | 1 | | 1 | | 1 | Mental: | 1 | | 1 | | 1 |

CONSEQUENCES

| 2 | Mild:

| 4 | Moderate:

| 6 | Major:

DESCRIPTION: Kevin loves to entertain the audience. His skills with the camera and AI based editing help him doing that. If he becomes a friend he can boost the publicity of the Pioneer team (if they want it or not). More essential could be his Notice skills. "I've known I wanted to be a cameraman since the AI recommended me for the job when I was 10."

He does not have access to weapons and can not order them by App. "Sorry, did not do the weapons tutorial yet, should I ?"

Delta Awesome

ASPECTS

High Concept: Method acting actor

Trouble: Observe and copy the real Pioneers

Aspect: Always stay in character

SKILLS

Great (+4): Craft (Acting)

Good (+3): Contacts

Good (+3): Rapport

Fair (+2): Deception

Fair (+2): Athletics

STUNTS

Acting: Can use Craft/Acting to convince people to join his heroic mission

STRESS

Physical: | 1 | 1 | 1 | Mental: | 1 | 1 | 1 |

CONSEQUENCES

| 2 | Mild:

| 4 | Moderate:

| 6 | Major:

DESCRIPTION: Delta Awesome is the actor's role name. His role is that of a skilled Pioneer expert. But he does not do justice to this. Since he insists on method acting and has to stay in role (otherwise it will take 2 hours until he adjusts again). He will also constantly try to improve the role by observing and copying the Pioneers.

Delta Awesome's equipment is useless tool props. In the film they are always exactly the ones he needs.

For his role he trained and got some real muscles. Which can be convenient. This and his acting/charisma fuelled skill to convince people to help. But to benefit from that he will have to be convinced first.

Exhibition

Topics of the scene:

- First clear indications of coal power (when researching the exhibition)

- Socialize with the Norms

- Find out where the pipes lead (on models and plans)

- You can find many kilograms of protein paste here

The camera man Kevin and Delta Awesome quickly lead the protagonists to the "headquarters". A former museum (also a film location). Here catering is set up. The Norms plan to accommodate 500 fans of the series there after filming finishes. With 10 extra seats for VIPs. The party location is currently prepared.

There is an old museum in which school classes could learn something about coal power from very beautiful models. Everything is done nicely. With a mascot. Also interesting is the mineral collection, with a huge geode, which might interest Disco.

At the catering there is a food designer (Cherie) who makes real-looking mealworms out of protein paste for the Pioneer food shots. That way the VIPs can feel like solar punks but don't have to eat mealworms. The paste is made from mealworms. It's just not clear to them - but it says on the packaging.

The food designed can App-control a 3D food printer and could also fabricate a protein based fake body to trap the hamster with.

According to the food designer, the others are deeper into the World Destroying Machine to set it up for filming. Haven't heard from them in a while. (Info: They were hoarded). Access is through a steel door which is closed.

Someone with historical knowledge (Books) can figure out that the heaviest part here is probably the coal plant generator with flywheel. This can be found deeper in the plant.

Cherie has a key for the door leading deeper into the plant. It could be stolen or she could be persuaded.The lock could also be picked or the door weld open.

Cherie

ASPECTS

High Concept: Food artist

Trouble: Want to be my friend ?

Aspect: Food must be tasty and beautiful

SKILLS

Great (+4): Craft (Food artist)

Good (+3): Rapport

Good (+3): Notice

STUNTS

Acting: Can use Craft/Acting to convince people to join his heroic mission

STRESS

Physical: | 1 | | 1 | | 1 | Mental: | 1 | | 1 | | 1 |

CONSEQUENCES

| 2 | Mild:

| 4 | Moderate:

| 6 | Major:

DESCRIPTION: Does catering and simulates a Pioneer world for spectators and guests.

She loves to chat while working and is positive and cheerful. A challenge like "build a body with your 3D printer and protein" would be accepted with glee.

Maybe that could distract the hamster ?

The monster next door worries her a lot because she grew up in a very safe environment - a Norm town.

Coal Bunker

Topics of the scene:

- Overcome technical problems

- Can build weapons

- Show dirtiness of World Destroying Machine

Problems:

- Dry coal dust (explosive)

- Dark black water below, with oil film

- The norms built the SFX stuff. In particular, cables through the water and prepared pyrotechnics

- Some of the old processes still seem to be running. The norms have been wildly hooking up batteries and motors in hopes of bringing things to life. Looks good on film but could be a death trap.

Weapon Material:

- Coal dust (potato cannon, pipe bombs)

- pipes from handrails

- explosives from the SFX

Following a dirty corridor, the protagonists enter a huge hall. Coal wagons full of coal were delivered here on rails. Some of them are still there. Derailed and crushed by the catastrophe that happened many years ago. Here the coal was checked for quality, ground to pellets and dust, transported by belts down the hall. Much of this can still be seen here - but in a sad state. Everything is massively rusted. The coal dust hangs in the air (and is explosive !). There are black puddles on the floor (oil and coal). At least it's clear where the Norms went. They left behind batteries, lights and pyrotechnics and their trail runs diagonally through the area. This obstacle course could blow up at any time. Careful navigation, some parcours, engineering to cut through metal and defusing explosives are required. Lots of skill throws.

The conveyor belt for the coal leads to the next room where the protagonists will want to go.

Walkways

Topics of the scene:

- Overcome obstacles

- Demonstrate the desolation and grandeur of the world-destroying machine

- Can build weapons

The protagonists will have to climb over catwalks and through big running ventilation fans. Those are spooky backlit and a fog machine makes an eerie optics. The SFX people have been here. I'm sure it looks great in the movie. Greenish glowing dust puffs (mutated) grow on the ground below. Someone with eco knowledge would know that the spores are psychoactive. The director lies slurring by the mushrooms. A make-up opportunity is set up below. The shooting here is already planned.

Problems:

- Broken metal walkways

- Pipe labyrinths (in which hamsters move)

- Mutated mushrooms, the director must be rescued

Weapon material:

- Sharp blades from ventilation (Swords)

- Pieces of pipe (spears, pipe bomb, potato cannon)

- Psychoactive mushrooms (wear protective gear when harvesting !)

The conveyor belt leads to the combustion chamber (which is not accessible). Next door is the generator room. There is the nest. In this room you can already see steam pipes that lead there.

LUCIEN DIRECTOR

ASPECTS

High Concept: FILM DIRECTOR WITH A SKILL FOR BLOCK-BUSTERS

Trouble: THERE IS A STORY IN THERE

SKILLS

Great (+4): Craft (Film director)

Good (+3): Contacts

Good (+3): Resources

STRESS

Physical: ☐1 ☐1 ☐1   Mental: ☐1 ☐1 ☐1

CONSEQUENCES

☐2 Mild:

☐4 Moderate:

☐6 Major:

DESCRIPTION: Is stoned when found and will not recover before the end of the story. Could be interesting as a friend at the Party.s

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Nest

Topics of the scene:

- Final Battle

All kinds of organic material can be found in the nest. Ranging from old sacks of potatoes to dead animals (hunted dogs and wild boars). It's confusing and full of debris from ancient civilization. The hamster himself dragged the lifeless Norm onto the heap and he will die here soon. A special treasure here are the 4 large generators with the heavy, massive flywheel. This is the treasure that could be tagged for salvage (either after the hamster is dead or by sneaking in).

Solution ideas:

- You could make the hamster overeat with fake protein so that she falls asleep (Bio Knowledge to trigger the "eat now" reflex)

- Or intoxicate her with the psychoactive mushrooms (Bio Skills, Weapon Technique)

- Or kill her (combat)

- Or fetch the Lost for help (Social Interaction)

- Sneak in and rescue the injured, also secretly attaching salvage tags

- Dazzle the hamster by drones, pyro, SFX...

HAMSTER

ASPECTS

High Concept: Fluffy killer machine on a CCS mission

Trouble: Damned by the genes

Aspect: Always hungry for protein

SKILLS

Great (+4): Power

Good (+3): Fight

Good (+3): Notice

STUNTS

Through the pipes: Using **notice** the hamster can enter a pipe and emerge 1 round later at a tactical spot anywhere else in the room gaining an advantage for the attack (+2). By being better at **notice** the player characters can find out where the hamster is moving and negate the effect.

STRESS

Physical: ☐1 ☐1 ☐1 ☐1
☐1 ☐1   Mental: ☐1 ☐1 ☐1

CONSEQUENCES

2 | Mild:

4 | Moderate:

6 | Major:

DESCRIPTION: The hamster is bear sized and when attacked can be quite aggressive. Her normal goal is to harvest proteins and drag them down here. Storing them. When searching the protagonists can also find out: The hamster is female and has 4 young hamsters in a nest she is protecting.

THEOPHIL TIERLIEB

ASPECTS

High Concept: ACTOR IN ROLE OF "THEOPHIL TIERLIEB" - ANIMAL WHISPERER

Trouble: ANIMALS HATE THE REAL ME

Aspect: HAMSTER CHOW

SKILLS

Great (+4): Craft (Acting)

Good (+3): Contacts

Good (+3): Charisma

STRESS

Physical: 1 1 1   Mental: 1 1 1

CONSEQUENCES

2 Mild: Headache

4 Moderate: Broken bones

6 Major: Strong bleeding

DESCRIPTION: Playing a animal whisperer but learning after 2 episodes that animals hate him he continued suffering for 3 seasons until attack by a real monster hamster. But the audience loves his role.

The real end boss

After the fight the protagonists will find 4 tiny monster hamsters (tiny = the size of a dog). The kids of the mother they just killed. They are old enough to survive without mother if someone cares for them. They did not attack people. But could do that in the future. Now it is up to the protagonists to decide:

- Take them to the Community and care for them ?

- Kill them

- Leave them to their fate ?

- Sell them to the Lost (so they can be fattened and later be slaughtered) ?

You see, the real end boss is a dilemma and you should make it extra dramatic. Trigger a 5 minute discussion between the characters if possible to find

the best way. Make it clear that earned resource point could not be enough for a monster hamster cage and a brewery.

Victory Party

Topics:

- Serves to conclude the adventure and to celebrate.

- Shows the consequences of their decisions

A few days later. The resource points were exchanged for raw materials. Those arrived at the Community and a brewery can be built. Building it is part of a party with music, food and drinks.

Friends they made will be invited. They will play a role in the celebration.

If they rescued the tiny monster hamster they will have to build a giant hamster cage first. Including a wheel and pipes crossing through the Community. Maybe the resource points will not be enough for brewery and cage ?

Player characters

- Books: Scholar, wants to salvage historical things

- Curly: Acrobat, wants to recover something funny

- The Barrel: Brewer, wants to salvage objects as large as possible because of raw material points - the brewery wants them

- Disco: Bard, wants to salvage beautiful things

- Spark: Tech, wants to recover technology

- Primrose: Ecology, wants to save nature

Books

ASPECTS

High Concept: Scholar - think first then act

Trouble: We don't do anything without a plan

Relationship: I wrote an article, could you please review it ?

Aspect: The more I know the better I perform

SKILLS

Great (+4): Academics

Good (+3): Notice

Good (+3): Investigate

Fair (+2): Athletics

Fair (+2): Rapport

Fair (+2): Fight

Average (+1): Drive

Average (+1): Crafts

Average (+1): Shoot

Average (+1): Will

STUNTS

E-Book: Whuile I have my treasured e-book, I get +2 when I use Academics

STRESS

Physical: ☐1 ☐1 ☐1   Mental: ☐1 ☐1 ☐1 ☐1

CONSEQUENCES

☐2 Mild:

☐4 Moderate:

☐6 Major:

DESCRIPTION: Hunter for knowledge. Wearing a jacket with patches on the elbows. Hair is turning grey.

EQUIPMENT

Light source (OLED film: battery operation, can be cut to size and glued on. Colour controllable)

Food (Mama Salsa's Famous Mealworm Buns in the Bento Box)

First aid kit

Mobile computers, headphones, communication via radio (mesh network)

CURLY

ASPECTS

High Concept: CHILDISH CLIMBING ACROBAT

Trouble: SECRET FAN OF BAD NORM TV SERIES

Relationship: ALWAYS LOOKS FOR A ROLE MODEL IN THE GROUP

Aspect: LET'S SEE IF I CAN DO SOMETHING FUN WITH IT. . .

SKILLS

Great (+4): Athletics

Good (+3): Stealth

Good (+3): Fight

Fair (+2): Burglary

Fair (+2): Notice

Fair (+2): Deceive

Average (+1): Shoot

Average (+1): Rapport

Average (+1): Craft

Average (+1): Power

STUNTS

E-Tail: With my furry balance tail, I get +2 on Acrobatics when balancing

STRESS

Physical: | 1 | 1 | 1 | 1 | Mental: | 1 | 1 | 1 |

CONSEQUENCES

| 2 | Mild:

| 4 | Moderate:

| 6 | Major:

Curly continued

DESCRIPTION: Clean-shaven head, a scale pattern tattooed. Wearing a self-made balance suit (with balancing tail).

EQUIPMENT

Light source (OLED film: battery operation, can be cut to size and glued on. Colour controllable)

Food (Mama Salsa's Famous Mealworm Buns in the Bento Box)

First aid kit

Mobile computers, headphones, communication via radio (mesh network)

A stripped down light exoskeleton with a balancing tail

Climbing rope

The Barrel

ASPECTS

High Concept: STRONG LISTENER

Trouble: LIKES TO TALK TO MICROORGANISMS (YEASTS)

Relationship: ACTIVE COUNSELING. "HOW ARE YOU WITH THAT?"

Aspect: DRIVING FORCE OF THE BEER PROJECT

SKILLS

Great (+4): Empathy

Good (+3): Academic (genetics)

Good (+3): Craft (brewing)

Fair (+2): Power

Fair (+2): Fight

Fair (+2): Notice

Average (+1): Rapport

Average (+1): Drive

Average (+1): Athletics

Average (+1): Will

STUNTS

Empathy: Because I'm highly empathic, using empathy to help someone gives me a +2. Unfortunately, his problems won't let me go for some time.

STRESS

Physical: | 1 | 1 | 1 | 1 | Mental: | 1 | 1 | 1 | 1 |

CONSEQUENCES

| 2 | Mild:

| 4 | Moderate:

| 6 | Major:

The Barrel continued

DESCRIPTION: Comfortable, bearish, strong. Interested in optimizing the art of brewing and ready to read up on genetic engineering.

EQUIPMENT

Light source (OLED film: battery operation, can be cut to size and glued on. Colour controllable)

Food (Mama Salsa's Famous Mealworm Buns in the Bento Box)

First aid kit

Mobile computers, headphones, communication via radio (mesh network)

Gene laboratory in a suitcase

2 bottles of glowing beer (prototype)

Disco

ASPECTS

High Concept: Fighter for the colourful lights and the eternal party

Trouble: Discomfort in serious situations

Relationship: wants everyone to be happy and get along

Aspect: Searching for beautiful things

SKILLS

Great (+4): Rapport

Good (+3): Empathy

Good (+3): Craft (SFX)

Fair (+2): Contacts

Fair (+2): Shoot

Fair (+2): Notice

Average (+1): Athletics

Average (+1): Drive

Average (+1): Power

Average (+1): Deception

STUNTS

Disco !: Because I'm Disco Artist, I get +2 when I use Craft (SFX) to draw or manipulate attention or mood of people or creatures using my disco systems.

STRESS

Physical: | 1 | 1 | 1 | 1 | Mental: | 1 | 1 | 1 |

CONSEQUENCES

| 2 | Mild:

| 4 | Moderate:

| 6 | Major:

Disco continued

DESCRIPTION: Fidgety colourful party kid. Clothing has expanded over the years to include more and more quirky accessories

EQUIPMENT

Light source (OLED film: battery operation, can be cut to size and glued on. Colour controllable)

Food (Mama Salsa's Famous Mealworm Buns in the Bento Box)

First aid kit

Mobile computers, headphones, communication via radio (mesh network)

A dozen mini lighting drones for festivals

Disco sound equipment (loudspeakers, recordings, microphones, all wirelessly connected)

PRIMROSE

ASPECTS

High Concept: LOVABLE AND PACIFISTIC ECO-TERRORIST

Trouble: NATURE GETS BY BEST WITHOUT PEOPLE

Relationship: NATURE IS GREAT. PEOPLE ARE OK TOO.

Aspect: FIND NEW NATURE AND PRESERVE IT

SKILLS

Great (+4): Academics (Biology and Ecology)

Good (+3): Athletics

Good (+3): Stealth

Fair (+2): Rapport

Fair (+2): Burglary

Fair (+2): Crafts (Explosives)

Average (+1): Empathy

Average (+1): Deception

Average (+1): Notice

Average (+1): Will

STUNTS

Do Drugs: Because I'm experienced Eco-Terroristy, I get +2 when I use Academics (Biology) to use psychoactive substances to manipulate moods.

STRESS

Physical: | 1 | | 1 | | 1 | Mental: | 1 | | 1 | | 1 | | 1 |

CONSEQUENCES

| 2 | Mild:

| 4 | Moderate:

| 6 | Major:

Primrose continued

DESCRIPTION: Cloths are visible eco textiles - something that is not necessary with today's technology. It is a conscious decision.

EQUIPMENT

Light source (OLED film: battery operation, can be cut to size and glued on. Colour controllable)

Food (Mama Salsa's Famous Mealworm Buns in the Bento Box)

First aid kit

Mobile computers, headphones, communication via radio (mesh network)

Lock picking set

Little biolab in a box

Spark

ASPECTS

High Concept: A punk in action - with tools

Trouble: Wants to learn new tricks from old technology

Relationship: Motivate others to tinker

Aspect: If it's small: shake it, if it's big: kick it

SKILLS

Great (+4): Craft

Good (+3): Academics (Engineering)

Good (+3): Power

Fair (+2): Fight

Fair (+2): Drive

Fair (+2): Resources

Average (+1): Athletics

Average (+1): Shoot

Average (+1): Notice

Average (+1): Will

STUNTS

McGyver genes: Because I have McGyver gear and genes, I get +2 when I use crafting to screw something together in a hurry. Immediately after the successful use of the improvised hack it will probably fail spectacularly.

STRESS

Physical: | 1 | | 1 | | 1 | | 1 | Mental: | 1 | | 1 | | 1 | | 1 |
| 1 | | 1 |

CONSEQUENCES

| 2 | Mild:

| 4 | Moderate:

| 6 | Major:

Spark continued

DESCRIPTION: "Straw hat" plaited from scraps of cable, other pieces of machinery woven into clothes.

EQUIPMENT

Light source (OLED film: battery operation, can be cut to size and glued on. Colour controllable)

Food (Mama Salsa's Famous Mealworm Buns in the Bento Box)

First aid kit

Mobile computers, headphones, communication via radio (mesh network)

Laser welder (no weapon)

Duct tape, WD40 and Swiss army knife

Player characters

THE MYSTERY CLUB

TODO: - Show AR interface - Explain AI - Ride through the city (free ride, free breakfast, optional premium barista) - Explain monetary system: Basic income Free stuff everywhere. Except: Premium stuff to motivate people (paid in money) and products that does need non-renewable resources (paid in resource points). - Enter WEC rocket factory - Do the normal job - Afterwards: Meeting at the factory organized club - Sad time at the team: A co-worker and mystery club member died. Job was end-control of explosive bolts - Happy time, next day: The bolts for the 100th rocket to the Moon base (which is fully automated) are packed ! Live feed ! But you can see the dead co-worker packing them.... - Mystery club springs into action. And will find several odd things:

Mysteries - The manual labor in this company is bullshit. To keep people entertained. Robots are doing the real work. But the people are happy.... - The rocket does not only transport machines. But also protein bars. Is there anyone on the moon ? (Yes, the rich people who fled earth) - Finding that is optional and will be a hook for a adventure later - Some affairs and other secrets - Characters: All characters are members of the "WEC Rocket Factory Mystery Club". Quite likely everyone works there (external people could still be members of this club, it is not exclusive). There is a bunch of example characters.

Topics

A well organised ecological society where false self esteem is artificially produced by bullshit jobs. And real one can be found in clubs sharing a hobby with friends.

Where there is plenty of everything available for free. But there still is a simulated scarcity so people can differentiate by spending their money on premium products.

Summary
Getting Started
First AR experience

The Norm protagonists have been using AR for most of their life. But the players must get used to the most powerful tool.

With a gesture they can start an AR assistant that is displayed right in front of them. Depending on the Apps and permissions you have you can control large parts of society, order things, broadcast news, research, ...

To be able to use an App you will have to do the App specific tutorial first. This can take time and so no one has all the Apps available.

If you order an item you will have to pay if it is a premium item or requires non-renewable resources.

After the command is sent to the App, the AI of the city will orchestrate all the people involved in producing the item or service and deliver it as fast as possible.

Ride to work
At work
A sad evening
Next day: Celebration and a mystery
The open investigation starts
Moral decisions

Is it wise to tell everyone that their jobs are meaningless and destroy their source of pride and self esteem ?

CONCEPT

This chapter is a background chapter to explain some of my reasoning. And also define what this setting is, is not and why it is.

Some of the considerations are based on the Solarpunk philosophy, but others stem from the fact that you have to be able to quickly and easily write stories with conflicts. That bites. I'll try to list my principles here. For me and others who want to work creatively - or invent adventures for their own group.

- Solarpunk is a positive utopia

- Another important topic is "empowerment". You can do a lot in your environment - if you want to.

- People who can create are the protagonists

- The society of the pioneers must be as open/chaotic and free as possible (firstly because of the "punk", secondly because of the positive utopia)

- Every good on earth is limited. Except solar energy and creativity.

- In order to experience adventure, there must still be problems despite the utopia. Therefore is not the whole society solar punks

- Fate is good for starting new story elements using aspects. Combat-heavy systems rather: Nope

- The RPG project could fail if the story ideas ran out because the pioneer society was too perfect is for problems

- A campaign is best oriented towards building a community and acquiring new buildings, technologies and members. These are represented by Extras and NPCs. Adventures are required to acquire these. And under Acquire: You don't have to own it. Finding a friend who will lend you a laser cutter is worth a lot.

- This setting also contains many plot hooks, all of which are negative. To keep the positive mood should not all are used at the same time!

- There should be no heroes. But protagonists

- They find everything they need to solve the problems on site

- In particular, they build a community to solve problems

- Fish out of water adventures: By having three different factions and their bioms the GM can create this kind of adventures where characters have to solve problems in regions where they have weaknesses (a Norm in the wilderness, ...)

- No faction has the true way to Solarpunk. Combining them and improving will lead to perfection

- Each faction has a unique concept to solve the issues. All of them work - somehow.

The Solarpunk Manifesto

https://www.re-des.org/a-solarpunk-manifesto/ (also in German: https://www.re-des.org/ein-solarpunk-manifest-deutsch/)

Chobani Advertiser Movies

Some commercials pretty much define the world: https://www.thelineanimation.com/w

World Building

The framework of the world is complete. And I just got the tip to read the following blog posts about solarpunk world building: https://alpakawolken.de/category/sola Came a little late, would have made things a lot easier for me. Leave them and let yourself be enriched. I do now too.

Shift action to dilemmas

I'm more of a method actor/dilemma lover myself. But the rules here are written with Action in the Spotlight. Because it reads better, because it picks up players better. And also very easy to play (after a long day at work). Still, the solarpunk world is bursting with drama. Three groups with at least comprehensible goals and mindset, potentially changing cooperation with them. Dark sides even with the solar punks (meritocracy is nothing for people without skills). So dear game master: If you're feeling a thoughtful mood in your group: Use that. Because the set of rules isn't Fate and not Dungeon Slayer for nothing (nothing against Dungeon Slayer after a hard day's work).

Robin's Laws of Good Game Mastering

Robin divides the players into 7 classes. Not every game system hits everyone equally well. But it is helpful if there are at least initial ideas of what each type of player likes.

- Method Actor: The confusion between the factions allows for interesting interactions with many shades of gray instead of black and white

- Storyteller: Complex stories can be told with the factions. There are enough seeds for epic ones stories

- Power Gamer: With the expansion of the community, hiring new people, new workshops and technologies you can make it a lot of fun

- Tactician: Can operate the angel system and plan tasks. Either with notes at the table or even digitally simulated

- Butt Kicker: The mutated animals were installed for the. plagues that can be eliminated

- Specialist: Building blocks to recreate a popular class and its traits should be in place

- Casual Gamers: Well. . .

FAQs

- Does this game have a hidden agenda? Answer: No, it is not hidden

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