

INTRODUCTION

Solarpunk is a utopian Science Fiction genre. **Solarpunk 2050** is the Fate setting where this goal is almost reached. The protagonists, so-called Solarpunks, live in ecological, technology-friendly and socially progressive communities. Close to the big cities where the so called Norms go about their daily lives - coddled by their AI.

This adventure is part of the Solarpunk 2050 setting but contains everything to start playing. It is based on "Fate Condensed".

Introduction

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 Solarpunk 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 Solarpunks 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, Solarpunk 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. Solarpunks 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 Solarpunk philosophy at a Solarpunk 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

Solarpunks

Solarpunks 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 save 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. Solarpunks love their creative society but are very individualistic and everyone has their own pet projects.

It's a big outdoor Solarpunk 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.

Resource points

Resource points are the main currency. To avoid abuse of the nature every person gets a limited amount of them each year. They are required to get any 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.

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 Solarpunks 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

Salvage tags are sticker with small energy source and computer and radio transmitter. They become inextricably linked to an object and identify it as salvage. After the adventure, specialists (NPCs) will arrive with heavy equipment that will cut, haul, and recycle objects. And assign the points to the account of the Solarpunk community.

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 Solarpunks have an evening party outside on the community fair-ground. 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 quadcopters 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 Lost

The Lost are survival experts, fighters and historians. They travel the country looking for ruins of "Lemmings technology" from before 2040. They reject new technology but are very skilled in reusing and upcycling old technology. Their camps look a bit ragged but are very practical. They are a bit rough compared to the "lifestyle" Norms and the "hyperactive/hypercreative" Solarpunks. When the Dirty Road to Eden started to transform the 2020 way of life into what we have now they saw that there is a high price to pay. And decided to not join that transformation out of ethical reasons.

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

After that's done, the Solarpunks' 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:

Mental:

CONSEQUENCES

Mild:

Moderate:

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 Solarpunks 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

Norms

80 percent of the people in 2050 are Norms. They live in automated eco-towns. Governed by AIs tuning all the parameters to achieve maximum quality of life and happiness. The society is highly cooperative. Most people have a 25h/week job that is highly specialized. The AI plans projects to coordinating those specialists in a incredible dance to achieve big projects. Norms all carry a life-logger with them. This device offers them Apps and an AR interface where they can just request things from the AI and the society. And it will be done - magic ! While the Norms enjoy their hobbies they will never achieve the solo skills Solarpunks have. They are always dependent on being close to the AI and a working society. If the requirements are not met some Apps may indicate that and will be unavailable.

Focussing on the now they do not care about the past or the Dirty Road to Eden. Everything is fine now. It must have been worth the price.

In this region all Norm characters have only limited App benefits because this region is only covered by the small AI they brought with them in a shipping container. The social network is also small. Almost everything they need will have to be delivered by drones from the next town (adding 1h). For Solarpunks this can still feel like magic.

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 Solarpunks) come to the rescue.

The actor "Delta Awesome" keeps acting and "Kevin" keeps filming while the Solarpunk 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 Solarpunk, 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:

Mental:

CONSEQUENCES

Mild:

Moderate:

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 Solarpunk 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 SOLARPUNKS**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: Mental:

CONSEQUENCES

 Mild: Moderate: Major:

DESCRIPTION: Delta Awesome is the actor's role name. His role is that of a skilled Solarpunk 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 Solarpunks.

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 Solarpunk 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: Mental:

CONSEQUENCES

 Mild: Moderate: Major:**DESCRIPTION:** Does catering and simulates a Solarpunk 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 parours, 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:

Mental:

CONSEQUENCES

Mild:

Moderate:

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

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: Mental:

CONSEQUENCES

Mild:

Moderate:

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:

Mental:

CONSEQUENCES

Mild: Headache

Moderate: Broken bones

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

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:

Mental:

CONSEQUENCES

Mild:

Moderate:

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:

Mental:

CONSEQUENCES

Mild:

Moderate:

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:

Mental:

CONSEQUENCES

Mild:

Moderate:

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:

Mental:

CONSEQUENCES

Mild:

Moderate:

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-Terrorist, I get +2 when I use Academics (Biology) to use psychoactive substances to manipulate moods.

STRESS

Physical:

Mental:

CONSEQUENCES

Mild:

Moderate:

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: Mental:

CONSEQUENCES

Mild:

Moderate:

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