

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 Solarpunks 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 Solarpunks is not finished yet. And they are happy about that.

Solarpunk 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.

Solarpunk 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 children's 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 performance. 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 Solarpunks 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 Solarpunks 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 CO2 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..

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. Solarpunks 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 CO₂ neutral, fairer, more peaceful and more open. The Solarpunks saved the world - and yet they can't stop being the incubator for epochal upheavals and mistakes. The Norms benefited. The Solarpunks are still running after reaching the goal. And a third fraction 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 agree 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 live in the ruins caused by catastrophes and the transition. They are gathering and reusing old tech, are survival experts, fighters and historians. While the Solarpunks and the Norms preferred to forget the recent history, the years they all used to shape the future. Because some things are better forgotten.

FRACTIONS

Three relevant and playable fractions exist in the solarpunk world.

- The creative and forward pushing Solarpunks
- 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 fractions are not enemies. And a successful team can require members from all three fractions. But there is always a certain amount of friction between the different approaches those fractions have to life, universe and everything.

Solarpunks

The Solarpunks have taken the future into their own hands. They saved everyone and the planet and now draw their strength from this. Hard-core Solarpunks 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.

Norms

Norms live 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. The society is coordinated by AIs (one per town) and the goal of the AI is to improve quality of life. To measure that every Norm carries a life logger which is a communication device like a mobile phone with AR interface. This is also the main tool to do their magic.

Someone from 2020 would call them wizards. Using Apps on their life logger they can request services from the AI. From refreshments to building a house. Based on available templates the AI will coordinate factories and Norm contractors (very specialised 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. Most of them 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 this 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

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

A visiting Solarpunk can get a life logger but will start on rank 0 (guest). Having only the basic Apps available (pizza service,) and no clue how to use them.

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 Solarpunks or the Lost. Everything is mass produced with some added personalisation. That includes the solar upgrades to houses and the clothes. 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.)

Lost

The Lost are the fraction 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 fraction is the only one not actively denying what happened.

Their approach is to live in and from the ruins of the Lemmings civilisation. They reuse the old technology and enhance it. This is what their clothes, 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 Solarpunks or the Norms. Because they still remember the "Dirty Road to Eden" pretty well.

PHILOSOPHIES

In addition to fractions 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 fractions. They may even have a specific flavour depending on the fraction 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 our 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.

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 fraction
2. Pick a profession or specialisation
3. Get inspired by the philosophies
4. Now start adding the Aspects

start playing

You know the basics and the fractions. If you want you can start playing now. Decide who will be GM, let her jump to the GM section and pick the first adventure 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.

The next part in the sourcebook is this detailed world description.

Solarpunks detailed

 All the fractions get an adjustment. This includes the Solarpunks. The details below are not verified and can be changed after some playtesting.

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 Solarpunk 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. Solarpunks generally use the gender asterisk and the person's preferred personal pronouns. Many Solarpunk communities are accessible as agrotourism for Norms and others to "experience" something. Drugs: Light drugs are legal across the EU. Solarpunks 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 solarpunk 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 Solarpunks 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 Solarpunk 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 CO₂. 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 slobos 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 Solarpunks 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 Solarpunks 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 Solarpunks. Relationships are common in all varieties, especially among Solarpunks. 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". Solarpunks 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 Solarpunks just to be themselves. The person will still find it very difficult to adapt to the other culture.

Die Walz

When Solarpunks 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, Solarpunks 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 Solarpunks 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

Solarpunks 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 solarpunk 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 furies - 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 Solarpunk communities, furies 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 furies 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.

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 want 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. Tucharlien, 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. Solarpunks 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 Solarpunks 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 Solarpunks do that too", "doesn't look that difficult" Some survive. The slightly more flexible and intelligent norms also like to migrate to the solarpunks, 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.

An example from the life of a Level 3 Architect.

- **Architect:** (Drags three apartment modules onto the grassy area in AR) Ok, what color should the light switches have?.
- **Customer:** White.
- **Architect:** (Changes setting). Finished. The AI checked the construction and calculated the costs. Euro and raw material costs are displayed, please confirm..
- **Customer:** (Confirmed).
- **Architect:** The AI organizes the construction and the 80 craft companies. The excavators will arrive in 1 hour, followed by the glass fiber reinforced concrete. Completion in 5 days by the carpet fitters and light switch fitters. Housewarming is included and invitations were just sent..

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

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 Solarpunks 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.

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

Adventures also end in a Solarpunk setting. This can be a party, the construction of a new building for the Community, ... 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.