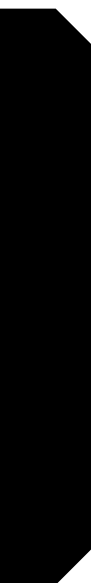


Solarpunk 2050

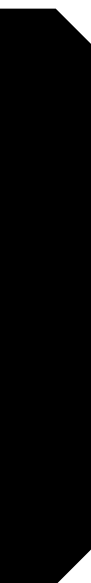




Fate Solarpunk 2050

Thorsten Sick

June 23, 2023



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**Dedicated to my friend Stefan, with whom I travelled through
many worlds**

Text and idea

Thorsten Sick

Special thanks to

the Solarpunk philosopher Pawel 'alxd' Ngei (<https://alxd.org/>)

Test players

Matze, Bene

Teaser

Solarpunk 2050: A FATE setting - It's 2050. Global warming has killed millions and destroyed society as we know it. But mankind saved itself. Solarpunks saved humanity. And even though everything could be all right now be fine now ... it is not.

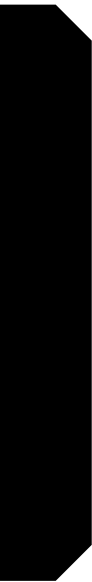
What will once be the Solarpunk movement is still fractured.

The **Pioneers** live in their hyper-progressive individualistic technological utopia, while the **Norms** live in hive cities in an AI-controlled environment as a collective society. And the **Lost** are of the opinion that humanity should never have been so dependent on the latest technology.

In this game, players will be able to play as a character from one of these factions and work together towards the creation of a new utopia - which would be easy if they could be on the same page.

the Mission

- **Norm:** Go ahead, I am filming
- **Pioneer:** Why are you filming this? We need to open this door and get to that damn valve before it overflows. Let me get my automated lockpick
- **Lost:** Stay back ! The charge is set !
- Loud explosion
- **Pioneer:** Didn't we agree to get in here without destroying it ?
- **Norm:** We just got 156 likes !
- **Lost:** We don't have time for this. Let's just go. and you can do your hacking stuff on the computer in the next room?
- **Pioneer:** Are we live ? Can we please not discuss hacking while we are streaming this ?



GENESIS

It's the year 2050. The last few decades have been a wild ride. Especially after people realised that they had to deal with several disasters at the same time and that the simplest solution was to rebuild society as a whole, it was: Do it or die trying.

They did it, they survived. Most of them.

Thanks especially to the Solarpunk communities. The Pioneers started a revolution with extreme out-of-the-box thinking and technological/environmental 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 with curiosity, fascination and hope. The successful experiments were scaled up to industrial scale by the Norms. They integrated these successful approaches into their own lives adapting their cities to match the new reality. As a result, by 2050 society as a whole is CO₂ 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.

A third faction got lost on the road to transition - the so called "Dirty road to Eden". The Lost saw the price that had to be paid and disagreed with it on a moral level. Instead of pushing for a new future they looked to the past. Or a mixture of the old ages of humanity. They live in the ruins left by catastrophe and transition. They are collect, recycle and reuse old technology. They became survival experts, fighters and historians.

While the Pioneers and the Norms prefer to forget the recent history. For them some things are better forgotten.

FACTIONS

There are three major playable factions in the Solarpunk world. Each has its own unique approach to life.

- The creative and forward pushing Pioneers
- The Norms, who draw their strength from cooperation as a collective society and AI coordination.
- The Lost. Digging in the ruins of the old world and improvising with the old technology.

These factions are not enemies. And a successful team will probably need members from all three factions. But there is always some friction between the different approaches these factions have to life, the universe and everything.

The reduction to three factions is not the whole truth. In 2035, the faction construct was created by sociologists using cluster analysis to somehow label modern societies. There are even more factions than that if you start counting the small and odd ones.

The factions are also fluid. Members of a family may belong to different factions. Or a person may move from faction to faction as their outlook on life changes. This is not a big deal.

Factions are not strictly defined. There are hundreds of different Pioneer communities, each with their own approach to experimenting with a possible future. Hundreds of AI-powered cities where the AI will shape society differently because of the local definition of a "happy life". And many Lost Families who have found their own way to survive and thrive in the wilderness.

GMs and players: Create your own !

The Solarpunks: This game is set in the midst of the Solarpunk revolution. No faction can call itself Solarpunk. Each lacks some of the core principles that make it Solarpunk. But if the factions were to combine their strengths, they would evolve into a Solarpunk movement. This development could happen in the group of protagonists, in the communities they create and in the people they meet.

Because:

- The Lost lack the openness and progressive spirit of the Pioneers.

- The Pioneers lack the wisdom of the past that the Lost collect.
- The Norms lack the spirit and curiosity of the Pioneers.
- The Norms could teach the individualistic Pioneers a thing or two about cooperation.

START PLAYING

You have just learned the basics and the factions. This book is a tutorial. You should start playing now.

Decide who will be the GM, have them jump to the first adventure. All the information you need is either in the adventure or linked from there.

The quests come with ready-made characters, and the first ones focus on small parts of the world. A manageable part of the whole sandbox. Specific themes in the adventure are linked to the detailed description in the Sourcebook. The GM can prepare as much as she likes.

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

Adventures

The first set of adventures takes place in southern Germany, on the shores of Lake Constance. In 2023, this region is rural, with small towns and high-tech industry. A good basis for all the factions to start rebuilding after the disasters.

- The World Destroying Machine: Play as the Pioneers faction. Learn about the world and factions
- Project Lifeguard Play all the factions. Uncover the secrets of Project Lifeguard

Pioneers

The Pioneers took the future into their own hands. They saved everyone and the planet, and now they draw strength from that.

Hardcore Pioneers are only a small part of the population (and this can vary locally). But because they actively participate in life, they are the part that leaves its mark on society.

Their main goal is to develop a modern lifestyle where humanity, nature, technology and spirituality are in balance and much more advanced.

Their communities are a place to experiment with new ways of living, energy production, society, spirituality and food.

Most of the objects are prototypes and experiments. Almost everything is unique and built from scratch.

Sometimes they succeed in their experiments. Sometimes they fail horribly.

Daily life: Pioneers spend their time doing what they love. Tinkering for 10 or more hours a day is not uncommon. They often change projects once a month. If someone runs out of projects, tasks can be found in the local computer system, where anyone can post things that need to be done. There is no payment, but there is an unofficial currency: respect. This can be earned through achievements or contributions to the community. This Meritocracy results in people with high levels of respect being able to attract more people and resources to their next project, or being the centre of attraction. Going on an adventure to serve the community could also be a source of this respect.

Cyberware

Pioneers never manage to get the complex infrastructure for building and implanting cyberware up and running. It requires hundreds of specialists and is just boring. This is a task for the Norm Society.

But they love to tinker with cyberware that is already installed. Add a few extra sensors, overwrite the firmware. This can unlock new features and also introduce glitches.

Skill: Prototyping

Pioneer technology is unique. They find intelligent solutions to problems. They tend to build prototypes that will never be used in mass production.

These prototypes are built quickly, solve a problem, use available technology and will never get a safety certificate. Often they are not meant to last. If a pioneer has to build the same technology a second time, it will be built with additional features or a different approach.

Use the Prototyping skill for this type of dirty engineering.

If non-renewable resources are needed, also roll for Resources.

Economy: Meritocracy

In the Pioneer world, your reputation is the key that unlocks doors. People who trust you will give you access to resources, join your projects or simply believe you. Anyone can earn a reputation by building projects, organising parties, surviving an adventure, or simply being the best person to talk to when someone needs a problem solved.

Food

There are two types of food you can find in a Pioneer community.

Party food

Pioneers like to experiment with food. They first invented hydroponic gardens, which are now used in Norm's hives. They also invented in-vitro meat. But they were never interested in scaling it up. Instead, they experimented with new cell cultures and tissues. Pre-seasoned meat is also a thing. Insects piqued their interest (because they grow quickly and the project cycle time is short). Yeasts - which can be genetically modified to produce a variety of different flavours and substances.

It is hard to eat the same dish twice when visiting a pioneer community. They are constantly improving their recipes.

In practice, food is free because there is always a kitchen experiment going on that needs testers and tasters.

Pioneer food is always unusual and surprising. There is a risk that the experiment will go wrong, which could result in terrible food or some health risks.

Tinker food

Tinker food is easy to prepare and eat. It is meant to be eaten while a Pioneer is hacking in a flow that can last 20 or more hours. Typical Tinker food is Flavour Balls. Pea-sized balls of any flavour. These dried balls just need to be watered and grow to table tennis ball size. One is sufficient for the next 4-6 hours. And contains plenty of guarana. Typically, a pioneer will put one in their mouth and sip coffee to let it grow in their mouth. It is not recommended to take more than one.

Tech level

Experimental technology. Things that were prototypes in 2020. Nothing boring

Law

Investigation

Jurisdiction

Punishment

Musik

Pioneers love music called "Nature core". Those songs move from idyllic to loud/extracting and back to idyllic again. But the main unique feature is that the songs are generated by algorithms fed by the listener be-

haviour. The songs is different every single time you listen to it. But the algorithm used to generate it still makes it distinct.

Norms

Norms live in retrofitted cities with added solar panels, green parks, small streams and lakes. It is all quite idyllic, but you can still see the original buildings from the year 2020 beneath the green walls. Because modern Norm tech is built using templates, many items, clothing, fashion and architecture look identical. These templates can be personalised. And smart people do. But they will never achieve the creative chaos of the Pioneers.

The cities are known as 'hive cities', and Norm society is often referred to as a 'hive'. The reason for this is the tight and close coordination of this society.

This society is coordinated by AIs (one per city) with the aim of improving the quality of life for the inhabitants. To measure this quality of life, each norm carries a "hive controller". A communication device with an AR interface. This is also the main tool they use to work their magic: "hive control".

Someone from 2020 would call them magicians. Using augmented reality apps on their hive controllers, 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 specialised ones) to build and deliver the customised request by drone. Delivery can take anywhere from a few minutes (ordering a pearl-gripped weapon) to a few days (adding a house to the city), as long as the Norm user is within the city limits.

This ability is not limited to physical things, but can also be an app to organise a party for 500 people.

But there are limits:

- Extraordinary things cost money. And material things also cost resource points
- Apps must first be unlocked by successfully completing a tutorial. This can take up to 2 years for a complex 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 when a service is unavailable
- Some high-risk services may also require a medical, age or other additional certification. This includes drinking alcohol and caffeinated

drinks.

AI-controlled hives are networked. And a traveller can get similar services in most connected AI Hives.

It takes time to complete the tutorials and requirements for the most complex apps - most norms focus on 1-2 topics and the usual 40 apps everyone uses to make life easier.

A visiting Pioneer or Lost can get a hive controller, but will start at rank 0 (infant). They will only have the basic apps (pizza service,) and no idea how to use them. Completing the basic tutorials will take some time.

The real stars of the Norm world are those who can create new templates for new services. And only a few geniuses can create templates for highly complex products (like trains). These templates and their apps unlock new wonders for society and make their creators famous.

Appearance: Compared to the world of the Pioneers or the Lost, the world of the Norms is uniform (thanks to the templates). Everything is mass-produced with some added personalisation. This includes solar upgrades to houses and clothing.

However, there is a certain dynamism to the cities, due to the plants and animals that have been allowed to proliferate.

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

Daily life: Work is optional. All basic goods are available for free. If someone chooses to work 25 hours a week, they will be paid in local euros or other local currency. This can be spent on premium products and services. Jobs are very specific (like drone pilot for food delivery, barista or med-tech). People tend to have at least 1-2 hobbies that they are very good at in addition to their job.

Norm society depends on a warehouse sized AI controller with communication interfaces in the city.

To spread Norm society to new cities, the Norms usually start with a shipping container containing AI, communication interfaces and power. These "seed hives" have limited capabilities, but are sufficient to bootstrap a new society. The AI inside is created from an empty template and can adapt to the situation. When set up, the AI will establish a radio link to a partner city's hive and begin building an inventory of local services and people with a hive controller in their area.

A Norm on expedition can still have some advantages by using a 'personal hive', which is just a long range communication interface to the near-

est city hive. With all the negative effects of: lag, broken connection, slow delivery...

Hive controller

The Hive Controller is a headset used for communication. It also has an AR interface that projects menus in front of the user. These can be controlled by touch. This device makes the user part of the social and technological network of a Norm Hive. It is used to communicate, plan, organise and order things. The Hive Controller has a number of sensors that can measure the environment or the user's health. In this way it can guide the user towards a healthier lifestyle.

It also handles payment for premium services.

A special skill is required to operate it. These are acquired and improved by Norms by completing the tutorials in the apps the Hive Controller has. More and more functions are unlocked, starting from the Norm's childhood. Obviously: When a Pioneer or Lost receives a Hive Controller, they must start with the most basic tutorials. Sometimes applications are updated with new features. This may also mean that users will need to complete another tutorial before they can continue to use that application.

Cyberware

The Norms have a very advanced medical system. Anyone can receive free medical care and therapy. Cyberware replacement until limbs grow back is an option. By law, cyberware is limited to the power of a healthy human. This is to prevent people from using Cyberware as an enhancement.

This medical excellence can only be achieved by a granular division of labour and a bunch of specialists. Too boring for a Pioneer, too complex for the Lost. But people from these factions can also be treated in a Norm city. It may take some help to overcome the cultural differences. But there will always be someone who will - for a price.

There are rumours that the Pioneers hack already implanted Cyberware to remove the restrictions. But that would be illegal.

The AI

The AI at the centre of the hive is the same type of AI in most cities. It is not self-aware. Its planning skills are "high human" and at its core it is a statistical engine combined with a bunch of algorithms. Nothing magical. But as a central project manager with a "team" of specialists and experts the size of a city, it can work wonders.

It is also a force multiplier for local behaviour and traditions. As it op-

timises for "quality of life", it will support everything that local people see as positive and dampen everything they do not like. The cultures of Norm cities may evolve in different directions after a few years of AI control.

There are rumours that some hives, with the help of some Pioneers, have upgraded their AI to something more powerful and perhaps self-aware. But these rumours are most likely based on non-standard hive controller interfaces and a very strange local culture.

Library of things

Each hive has a library of items that Norms can borrow. They usually select them from the Hive Controller menu and have them delivered by drone. These items are not personalised. **Of course, they have to return them on time, unmodified and undamaged.** (unmodified is tricky if you have a Pioneer in your party).

Skill: Hive control

Being near a hive and having a hive controller allows a Norm to request services from the hive. This is done using the Hive Control special ability.

The target that needs to be rolled depends on the complexity of the task the norm is trying to accomplish.

Sometimes an additional resource roll is needed to check if the norm has the resource points for the non-renewable resources they need. Most of the time the hive will try to help by allowing the user to borrow a similar item from the hive's library.

If the hive control die roll fails, this may be the reason:

- User must complete some tutorials first
- The app has been updated
- The hive is busy and this request cannot be queued yet.
- Basic components must first be shipped from another hive
- Hive controller down (this is an emergency!)
- You have just been given a task for your daily work...

AI controlled areas can be in 4 quality ranges:

- City hive: no penalty
- Seed Hive (AI size: one shipping container) -2 to throw, slow delivery

- Personal hive (just a good communication interface to the nearest hive): -4, slow delivery
- No connection: Sorry.

Most people in a Norm society choose to have a job. This will keep them busy for about 25 hours a week. These jobs are coordinated by the AI (a society-wide project management software). It can happen that the Norm character who is adventuring somewhere will be assigned a job ticket at any time:

Economy: Basic income

The Norms have done little more than tweak the monetary system. The big thing is: Everyone has a kind of basic income: What you need to live is free. You only pay for premium items. That way, people with jobs can get some motivation out of it.

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

- Food
- Drinks
- Clothing (basic)
- Shelter
- Public transportation
- Cultural participation

There is also a 'premium' version of all these goods that you have to pay for. This version is somehow extra fancy. As a reference: Free-to-play games where you can buy extra gadgets without any gameplay effect. That's common in 2020.

The basic income is not paid into your bank account! Instead, there are shelves/vending machines and other places in the cities where you can just grab what you need.

Example of a premium: Near the free coffee machine there could be a real person barista making great coffee 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 so is logistics.

Work life balance

Some Norms decide not to work - which is totally accepted in this society. They can access all the basic goods and services for free. The more active Norms decide to have a job keeping them busy for 25h per week. This is how they earn money for premium products. No matter which approach the Norms take: There is plenty of time for hobbies. And everyone who is not passively consuming will dedicate their spare time to hobbies like:

- Alternate reality spy games
- Swashbuckling
- Reenacting films

This leads to Norms having some very strange skill sets or stunts.

Besides: Norms without a day job could be very tempted to commit to an adventure if money can be earned.

Food

Food production is industrialised and automated in a so-called "Ceres" (Ceres is the Roman goddess of agriculture, but no Norm will care where the name comes from). Old factories have been converted into these agricultural factories. Plants are grown in in-house vertical gardens, tended by robots. Meat is produced in vitro, where a cell culture is simply given energy and nutrients to grow into a steak. Much of the food is also bar-sized and the ingredients are produced by algae and yeast grown in large tanks. Dairy products are also produced in tanks from cell cultures grown in the lab. Starting with milk (cow, goat and tiger flavours are common), which is the base product for yoghurt - and which is made from milk with microbiota as in the old days. Fruit from large plants is also grown from bio-engineered cells - which produce fruit pulp in a tank. This pulp - mango in this case - is then pressed through a mango extruder to form a rod - a few hundred metres of mango. This is then sliced, dried or diced into yoghurt and that's it. Tiger Mango Yoghurt is hip in 2050.

Everything is tasty, but according to the Pioneers, this food "lacks that special something". This food is free and can be obtained from either automated kiosks or cantinas. But each Ceres also has an attached restaurant where you can get it directly from a robot. A Ceres is designed to be open to visitors, and anyone can verify that the food has been grown in a hygienic way.

If you want to eat premium food, you can go to a restaurant (which often shares parts of the kitchen with a free cantina). Here the same ingredients are cooked by chefs. Properly seasoned and served with the perfect wine. With a Hive controller, you can even specify the matching tablecloth and a scented candle to whet your appetite. Sometimes you will meet a salad sauce sommelier who can help you define the perfect sauce for your dish. The recipe is stored in your Hive Controller. This is a premium service, of course, but well worth the investment.

Of the food options offered by the factions, Norm Food is the least spectacular and most boring. But tasty. On the plus side: There is zero risk.

Tech level

Mass manufactured technology. Things that were prototypes in 2020. Nothing daring

Law

Investigation

Jurisdiction

Punishment

Lost

The Lost are the faction that did not join the others on the "Dirty Road to Eden". They realised early on that there would be some horrors involved in achieving a solarpunk utopia. And they were not willing to pay the price. This faction is the only one that does not actively deny what has happened.

Their approach is to live in and from the ruins of the Lemmings' civilisation. They reuse, recycle and upcycle the old technology. This is what their clothes, tools, vehicles and shelters are made of. Old technology reused in creative ways. Most of it looks shaggy.

Living among the ruins, they have developed fighting and survival skills and are experts at exploration. Many are historians, collecting ancient documents for their secret "Alexandria" project.

Daily life: The Lost are constantly fighting for survival. Either by gathering food in the wilderness or in the ruins, or by repairing old technology. Some tend farms. Others run shops or try to keep truck stops alive to provide some sort of safe travel through the wilderness. Their internal trading system is a barter system, so they trade items for other items, food, infor-

mation or fuel. The Lost gain resource points like everyone else. But they tend to spend them on the privilege of burning fuel. This forces them to scavenge the ruins for resources to upcycle or recycle (for Resource Points).

Their reliance on old technology makes them the only faction without drones. They are also the only faction to have trained animals.

- Search, rescue, hunting and cart pulling dogs
- Horses for riding and transport
- Rats for substance detection, food testing and rescue
- Birds (eagles, falcons, owls for hunting or reconnaissance, homing pigeons)
- Dolphins and seals.

Some of the Lost developed an almost mystical relationship with their animals. At least according to their Norm friends who grew up in cities.

The Lost do not necessarily trust the Pioneers or the Norms. They remember the "Dirty Road to Eden" well.

Shakespeare battle

Despite the rough first and second impressions they make on outsiders, the Lost are educated and hold history and old books in high esteem. The battle consists of one person starting to act out a scene from an old play and handing over to another person who must continue without fail. This is a drinking game and will turn into a chaotic situation.

(If the players' characters are part of the fighting crowd. GM: Bring a copy of a page from a Shakespeare play to play at the table).

Skill: Bushcraft

The Lost know their way around wilderness and ruins. They can upcycle and recycle old technology. They build camps, hunt, gather food, train animals and scavenge ruins for tools.

All of this is covered by the Bushcraft skill.

Typical Lost protagonists

- Scrap collectors
- Indiana Jones-style adventurer
- Lost ranger and animal expert

- Survival specialist
- Librarian

Traditions

Guests and weapons

As survival experts, helping people and providing shelter is a sacred tradition. People who come in good faith are given shelter, food and medical care (Lost medicine is mostly rustic first aid).

But before entering a Lost camp, guests are searched for weapons. If they do not have any, they will be given some basic ones to use for the duration of their visit. They can also receive basic weapons training. The Lost expect their guests to help defend their camp if it is attacked by critters or other humans. Guests are therefore armed.

If guests are not trustworthy, they will not be given ammunition for their weapon - until their help is needed to defend the camp.

Libraries

The first impression other factions have of the Lost when they first meet them is that they are an uneducated bunch of survivalists and fighters. Once they get to know some of the Lost, they learn of their true mission: to protect the past. They collect old books (from phone books to the Luther Bible) and art (from everyday objects to old paintings). These are stored in the mobile library that most Lost families carry with them (a steel box in the boot or a special armoured bus).

Books that are not yet in Alexandria are sent there on a pilgrimage. It is a paper-chase adventure with missions at each stop. The official aim is spiritual experience and growth, which may lead to some of the participants becoming librarians of Alexandria. The unofficial goal is to hide the current location of Alexandria from anyone following the group. Groups travelling to Alexandria will be secretly monitored by experienced Librarians. Anyone following these groups will be dealt with.

For most of the year, Librarians live with a family. Only when Alexandria is established will they be called upon to leave the family for a few months.

Alexandria is a library built out of shipping containers. To protect it, it only exists for a few weeks a year. Its location is a secret known only to the librarians. Pilgrims are led there by the Paper Chase. The containers contain the library's books and index.

When a group of pilgrims arrives, they hand over the book, which is then indexed. Skilled forgers make exact duplicates, which are sealed with the library's seal and returned to the pilgrims. Each pilgrim can also choose a book from the library. One copy will be mass-produced (using an ancient printing press) and returned with the pilgrims to their family library. In this way, knowledge spreads and a decentralised backup is created.

All the Lost know of the Library. But only a few outsiders - those who have saved the life of a Lost and found a book not yet in Alexandria - are asked to join a group of pilgrims under a vow of secrecy.

Librarians

A pilgrim can apply to become a librarian. As well as being able to quote from 50 books, a librarian must be able to demonstrate special skills that the library needs. These range from forger, fighter (to protect the library), treasure hunter, builder (to rebuild the library once a year) and cook (to help with the pilgrims' gathering). Part of the initiation ritual is to tattoo as much text as possible from the new librarian's favourite book on his or her body. People who know (this is mostly Lost) can recognise a Librarian by the letters tattooed on their skin. Skin that cannot be hidden will remain free of text.

Economy: Barter

The Lost spend most of their resource points on diesel. This is one of the reasons why they loot old ruins for materials and technology that they can up-cycle. This way they do not have to spend RPs on products.

They also have an internal barter system where they trade goods for goods (a chicken for this hammer...). It is much more complicated than 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 trade them (eggs from the chicken).

Food

Lost are the hunters and gatherers. They cook whatever they find. The ingredients are animals, vegetables, herbs and tins from looted ruins. The kitchen is a campfire and a few tarps around it to collect the food they gather.

A good Lost cook is good at improvising. The same dish will never taste the same because the ingredients will vary. The cook's goal is to get as many nutrients into the people as possible. Starting with the essentials

like fat and other calories.

Cooking is usually done for the whole camp, including guests. They can also be recruited by the cook for simple tasks.

A very typical Lost dish is "Exhaust Bread", which is baked on the exhaust pipe of a moving truck.

Diesel

They burn diesel in their quest for independence and the "good old days". They spend all their Resource Points, which represent the resources a person can use without harming the environment. But spending these points also forces them to rely on looted and recycled materials. They cannot afford anything new. And they do not want to. The other factions know this and don't see the social contract being broken. But they just don't understand the decision.

Tech level

"Nothing with transistors". Or better: Nothing that has a programmable logic. No solar power but diesel. By choice.

Law

Investigation

Jurisdiction

Punishment

WORLD

The world of 2050 is a world being rebuilt after several disasters caused by climate change and other human mistakes have shattered it. It is not yet a solarpunk world. It is a world shattered by catastrophes. With bubbles of functional utopias of different styles. Each faction has its own style of utopia. And even there there is a lot of variety. And all these utopias are missing something. The mission of Solarpunk is to learn from them and combine them. And then to share the benefits of these utopias.

This is the mission of the protagonists, who leave their utopian bubble to help others. And maybe even face the reality of different approaches to utopia.

Wilderness

Large areas are uninhabited and have reverted to wilderness. Some old cities still exist - ruins that have not yet been claimed.

Humans have found several new ways of life, the Norms, Lost and Pioneers.

Their settlements are the seeds from which a new Solarpunk world can grow.

Climate manipulation Relics

Relics are things or organisations from the past. They do not fit into the new world and will soon be dismantled. But as with all relics, there is a long list of tasks to be done to dismantle them. And some just soldier on until their turn comes. Or they fight back.

UN

The UN is the only central organisation left after the disaster. They are the good guys, leading the rescue and reconstruction efforts, and they also introduced the Resource Point system. After the collapse of nations, the UN had to be reinvented. As the organisation it should have always been.

Its missions:

- Rebuilding global communications with drones, zeppelins and fi-

bre optics

- Build an economy based on recycling with Resource Points
- Find and destroy Relics
- Reconnect settlements lost to civilisation during the catastrophes

The UN has a few bases around the world. But most of its efforts are franchised and specialists are hired for specific types of work.

That is what is publicly known. The truth behind it:

After disasters hit the globe and the UN became more important than ever, the senior UN officials (who chose their jobs for money and glory) quietly left their seats. The UN was kindly taken over by the lower ranks (who joined because they believed in the mission) and volunteers. The best functioning UN headquarters are in the countries formerly known as "development countries". Which in fact turned out to be the countries that were not stagnating.

These volunteers run the relief operations and are available by video conference. If anyone asks for higher ranks, they will get a reply along the lines of "sorry, full schedule", or a signed letter or email (both fake) if they wish:

If anyone is able to find one of the former higher ranks, they will accept the credits and still claim to be responsible for all those successful projects.

Equipment

The UN has some specialised equipment and personnel at its bases.

Cargo Zeppelins

Large cargo zeppelins. Can carry up to 4 shipping containers of cargo. The solar cells in their hull make them black, their electric engines silent. This has the side effect of making them mobile bases for secret missions. But the original idea is to use them as floating power generators: They rise up to 500 metres, are moored to the ground and generate solar power for the ground part of the mission. In addition, the engines can run in reverse to generate wind power.

Away team

The away team can disembark from the zeppelins using their e-paragliders and prepare the ground for the landing of the cargo or build an anchor for the zeppelin. These people are some of the best trained in the UN.

Resource points

Resource points are the main currency accepted by all factions. To prevent abuse of the resource, each person receives a limited number of resource points from the UN each year. They are required to obtain any non-renewable material-based item. The allotted amount is enough for a normal lifestyle. But not enough to build a brewery or other large structures (problem for pioneers). Or just enough to buy diesel for the cars - and nothing else (Lost). There are two ways to get more of these points:

- Recycling items. Bring your old phone to the store and get a new one. If you want to do more than just replace your phone: Large items or those made from rare materials will give you more resource points. The items you recycle must not belong to anyone! This is one of the main reasons to embark on an adventure to the ruins of the Lemmings.
- Solve problems for the UN: The UN pays in resource points (they have their own budget for this) or in cash.

These two additional ways of earning Resource Points are the only ways of transferring them. When you recycle or complete a task, you will be asked where you want to transfer your points. You can pay someone, donate them, or support your community or one of your projects. This is the only time you can control the flow of Resource Points.

The Resource Point system is run by the UN. But everyone in their right mind has bought into it after witnessing the disasters. Cheating with Resource Points is considered as bad as cannibalism.

Kessler Syndrome

A mass crash of satellites has made Earth's orbit inaccessible. There are no more weather satellites, GPS or mapping satellites. No communication. This is called "Kessler Syndrome". Leaving the Earth is very risky and no one tries it anymore.

Instead, people use high-altitude drones, balloons and zeppelins. These only cover a small area and have to be launched deliberately. But it is better than nothing.

CHARACTER CREATION

This sourcebook is based on FATE Condensed (<https://fate-srd.com/fate-condensed>). It offers simple rules but still allows you to play a complex campaign.

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

Create 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

Special rules

New skills

Each faction has access to one unique skill. At character creation, you can choose this skill just like any other skill.

- Lost are skilled at survival which is covered by their skill Bushcraft
- Norms have years of experience using their Hive controller which is represented by the Hive control skill
- Pioneers are masters at improvising technology by using their Prototyping skill

Supporting stunts

Fate contains several stunt templates. At the heart of Solarpunk is the concept of building communities and supporting each other. This is why there is another stunt template:

- Because I am a gun nerd, I can provide a +2 to someone's shooting if I have the opportunity to give some advice (example: "This is one of those gun models you should hold with both hands").
- Because I am socialising while cooking, I can create a +2 to the social skills of one of the people involved in the cooking (example: cooking with two hostile parties who are trying to make peace).

- Because I am a role model in athletics, I can give +2 in athletics to someone who follows my example (example: the person who climbs the rope second).

These +2 bonuses are limited to one skill or use case. And they always support someone else.

Dark past

This is optional: To add depth, add a Lemming past. Most people alive in 2050 started out as Lemmings. Some shock made them choose a new, more sustainable philosophy. Either Norm, Lost or Pioneer.

1. What was your life like as a Lemming?
2. Did you have a job that can still be seen in your behaviour today (teacher of small children, preacher, bureaucrat)?
3. Have you done anything that you now regret? Have you been on the wrong side of history?
 - (a) A bureaucrat slowing down progress ?
 - (b) A policeman smashing the first buds of the solarpunk revolution you are now a part of.
 - (c) A politician taking bribes to keep the fossil fuel business alive?
4. What made you change your mind?
5. Do you keep your past life a secret ?
6. Do you accept what you have done?
7. Are you trying to repair the damage caused by your old self?

Please discuss with your group first if you want to add the extra darkness when using Sins of the Past. And if you do: Create your own storylines for the characters with these sins. Make them "pay" for what they have done. But as this can break the solarpunk vibe. Only do this if you can really steer a positive Solarpunk story. This means: Not in your first campaign together

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 artefacts 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 catalogue 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.

GEAR

Players want equipment for their characters. Everyone wants to understand the technology available in the world.

Pioneers: MIVs modular individual vehicles

Pioneers like to experiment with new designs. To support rapid prototyping, many of their vehicles are based on a modular framework. The chassis is made up of struts and angle connectors. Engines and transmissions are flexible, as are batteries and hydrogen fuel cells. Steering is often drive-by-wire with microcontroller support. Much of the behaviour can be tuned by software.

Based on this framework, anyone can build their own vehicle within a few hours. Based on their taste and requirements. Number of passengers, acceleration, off-road capability, range, payload... All this can be customised.

It is so simple that even children can do it.

Pioneers interested in vehicles tend towards more drastic experiments (those listed are still considered entry-level):

- AI controlled suspension
- Liquid nitrogen cooled superconductors
- Drone swarms to map the road ahead
- Chip tuning
- Ultralight carbon frame
- Solar panels for continuous charging

Norms: Trains

Travelling across the continent is done by train. Trains have been improved enormously to make them more comfortable.

A train carriage is autonomous. It can uncouple at any time when there are two parallel tracks and move to another train or to a station. This means that no one has to rush to catch a train; they can just get on a carriage at any time and it will try to catch the next train going in the right direction. Trains can split up en route and go to different destinations. A standard carriage for people to travel in already has: seating (which can be

converted to a sleeping position) - and tables, vending machines (free food and coffee), a cinema screen and a washroom (including shower).

People can book their own wagon through the Hive Controller. For a few premium credits, they can add special carriages to the train for recreation (and allow others to use them, too). All these personalisation options and quality of life carriages make the train feel more like a hotel.

Bonus cars:

- 4-5 stars restaurant
- Spa
- Library + coffee shop
- A proper cinema
- Adventure playground for children, different themes (pirates, princess + castle, mad scientist lab, ...)
- Gym
- Garage for individual mobility + workshop

Sometimes a wagon carrying urgent goods is added to the train. But there are special trains for large, heavy and slow goods.

Norms have made standard journeys free. It is a basic right.

TROUBLE

Humanity has somehow managed the climate disasters and created bubbles with different approaches to a more sustainable society. Most of the time life is great. But there are threats from inside or outside that can cause problems.

LOCATIONS

Large parts of the world have been destroyed or damaged by climate catastrophes. But small bubbles, towns and settlements fought back and found their own way to survive.

Lake of constance region, former Germany, Aust

Altshausen

In 2020, Altshausen has hot springs on a hill above the old town. Due to heavy fighting in the area, the springs have been unleashed and the hot mineral water has been flowing downhill ever since. The new inhabitants - mostly Lost - use it to their advantage. They channel it into pools and gardens. Their greenhouses grow winter and summer vegetables. All this is relatively low-tech, but some Pioneers are helping them keep the water flowing. For the look: Mix a medieval town with Venice and Pamukkale. Add some greenhouses and small onsen pools.

Weingarten

At first glance, Weingarten is a lost city. It is stuck in the 1980s and can be visited. In reality, the few hundred inhabitants live in a kind of re-enactment slash theme park. It is not self-sustaining (which is why any Lost would hate to be associated with Weingarten). It can only survive by trading with every visitor, trying to extract as much food, money, resource points and help as possible from everyone who stays there. In return, they offer an authentic 80s feeling... As the neighbouring town of Ravensburg is fighting against electrosmog at night, there is a large fence between the towns to "protect" Ravensburg from electromagnetic waves. Some people from Ravensburg like to spend the night in Weingarten - at least Weingarten has electricity at night.

Ravensburg

Ravensburg is a Norm hive. In the early 2020s, fears of electrosmog led the city to turn off the free wifi at night. This only got worse over the years. In 2050, Ravensburg switches off all electricity at night.

Situated on the river "Schussen", Ravensburg has built a park on the banks. To give people shelter during the summer heat waves. There are

trees, water gardens and water playgrounds. Perfect for spending a hot day with the family.

On the sports side: Ravensburg is famous for its parkour team and the tracks across the medieval roofs.

Meckenbeuren

Meckenbeuren lies between Ravensburg and Friedrichshafen. The trains never stop at Meckenbeuren. Instead, protective armour plates are lowered over the windows and the train speeds up. As the train passes through Meckenbeuren, gunshots can be heard.

It is a mixture of Escape from New York and a rural farm town. And it is very likely that sooner or later someone will have to be rescued.

Friedrichshafen

Friedrichshafen is located on Lake Constance. This Norm town is famous for its hobby group of historical pilots and dogfighters.

There are two leagues: The VR League, where pilots fly simulated aircraft. And the real league, where pilots fly WW2 planes like the Spitfire.

The planes have electric motors and an autopilot that flies them to the 'graveyard airport' as soon as the plane registers a simulated hit. The pilot can choose to parachute out of the plane to skip the respawn (which is expensive in terms of league points), or stay in the automated plane and fly back to the graveyard.

Lost shudder at the lack of historical accuracy. All teams can fly all types of aircraft. Plus: the bad guy team is based on Nazi zombie B-movies and dressed like them.

But this city is a valid source of characters with special flying skills.

Waterworld

A floating Pioneer city somewhere on Lake Constance. The different rafts are used to grow plants, sleep, build new things, generate electricity or clean water. Transport is provided by various water vehicles.

PLAYER STOP READING

Dear Players: You have finished reading. The next part contains adventures and surprises that I will not spoil. If you want to be a game master: continue.

Adventure structure

There are a few tricks to give the adventure a solarpunk feel. A positive, inclusive, optimistic one.

Protagonists

The players are not the heroes, they are the protagonists. Many adventures are solved by using community resources. Or by building a community first. Solving NPC problems and bringing them together and empowering them.

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

From the utopia

Adventures begin in a solarpunk setting. A party, people building together.

To a better utopia

The end of the adventure should also be solarpunk: It can be a party, the construction of a new building for the community, a visit to some great places in nature... This is the reward for a successful adventure.

Challenges

There are challenges throughout the adventure. This setting has many of them. Choose one or two. Most of the time, the solarpunk utopia is not yet achieved when the protagonists enter the stage, or the utopia is out of balance. A backlash from the past (the "Dirty Road to Eden") can also cause trouble. Or friction between factions.

A system is the baddie

In many cases, it is not a single person or group of people who are the villains that need to be defeated to complete the mission. It is a system, a

systematic injustice, or a situation caused by past failures that is the obstacle to be overcome.

Solarpunk style solutions

Building a community to help solve the problem is a Solarpunk-esque solution. Build things, fix things. Helping people. The quest should have some of these elements to make it feel Solarpunky.

Topics

Each quest should have several themes to explore. These could be

- differences between the factions
- philosophies
- approaches to agriculture
- energy
- mistakes of the past
- dark secrets of the Dirty Road to Eden

As a GM, if you can get players talking after the game, you have done it right. In this game, there are no dragons to slay and brag about later. More important are the different points of view and approaches. Instead of the typical Dungeons and Dragons conversation on the bus to school "And then you threw a 20 and smashed the dragon's skull in", the solarpunk conversation should be more like "Well done for realising that their problem was caused by not switching to solar power 10 years ago and all the mess that decision caused. I'm glad you convinced them and showed them alternatives".

THE WORLD DESTROYING MACHINE

A simple Hello World-style adventure with pre-created characters to play at cons or whenever you need a quick session.

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

In this game, the pre-made characters are all from the Pioneer group. If, for some reason, a player cannot relate to the pre-made characters, you could try to create a Lost or Norm character and include it. This character could be a relative of one of the Pioneers and join the party at the start.

Dirty Road to Eden

People living before 2025 are called "Lemmings" in 2050. So named because of their self-destructive habits. After 2025, more and more people doubted the wisdom of self-destruction and took action. This led to a 2050 where humanity was saved and could survive in thriving automated eco-cities, pioneer communities and lost camps amidst 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 cities had to be sacrificed. Many hard choices had to be made in order to combat the disasters caused by climate change.

Topics

This adventure covers some typical Solarpunk themes. As a game to play with Solarpunk beginners or even roleplaying game beginners, it can be used as a first step in a tutorial.

It also offers

- Introduction to the basics of the Solarpunk 2050 world
- Character interaction: Players must balance interests to earn Fate Points
- Culture Clash: All three cultures are represented. Collaboration can be critical to success

- The mission starts with no weapons. Pioneers can make 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, but the protagonists can still go back and forth. To find allies, trade for tools and prepare for the final challenge.

Although the map is linear, there are several ways to solve the challenges, making the adventure flexible. The player's choices and solutions are sandbox style.

The linear order is:

- Players learn about the Pioneer philosophy at a Pioneer Party in their community.
- Mission: Find the world destroying machine (= coal power plant) and recover raw materials to build a brewery.
- The protagonists meet some of the Lost.
- Upon entry into the world-destroying machine, you will meet Norms, who are recording a series of films.
- The final boss of this adventure makes its first appearance: A mutant hamster
- Search the world-destroying machine, solve puzzles, build weapons, deal with the hamster
- The final 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 who live in self-built, eco-friendly, high-tech communities. Most of the technology in use today is based on their concepts. During the Dirty Road to Eden they were the (un-coordinated) main drivers of the revolution. Today they either do not talk about this phase or they call it necessary for the safety of humanity (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. Pioneers are very forward looking. To be interested in the past is a waste of time. That is why no one cares what a world-destroying machine is. No one among the Pioneers can answer that. If the protagonists asked the Lost, they would get the answer.

It's a big outdoor Pioneer party. The community has gathered. There is homemade music and the usual LED and laser spectacle. As well as the usual garden grown food, a special drink is being served: a schnapps glass for everyone with a new beer to try. It is brewed with home-made genetically modified yeast and a new brewing process. Delicious. And it glows thanks to bioluminescence. Unfortunately, the quantity is limited: the current labs and brewing equipment can no longer cope. They need to be expanded. And for that, the Community needs Resource Points.

Resource points

Resource Points are the main currency. To prevent abuse, each person receives a limited amount of them each year. They are required to obtain any non-renewable, material-based item. They are enough for a normal lifestyle. But not enough to build a brewery. The only way to get more of these points is to recycle items. Large objects or those made from rare materials will give you more resource points. This is one of the main reasons to embark on an adventure to the ruins of the Lemmings.

Luckily, a "world-destroying machine" (a coal-fired power station - but this is never mentioned), buried in one of the many disasters, was found after another flood removed half of a hill. An auction was held for salvage rights, and the Pioneers won the right to enter first. The party was given 4

(or number of players - 1) UN-issued salvage tags to attach to items to be salvaged. Once attached, they cannot be removed without heavy equipment. It is up to the protagonists to decide what is most valuable to them. Besides the tags, you can take as much as you can carry. Other groups (who would enter the area much later) were given more salvage tags as compensation. Going first with fewer tags was a conscious decision by the Pioneer community.

Salvage tags

Salvage tags are stickers with a small power source, computer and radio transmitter. They become inseparable (crazy glue) from an object and identify it as salvage. At the end of the adventure, specialists (NPCs) will arrive with heavy equipment to cut, drag and recycle objects. And add the points to the Pioneer Community account. These tags have a display and a microcontroller. They activate at the time programmed into them. You cannot attach them before that time. This is why the different teams - who have different time slots for recovery - are not in direct competition. They are auctioned off by the United Nations, which organises auctions to distribute them.

Salvage Tags are a game system designed to improve the flow of the game. It is a sort of "bag of holding". Without them, characters would be carrying 300 tonnes of power generators.

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 village square. This time, something big has been announced. 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 bunting everywhere. People are standing in groups or dancing. In the middle of the festival ground is a large pillar, the lower part of which is currently lit in green. Announcement from the elders: "Today we have some news. The first one: Dorothea has children! (Display of a video screen with a live shot of

a nest of chicks in the forest). <Frenetic cheering>. Quiet, please! We have just placed the volume column in the centre of the festival area because of the breeding season. It monitors the microphones scattered around the forest. As always: If it turns red, please turn down the volume. The music systems will do this automatically. This year, the Children's 5th Drone Squadron has vowed to protect the clutches by keeping cats, martens and other predators away from the nests in a large perimeter. (Illuminated quadcopters fly in formation over the festival, one of the drones quickly breaks formation, dives elegantly into the punch bowl and immediately rejoins the formation) <children cheer>. The second announcement will be in an hour. "

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

- Juggling workshop (participation)
- More relaxed: Gardening and conversation with local NPCs.
- The children race their drones through the trees. Pilots fix broken drones themselves (participate, help with repairs, avoid drones, get them out of the trees)
- E-motor challenge: Everyone has a drink. Afterwards they try to build a working motor from scratch (participation, medical help for drunk people)
- Party organisation: Everyone who is interested takes turns playing music and lighting (Organise music and lighting)

Just before the announcement in the evening, everyone is given a shot glass of locally brewed beer. The eldest: "This beer was brewed with our own engineered yeast. The team around 'The Barrel' made it possible (cheers). As you can see, the beer glows in the dark and tastes great. But without a large bio-lab and a proper brewery, we can't make more. . and we lack the resource points to build them. The good news is: The UN has given us salvage rights to an ancient world-destroying machine. It was buried in a disaster. And a new disaster has 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 lab!"

"The Barrel" can then answer people's most important questions during the festival:

- "Do you glow after drinking?" (No)

- "Does the pee glow?" (Yes)
- "How long does the pee glow?" (a few days)
- "Can you make glowing lemonade for children?" (Yes)

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

Camp of the Lost

Scene themes:

- Meet the faction of the Lost
- Your first encounter with a mutated giant hamster
- You can acquire weapons (steal, buy)
- You could ask the Lost for help

The Lost

The Lost are survival experts, fighters and historians. They travel the land in search of remnants of pre-2020 "Lemmings technology". They reject new technology, but are very good at reusing and upcycling old technology. Their camps look a bit ragged, but are very practical. They are a bit rough around the edges compared to the "Lifestyle" Norms and the "Hyperactive/Hypercreative" Pioneers. When the Dirty Road to Eden began to transform the way of life of 2020 into what we have now, they saw that there was a high price to pay. And they decided, on ethical grounds, not to participate in that transformation.

The protagonists arrive in a forest. In front of the entrance is the Lost Camp. Heavy diesel cars are parked with their engines running. Oil is burning in oil pans. Tents are made of old tarpaulins. Everything is makeshift, built from the remains of the past. But it is practical and a decent camp.

Plus this: A giant hamster (the size of a bear) on a grill.

Failed CCS experiment: Hamster

More educated people will know that the giant hamster is a failed carbon capture and storage experiment from the Dirty Road to Eden era. The Lost know. And they hunt this dangerous animal wherever they can. This animal is dangerous because it is genetically programmed to drag chunks of protein (even kicking and screaming) down into its underground storage facility. The original plan was to remove carbon from the surface by breeding these beasts....

Someone is making potato salad and setting up the picnic benches. Music is playing. The speakers are out of tune 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 (that's their leader, Caligula). Old books are stacked on a table. The Lost got 10 salvage tags themselves at the auction. That's more than the Pioneers have. But that's also why they're the 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 forest. So the Lost are no competition if the players are reasonably quick.

Behaviour: Tease the Pioneers and ask them not to take "diesel tanks, generators or anything else", as this technology belongs to the Lost. If the Pioneers join in the teasing and prove themselves worthy, they can be invited for a quick "hamster, salad and beer".

After that, the Pioneers' salvage tags will be activated and they can start descending into the world-destroying machine through the newly found entrance.

CALIGULA

ASPECTS

High Concept: SMALL BUDGET INDIANA JONES

Trouble: ALCOHOL FUELLED

SKILLS

Academics: Good (+3)

Athletics: Fair (+2)

Burglary: Mediocre (+0)

CONTINUED

Contacts: Mediocre (+0)
Crafts: Average (+1)
Deceive: Mediocre (+0)
Drive: Average (+1)
Empathy: Mediocre (+0)
Fight: Average (+1)
Investigate: Mediocre (+0)
Lore: Fair (+2)
Notice: Fair (+2)
Physique: Mediocre (+0)
Provoke: Good (+3)
Rapport: Mediocre (+0)
Resources: Mediocre (+0)
Shoot: Great (+4)
Stealth: Mediocre (+0)
Will: Average (+1)

STUNTS

Tuning: Gets a +2 to shooting whenever he uses a weapon that he has recently tuned in a training session that lasts 1 hour.

STRESS

Physical: Mental:

CONSEQUENCES

- Mild:
 Moderate:
 Major:

DESCRIPTION: Caligula leads a small family of scavengers. They travel the wilds, searching for treasure in ancient ruins. Whatever useful things they find, they reuse and recycle in creative ways. He is ready to fight if he has to. So is his family. But they would all appreciate a discussion about ancient artefacts and sites. A stranger's first impression is of a redneck with a gun.

He is not alone, but his "family" consists of about 10 people who can use a weapon and are good at scouting ruins. They do not care as much about nature as the Pioneers. They are constantly fighting and struggling 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 designed. Almost dull and boring

Norms

80 percent of the people in 2050 are Norms. They live in automated eco-cities. Governed by AIs that set all parameters for maximum quality of life and happiness. Society is highly cooperative. Most people have a 25h/week job that is highly specialised. The AI plans projects to coordinate these specialists in an incredible dance to achieve great projects.

Norms all carry a Hive Controller. This device provides them with apps and an AR interface where they can simply request things from the AI and Society. And it will be done - magic! While the Norms enjoy their hobbies, they will never reach the solo capabilities of the Pioneers. They will always need to be close to the AI and a functioning Society. If the requirements are not met, some applications will indicate this and will be unavailable.

Focused 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 limited benefits from the app, as 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 has to be delivered by drones from the nearest town (1 hour extra). For Pioneers, this can still feel like magic.

The characters enter a corridor through a crooked metal hatch on the side of a hill. Through the hatch: a corridor. The walls are white - but now musty. The floor is linoleum. White plastic cupboards, devoid of any personality, line the corridors. Many doors (white, plastic with a wood look) branch off to the right and left. On them are signs with the names of the people whose offices used to be there. Behind the doors: rubble and mud.

Soon the protagonists find a simulated accident. It looks realistic: A Norm actor (Delta Awesome) lies under a foam H-beam (which looks like steel). A hidden camera man (Kevin) films him screaming. The hero of the reality soap should have appeared at any moment to 'rescue' him. Instead, the protagonists (real pioneers) come to the rescue.

The actor 'Delta Awesome' continues to act and 'Kevin' continues to film while the Pioneers begin the rescue. They soon learn that there was no real danger.

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

screams coming down the aisle.

A quick glimpse: The expected hero, the actor in the role of **"Theophil Tierlieb"**, is being pulled into a pipe by a giant bear-sized hamster. These pipes seem to run through the whole world-destroying machine.

Unfortunately, the pipes are almost impossible for a human to crawl through (being dragged unconscious by a monster seems to take up less space, and the hamster itself is built for tunnels and pipes). Eventually, the pipe will break under the strain. Drones could follow the beast. Following the pipes is possible, but tricky. Some of them go through walls.

The protagonists need a map. And maybe weapons. As a Pioneer, you improvise as you 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

Academics: Average (+1)

Athletics: Average (+1)

Burglary: Mediocre (+0)

Contacts: Fair (+2)

Crafts Filming: Good (+3)

Deceive: Mediocre (+0)

Drive: Average (+1)

Empathy: Good (+3)

Fight: Mediocre (+0)

Investigate: Mediocre (+0)

Lore: Mediocre (+0)

Notice: Great (+4)

Physique: Mediocre (+0)

Provoke: Mediocre (+0)

Rapport: Fair (+2)

CONTINUED

Resources: Mediocre (+0)**Shoot:** Average (+1)**Stealth:** Fair (+2)**Will:** Mediocre (+0)

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 entertaining audiences. His skills with the camera and AI-based editing help him do this. If he becomes a friend, he can boost the Pioneer team's publicity (whether they want it or not). More importantly, though, are 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 has no access to weapons and cannot order them from the app. "Sorry, I haven't done the weapons tutorial yet, should I?"

DELTA AWESOME - ACTING THE VICTIM

ASPECTS

High Concept: METHOD ACTING ACTOR**Trouble:** OBSERVE AND COPY THE REAL PIONEERS**Aspect:** ALWAYS STAY IN CHARACTER

SKILLS

CONTINUED

Academics: Mediocre (+0)

Athletics: Fair (+2)

Burglary: Mediocre (+0)

Contacts: Good (+3)

Crafts (Acting): Great (+4)

Deceive: Fair (+2)

Drive: Mediocre (+0)

Empathy: Mediocre (+0)

Fight: Mediocre (+0)

Investigate: Mediocre (+0)

Lore: Average (+1)

Notice: Average (+1)

Physique: Fair (+2)

Provoke: Mediocre (+0)

Rapport: Good (+3)

Resources: Average (+1)

Shoot: Mediocre (+0)

Stealth: Mediocre (+0)

Will: Average (+1)

STUNTS

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

STRESS

Physical: Mental:

CONSEQUENCES

Mild:

Moderate:

Major:

CONTINUED

DESCRIPTION: Delta Awesome is the character's name. His role is that of an experienced Pioneer expert. But he does not live up to it. He insists on method acting and has to stay in the role (otherwise it will take him 2 hours to get back into it). He will also be constantly trying to improve the role by observing and copying the Pioneers.

Delta Awesome's gadgets are useless props. In the film they are always exactly what he needs.

He has trained for his role and has developed some real muscles. Which can come in handy. That and his acting/charisma-fuelled ability to convince people to help him. But in order to benefit from this, he has 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

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

There is an old museum where school classes can learn about coal power from very nice models. Everything is nicely done. With a mascot. The mineral collection is also interesting, with a huge geode that might interest Disco.

In the catering area, 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 without having to eat mealworms.

The food designer can control a 3D food printer via an app and could also make a protein-based fake body to lure the hamster.

According to the food designer, the others are deeper into the world-destroying machine, preparing it for filming. Haven't heard from them

in a while. (Info: They've been hoarded). Access is through a steel door which is locked.

Someone with historical knowledge (books) can work out that the heaviest part here is probably the coal-fired generator with flywheel. This can be found further down the plant.

Cherie has a key to the door leading deeper into the plant. It could be stolen, she could be persuaded, the lock could be picked, or the door could be welded open.

CHERIE

ASPECTS

High Concept: FOOD ARTIST

Trouble: WANT TO BE MY FRIEND ?

Aspect: FOOD MUST BE TASTY AND BEAUTIFUL

SKILLS

Academics: Average (+1)

Athletics: Average (+1)

Burglary: Mediocre (+0)

Contacts: Fair (+2)

Crafts (Food artist): Great (+4)

Deceive: Average (+1)

Drive: Mediocre (+0)

Empathy: Average (+1)

Fight: Mediocre (+0)

Investigate: Mediocre (+0)

Lore: Mediocre (+0)

Notice: Good (+3)

Physique: Mediocre (+0)

Provoke: Mediocre (+0)

Rapport: Good (+3)

Resources: Fair (+2)

Shoot: Mediocre (+0)

Stealth: Mediocre (+0)

Will: Fair (+2)

CONTINUED

STRESS

Physical: Mental:

CONSEQUENCES

 Mild: Moderate: Major:

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

She loves to chat at work and is positive and upbeat. A challenge such as "build a body using your 3D printer and protein" would be accepted with glee.

Maybe that would 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 working. The norms have been wildly hooking up batteries and motors in the hope 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

After a dirty corridor, the protagonists enter a huge hall. Coal wagons full of coal were delivered here on rails. Some of them are still here. Derailed and crushed by the disaster that happened many years ago. Here the coal was checked for quality, crushed into pellets and dust and transported down the hall on belts. Much of this can still be seen here - but in a sad state of disrepair. Everything is rusted. 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 across the area. This obstacle course could explode at any time. It will require careful navigation, some parkour, metal-cutting skills and disarming explosives. Lots of skill tosses.

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

Walkways

Topics of the scene:

- Overcome obstacles
- Demonstrate the devastation and grandeur of the world-destroying machine
- Can build weapons

The protagonists have to climb over catwalks and through large running ventilation fans. These are eerily backlit and a fog machine creates an eerie look. The SFX people were here. I'm sure it will look great in the film. Greenish glowing dust puffs (mutated) grow on the floor below. Anyone with any knowledge of ecology would know that the spores are psychoactive. The director is lying next to the mushrooms. Unconscious thanks to the psychoactive mushrooms. A make-up area is set up below. This is where filming is 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 the steam pipes leading there.

LUCIEN DIRECTOR

ASPECTS

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

Trouble: THERE IS A STORY IN THERE

SKILLS

Academics: Average (+1)

Athletics: Mediocre (+0)

Burglary: Mediocre (+0)

Contacts: Good (+3)

Crafts (Film director): Great (+4)

Deceive: Mediocre (+0)

Drive: Mediocre (+0)

Empathy: Average (+1)

Fight: Mediocre (+0)

Investigate: Average (+1)

Lore: Mediocre (+0)

Notice: Fair (+2)

Physique: Mediocre (+0)

Provoke: Mediocre (+0)

Rapport: Fair (+2)

Resources: Good (+3)

Shoot: Mediocre (+0)

Stealth: Average (+1)

Will: Fair (+2)

CONTINUED

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.

Nest

Topics of the scene:

- Final Battle

All kinds of organic material can be found in the nest. From old sacks of potatoes to dead animals (hunted dogs and wild boars). It's confusing and full of the remains of an ancient civilisation. The hamster has dragged the lifeless Norm onto the pile and he will die here soon. A particular treasure here is the 4 large generators with the heavy, massive flywheel. This is the treasure that can be marked for recovery (either after the hamster dies or by sneaking in).

Solution ideas:

- You could make the hamster overeat with fake protein to make it fall 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, including secretly planting 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

Academics: Mediocre (+0)

Athletics: Fair (+2)

Burglary: Mediocre (+0)

Contacts: Mediocre (+0)

Crafts (nest): Average (+1)

Deceive: Fair (+2)

Drive: Mediocre (+0)

Empathy: Mediocre (+0)

Fight: Good (+3)

Investigate: Mediocre (+0)

Lore: Mediocre (+0)

Notice: Good (+3)

Physique: Great (+4)

Provoke: Average (+1)

Rapport: Mediocre (+0)

Resources: Mediocre (+0)

Shoot: Mediocre (+0)

Stealth: Fair (+2)

Will: Mediocre (+0)

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.

CONTINUED

STRESS

Physical: Mental:

CONSEQUENCES

- Mild:
 Moderate:
 Major:

DESCRIPTION: The hamster is bear-sized and can be quite aggressive when attacked. Her normal goal is to harvest proteins and drag them down here. And store them. The protagonists can also find this out when searching: The hamster is female and has 4 young hamsters in a nest that she protects.

THEOPHIL TIERLIEB

ASPECTS

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

Trouble: ANIMALS HATE THE REAL ME

Aspect: HAMSTER CHOW

SKILLS

Academics: Mediocre (+0)

Athletics: Average (+1)

Burglary: Mediocre (+0)

Contacts: Good (+3)

Crafts (Acting): Great (+4)

Deceive: Average (+1)

Drive: Mediocre (+0)

Empathy: Good (+3)

Fight: Average (+1)




CONTINUED

Investigate: Mediocre (+0) **Lore:** Fair (+2)**Notice:** Fair (+2)**Physique:** Fair (+2)**Provoke:** Average (+1)**Rapport:** Mediocre (+0)**Resources:** Mediocre (+0)**Shoot:** Mediocre (+0)**Stealth:** Mediocre (+0)**Will:** Mediocre (+0)

STRESS

Physical:    Mental:   

CONSEQUENCES

 Mild: Headache Moderate: Broken bones Major: Strong bleeding

DESCRIPTION: He plays an animal whisperer, but learns after 2 episodes that the animals hate him, so he suffers for 3 seasons until he is attacked by a real monster hamster. But the audience loved his character.

The real end boss

After the battle, the protagonists find 4 tiny monster hamsters (tiny = the size of a dog). The children of the mother they just killed. They are old enough to survive without their mother if someone takes care of them. They have not attacked humans. But they might 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 final boss is a dilemma, and you should make it extra dramatic. If possible, have a 5 minute discussion between the characters to find the best way. Make it clear that the resource points earned will not be enough for a monster hamster cage and a brewery.

Victory Party

Topics:

- Conclude the adventure and to celebrate.
- Shows the consequences of their decisions

A few days later. The resource points were exchanged for resources. These arrive in the community and a brewery can be built. Its construction is part of a party with music, food and drink.

Friends you have made are invited. They will play a part in the celebrations.

If they have rescued the tiny monster hamster, they must first build a giant hamster cage. Including a wheel and pipes running through the community. Perhaps the resource points will not be enough for the brewery and the 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 resource 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

Academics: Great (+4)

Athletics: Fair (+2)

Burglary: Mediocre (+0)

Contacts: Mediocre (+0)

Crafts: Average (+1)

Deceive: Mediocre (+0)

Drive: Average (+1)

Empathy: Mediocre (+0)

Fight: Fair (+2)

Investigate: Good (+3)

Lore: Mediocre (+0)

Notice: Good (+3)

Physique: Mediocre (+0)

Provoke: Mediocre (+0)

Rapport: Fair (+2)

Resources: Mediocre (+0)

Shoot: Average (+1)

Stealth: Mediocre (+0)

Will: Average (+1)

STUNTS

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

STRESS

Physical:

Mental:

CONTINUED

CONSEQUENCES

- ☐ 2 Mild:
- ☐ 4 Moderate:
- ☐ 6 Major:

DESCRIPTION: Hunter of knowledge. Wears a jacket with stains on the elbows. Hair turns grey. Shows a sense of fashion by wearing an elegant hat.

EQUIPMENT

Light source (OLED film: battery operated, 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 LOOKING FOR A ROLE MODEL IN THE GROUP**Aspect:** LET'S SEE IF I CAN DO SOMETHING FUN WITH IT. . .

SKILLS

Academics: Mediocre (+0)**Athletics:** Great (+4)**Burglary:** Fair (+2)**Contacts:** Mediocre (+0)**Crafts:** Average (+1)**Deceive:** Fair (+2)**Drive:** Mediocre (+0)**Empathy:** Mediocre (+0)**Fight:** Good (+3)**Investigate:** Mediocre (+0)**Lore:** Mediocre (+0)**Notice:** Fair (+2)**Physique:** Average (+1)**Provoke:** Mediocre (+0)**Rapport:** Average (+1)**Resources:** Mediocre (+0)**Shoot:** Average (+1)**Stealth:** Good (+3)**Will:** Mediocre (+0)

STUNTS

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

STRESS

Physical: Mental:

CONTINUED

CONSEQUENCES

- 2 Mild:
- 4 Moderate:
- 6 Major:

DESCRIPTION: Shaved head, tattooed with a scale pattern. Wearing a homemade balance suit (with balancing tail). Upper body is naked, showing Bruce Lee style muscles. Curly wears cargo pants (to carry things around) and acrobat shoes with uncovered toes for better grip.

EQUIPMENT

Light source (OLED film: battery operated, 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

Academics (genetics): Good (+3)

Athletics: Average (+1)

Burglary: Mediocre (+0)

Contacts: Mediocre (+0)

Crafts: Good (+3)

Deceive: Mediocre (+0)

Drive: Average (+1)

Empathy: Great (+4)

Fight: Fair (+2)

Investigate: Mediocre (+0)

Lore: Mediocre (+0)

Notice: Fair (+2)

Physique: Fair (+2)

Provoke: Mediocre (+0)

Rapport: Average (+1)

Resources: Mediocre (+0)

Shoot: Mediocre (+0)

Stealth: Mediocre (+0)

Will: Average (+1)

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.

CONTINUED

STRESS

Physical: Mental:

CONSEQUENCES

Mild:

Moderate:

Major:

DESCRIPTION: Comfortable, bearish, strong. Interested in optimising the art of brewing and willing to read up on genetic engineering. Normally dressed in a flannel shirt, 3/4 trousers and a small beer belly. Has not shaved for the last 3 days.

EQUIPMENT

Light source (OLED film: battery operated, 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: UNCOMFORTABLE IN SERIOUS SITUATIONS

Relationship: WANTS EVERYONE TO BE HAPPY AND TO GET ALONG

Aspect: LOOKING FOR BEAUTIFUL THINGS

SKILLS

Academics: Mediocre (+0)

Athletics: Average (+1)

Burglary: Mediocre (+0)

Contacts: Fair (+2)

Crafts (SFX): Good (+3)

Deceive: Average (+1)

Drive: Average (+1)

Empathy: Good (+3)

Fight: Mediocre (+0)

Investigate: Mediocre (+0)

Lore: Mediocre (+0)

Notice: Fair (+2)

Physique: Average (+1)

Provoke: Mediocre (+0)

Rapport: Great (+4)

Resources: Mediocre (+0)

Shoot: Fair (+2)

Stealth: Mediocre (+0)

Will: Mediocre (+0)

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.

CONTINUED

STRESS

Physical: Mental:

CONSEQUENCES

Mild:

Moderate:

Major:

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

EQUIPMENT

Light source (OLED film: battery operated, 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 PACIFIST ECO-TERRORIST

Trouble: NATURE DOES BEST WITHOUT MAN

Relationship: NATURE IS GREAT. PEOPLE ARE OK TOO.

Aspect: FINDING NEW NATURE AND CONSERVING IT

SKILLS

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

Athletics: Good (+3)

Burglary: Fair (+2)

Contacts: Mediocre (+0)

Crafts (Explosives): Fair (+2)

Deceive: Average (+1)

Drive: Mediocre (+0)

Empathy: Average (+1)

Fight: Mediocre (+0)

Investigate: Mediocre (+0)

Lore: Mediocre (+0)

Notice: Average (+1)

Physique: Mediocre (+0)

Provoke: Mediocre (+0)

Rapport: Fair (+2)

Resources: Mediocre (+0)

Shoot: Mediocre (+0)

Stealth: Good (+3)

Will: Average (+1)

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:

CONTINUED

CONSEQUENCES

- 2 Mild:
- 4 Moderate:
- 6 Major:

DESCRIPTION: The clothes are visible eco-textiles - something that is not necessary with today's technology. It is a conscious choice. Primerose is an eco-hippie with rasta hair and a self-crocheted shirt.

EQUIPMENT

Light source (OLED film: battery operated, 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

Academics (Engineering): Good (+3)

Athletics: Average (+1)

Burglary: Mediocre (+0)

Contacts: Mediocre (+0)

Crafts: Great (+4)

Deceive: Mediocre (+0)

Drive: Fair (+2)

Empathy: Mediocre (+0)

Fight: Fair (+2)

Investigate: Mediocre (+0)

Lore: Mediocre (+0)

Notice: Average (+1)

Physique: Good (+3)

Provoke: Mediocre (+0)

Rapport: Mediocre (+0)

Resources: Fair (+2)

Shoot: Average (+1)

Stealth: Mediocre (+0)

Will: Average (+1)

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.

CONTINUED

STRESS

Physical: Mental:

CONSEQUENCES

Mild:

Moderate:

Major:

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

EQUIPMENT

Light source (OLED film: battery operated, 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

Impact !

All these adventures have an impact on the world. And especially in Solarpunk it is important to make this impact visible. Please write down the decisions the players have made, the friendships they have forged. The results they achieved for the Pioneer community. And then decide which of these things can appear in other stories. The characters in this adventure were only meant for this adventure. But they had a lasting effect.

- Will there be a special episode about the killer hamster ?
- Will a limited quantity of the glowing beer be available as a super-premium offer in Norm bars?
- Will you be able to visit the Pioneer Community? Will there be a giant hamster cage with several tiny monster hamsters?

Write down your ideas now and use them in the next few sessions.

PROJECT LIFE GUARD

Topic

Goal is to build a new community (or several ones: one for each faction), stop the evil plans of an old company (which is a relic) and give people new hope.

The protagonists can be from any faction. A mixed group is best.

The start of the adventure is well planned to get everything running smoothly. The core of the adventure (Albstadt) is a sandbox with characters, trouble and locations.

Here the players can start helping the people, building a community, fight the relic and find new friends. They cooperate - up until they will have to decide which type of community they are about to build:

- Pioneer style
- Norm style
- Lost style

Their behaviour towards the NPCs and the style of their solutions to the problems will topple the NPCs towards one faction's philosophy or the others. The GM should take note and adjust the behaviour of the played NPCs.

In addition the NPCs can uncover some aspects of the main antagonists or the environment that can be used in the showdown.

The towns are based on real existing 2023 towns. For more details use Wikipedia and search for images.

This is full sandbox and I expect the players will create a new and unique community with its own traditions.

Summary

There is a town (Albstadt from the Swabian Alps, Germany) which got lost 25 years ago during a disaster. The current inhabitants improvise to survive but never called for help. About 20 years ago they got contacted by the "Project Lifeguard" which sends them survival items. Most of that is quite cheap and even breaks their own small projects to become independent (like: cheap food kills local farming projects). About 2 years ago some

people vanished (a local dictator named Ash felt threatened). A person decided to flee to check what is outside of Albstadt and sets the adventure in motion. And the first investigations will unearth the truth: The Project Lifeguard does not exist.

Truth is: Behind this project is an old company that is using a cave system in Albstadt to dump toxic waste. The Project Lifeguard is just a cover story and a cheap way to control the locals by making them dependent on continuous deliveries.

The Protagonists will be hired by the UN to investigate. They have a chance to help the locals, build communities or city hives in their fashion and uncover the evil plans of the relic.

Relics

Relics are objects or organisations from the past. They do not fit into the new world and will be dismantled soon. The to dismantle list for those relics is long. And some just soldier on until it is their turn. Or they fight back.

UN

The UN is the last big institution left in 2050. It organised the global rescue efforts and introduced the Resource Point system. They are the good guys. But it is also a kind of "franchise". Decentralized small organisations are a key for local action. This is where player characters can get their jobs from ! It can pack a punch if a big effort is needed, but will not act without proof and a dire situation. Local action is preferred.

The UN has some camps with heavy machines including VTOL (Vertical Take off and Landing) and style helicopters. They use it to rescue people in disasters. And can be called only after a detailed investigation by people on the ground - the exact type of the disaster and the local situation has to be known first. The next camp is in Stuttgart.

Getting started

The protagonists can earn Resource Points if they help the UN to investigate the Project Lifeguard and help the people of Albstadt by building a Lost family, a Pioneer community or a Norm city hive (or all three of them) to integrate them back into civilisation.

First meeting is in the closest Norm town, the Sigmaringen Hive. Here all of them can meet the person who fled Albstadt and got picked up by

the Lost.

Scene one: UN meeting

The player characters from all factions were called to the Norm town Sigmaringen for a UN meeting. Yet no one knows why. But they know: payment for helping the UN is Resource Points.

Norms use their AR interface called "Hive controller" to organize projects, chat, meet online.... For the non-Norms people on the street seem to gesticulate with arcane hand movements interacting with something no Lost or Pioneer can see - they have no Hive controller.

They arrive independently (maybe at the train station or the zeppelin station next to it) and will meet the Norm characters at this location. Lost characters from their camp close to Albstadt could also simply have walked there. Lost and Pioneers will not know how life in a Norm Hive really works. Even if they live close by. Non-Norm guests will receive a Hive controller as a gift. These devices are not yet configured and the new users did not do any tutorials. The usability of those devices is limited to what a 2 year old Norm could get out of his first device. But at least the controllers contain some Euro for expenses store to pay for premium services during the trip to the UN meeting.

Sigmaringen is a nice and relaxed town. Many roads have been replaced by parks after 2020. Tame deer are walking around and can be fed (or they steal anything that looks like food). Solar panels are attached to every available surface. Public transport is working flawless and is based on amphibious buses to also use the Danube. In the town and in the public vehicles there are shelves where people can get free food and other things of basic need. This is normal for the Norms and may seem strange for Lost and Pioneers.

Next to the train station is a large zeppelin airport with several logistics companies using those airships to transport standard containers.

Sigmaringen is self sustaining with a large Ceres food production centre.

On a small hill in the centre of Sigmaringen is a castle. Solar panels were added to it during the last years - but their integration is so well done they are hard to notice. It is in 5 minute walking distance from the train station. Walking there the non-Norms can experience a modern city, free public transport, free food vending machines, deer, trees and a small brook crisscrossing the city streets.

The meeting room in the castle was prepared for the UN conference. Someone got the "Emergency UN meeting props box" from the attic and decorated everything with large and small flags, placed cards on the table

with UN logo, installed a UN logo on the big video screen in the room.

After all the characters arrived they are greeted by city officials who also do not know why everyone is here (but are proud to host a UN conference).

Perfect last chance for the characters to introduce each other before the UN meeting starts.

After a short time a UN official appears on the screen (from Addis Ababa, Ethiopia). Her name is Enku and she is experts for relics. The connection to Africa is run over some glass fibre tracks, some high flying repeater drones and other network hacks. Satellites do not exist any more after the Kessler Syndrome.

The characters receive a mission: The next town "Albstadt" is a no-go area and a relic. It was destroyed when the caves under the area caved in. Caused by low water levels over several years. A Lost family camped close by (the family of the characters in the meeting). Something strange happened there. But the characters can tell the story themselves.

GM: Next part is to tell the story of the three factions that led them here. Split the group and keep it short but interesting.

Flashback for Lost: T minus 5 days

Takeaways:

- Kim fled from Albstadt. It is still inhabited !Finding refugee at the Lost camp. Badly injured and unconscious.
- A professional fighter chased this person - obviously equipped with illegal Cyberware (which means: replacement parts enhanced normal human abilities)
- Kim claimed the project "Lifeguard" supports the town. But life there is harsh. Before losing consciousness.

The lost camp is in between Sigmaringen and Albstadt in the wilderness. Close to Winterlingen. Albstadt and Sigmaringen are part of the Lost hunting ground. But they respect the Norms in Sigmaringen and will not be caught hunting the deer there. And they know that the No-go area around Albstadt is high-risk and avoid that region. The camp is mobile and consists of diesel vehicles and tents. No Lost knows what happened in Albstadt 20 years ago. No one is allowed to go there. But they raid the outer ruins for stuff.

At the evening, while partying eating "Risotto Rodenti" (containing rats, squirrels and especially invasive species) and playing Shakespeare battle.

While they partying the Lost guards at the perimeter stop a person fleeing from Albstadt. The person wears rags. A military grade Cyborg hunts this person.

The guards at the perimeter stop the Cyborg by gunfire. As soon as the Cyborg loses the battle the Cyberware self destructs and kills him. The Cyberware is obviously illegal.

(The player characters are not part of the fight. But they can assist later: First aid, investigate the cyborg, ... This is why they know the essential info first hand).

The rescued person (named Kim) tells a strange story:

He was born in Albstadt. Which is almost 100 percent destroyed. The caved in area made the whole town very vertical. Some ruins of buildings are still attached to rocky spikes. Caves are accessible now where no caves have been before. The people build makeshift bridges and were waiting for help. 10 years ago it arrived. **Project Lifeguard** came. The Cyborg belongs to this project.

They visit once a month and bring the bare minimum. Food, medicine, water, power (a fuel cell in a cargo container and enough hydrogen for a month). The town is fully dependent on them (which is the plan of project Lifeguard).

People started to disappear. This is why Kim fled. Kim soon loses consciousness and needs professional medical attention. This can be found in Sigmaringen.

Kim will be brought to a hospital in Sigmaringen. As soon as he gains consciousness he will be questioned and can be witness in the UN meeting later via video call.

The arrival of Kim triggered a UN investigation into Project Lifeguard. See next section for the Norms.

Flashback for Norms: T minus 3 days

The Norm people in the room got the UN task to investigate a few days ago. Right after Kim was brought to the hospital and the incident was reported. The only clue they got was "What is Project Lifeguard ? They do ship 3 containers per month containing survival gear."

Their investigation can happened in AR mode only while the characters were enjoying their free Latte Macchiato with Soy milk and cakes somewhere at a Danube beach in Sigmaringen. Or they can do some breaking and entering at the shipping terminal. Or con the people working there.

Other options: phoning people, going through online databases, checking web cams and controlling drones.

They can learn:

- The containers with the project logo are from Sigmaringen
- The Project Lifeguard is not registered anywhere !
- So officially those containers never start there
- A company called "Dumpit waste management incorporate" has the same ware house and is a daughter company of "Cargo !" which does all kind of shipping using Zeppelins
- The 4 "Dumpit" containers are shipped by Zeppelins drones to Albstadt
- Only one is paid for by the institutions wanting send the waste to recycling
- Dumpit is the only company shipping container this same way - passing Albstadt and sending them to a recycling plant in Luxemburg (this is the official version. In reality they just dump the waste in Albstadt. This is not revealed yet)

Entering the "Cargo !" container area they will learn that the container all look the same with a printed on ID code. The logo on the containers can be changed within seconds because it is just a giant multi-color e-paper. This is also why no container with the logo "Project Lifeguard" can be found there but literally appears in mid air.

A cargo Zeppelin can carry 4 containers and can lower them with a crane. A default run to Luxemburg is 1 Dumpit waste container and 3 Project Lifeguard containers. They all start with the Dumpit logo.

Zeppelin pilot Luke

Luke is the Zeppelin pilot for "Cargo !". He has the strong suspicion that something is wrong with the Dumpit job. But he also knows: investigating and digging deeper will just confirm it and then he will have to decide if he wants to keep a good job or not. When approached on a personal level a very good **Rapport** job could get some information out of him:

- He never flies to Luxemburg
- There is a stop in Albstadt
- It is not a wasteland as expected. But he will not tell more

- He starts with 4 Dumpit containers (not mentioning 3 will be re-branded mid-flight)
- He never mentions what happens to those containers in Albstadt. Not the 3 dropped at the Supermarket, not the one emptied into the "bottomless sinkhole"

Some of those topics make him feel uncomfortable. He will evade talking about his favourite show he watches while flying his delivery tours.

GM: After the insight that there is something odd in Albstadt, the UN asked the local Solarpunks for help. See next section.

Flashback for Pioneers: T minus 2 days

The Pioneer camp is at the former university campus on a hill close to Sigmaringen. The Pioneers occupied the deserted university campus 10 years ago (the climate catastrophe made everyone flee this location). The boring cement buildings are exactly as they were, except:

- The interior is now decorated with unicorns or strange experiments are in the hallways
- On the outside and between the buildings a high-tech shanty town has been erected. From human sized honeycombs glued to a wall for accommodation to a small robot tended garden
- The laboratories are used but not abused. This is the wealth the Pioneers found there

This university campus is 30 minutes walking distance from Sigmaringen (for the Lost). 5 Minutes taking an experimental Pioneer electric trike with AI assisted dampers - risk level low. Or just call a public transport and drive 15 minutes and have a coffee and croissant (Norms). The Pioneers think Sigmaringen is boring and normally don't visit it.

The mission: The UN needs a scout robot with building capability in this region. Fast. The Pioneer community advertised their robot some time ago and this is why they get a call to send their robot and 1-2 operators for it.

The UN call gets everyone hyped. So the community decides to do a party and some last-minute fixes and improvements

Those fixes are all introduced by mildly intoxicated crazy engineers (Pioneers....) and harvest parts from other projects. The player characters can defend the current features of the robot or push on. For every fix a "Prototyping" roll is made and the robot gains the listed features, on a failed dice throw it will also get a new glitch. See the list below for ideas.

The robot starts as a semi-autonomous building bot. The bot is table sized, has 6 legs, a nozzle to distribute a self hardening concrete for building and can run with battery and concrete storage of 6 bucket sized containers. It is remote controlled.

Modifications, suggested by the party people:

- Gecko grip (on fail: will accidental stick to people and other objects)
- Waterproof, 10 meters (on fail: building gets flooded during test run)
- Other material: wood pulp, plastic (on fail: ugly test object sticks to the floor and no one knows how to remove it)
- Can process wood into wood pulp (on fail: people kept feeding it furniture in their enthusiasm)
- Feed pipe for large scale projects (on fail: The community is now in possession of a large scale video character monument....)
- Autonomous option (on fail: starts printing strange objects when no one is looking)
- Colour cartridge (on fail: can only print rainbow coloured things now)

Finally the Pioneer kids will paint it with shiny colours beetle style and add goggle eyes. This is not optional.

After that the delegation leaves for Sigmaringen, with the robot to meet the other groups at the UN meeting.

GM: Move back to the shared UN meeting. Lets exchange information in the next section.

UN meeting continued

After that the UN meeting can continue. Kim can be questioned, the protagonists get the offer to receive Resource Points in exchange for their help, and are sent towards Albstadt. Maybe with a short stop at the Lost camp in between.

Some players will want to start investigating in Sigmaringen - now that the basic problem is known. Encourage them. They can find many answers. But not enough to satisfy the UN. They will want some on site investigation to confirm the suspicions.

Areas

Sigmaringen Hive

Sigmaringen is already described in the UN meeting section.

The protagonists can start investigating in Sigmaringen. Here they can find a mesh of companies and shell companies all belonging to "Cargo!".

Lost camp

If the players want to visit the Lost camp in between Albstadt and Sigmaringen they will find:

- Several diesel trucks
- Tents
- A whiteboard with a sector map (Including Sigmaringen and Albstadt. With Sigmaringen marked with "Food" + "inhabited" and Albstadt marked as "no-go" + "danger")
- A kitchen ready to cook rabbit stew and the deer a team of hunters caught "close to Sigmaringen". The kitchen has camping level hygiene standards. And eating real animals can confuse Norms.
- A library in a protected old school bus. Visitors can read books but are not allowed to touch them.
- The Hive controllers will already start to lose radio connection to the Hive. This will make the Norm characters very nervous.

The sector map is a map a Lost group will start to build as soon as they arrived somewhere. The area is split into sectors with the camp in the centre. Teams start to investigate what they can find in each sector: food sources, ruins, threats and to complete the map.

When entering the camp with a Lost guide this guide will have to pledge for his friends. On doing that the visitors are searched for weapons. If none are found they will receive easy to use guns.

Forest: The no-go area close to Albstadt

There is a fence with lots of warning signs close to Albstadt. The area looks like a normal forest. But looking closely you can see 50m deep ditches starting short after the fence. Closer to Albstadt those ditches can be up to 200m deep. So the danger is real.

The trick to crossing it is to build a kind of bridge to support the brittle forest floor. With the Pioneer robot this is a piece of cake. But wooden boards and some testing the ground can help as well.

Action scene

Halfway to Albstadt some wild boars will act as agents of chaos to create a life threatening situation. The boars are not attacking directly. But flushed out by the visitors they act unwise and trigger the real threat: Falling trees (falling to the side or vertically vanishing into a new 50m ditch), breaking forest floor, ... the whole landscape becomes the enemy and fighting the boars (to reduce the amount of chaos) or tinkering to build some stable ground or secure the remaining trees will be needed to save the day.

Part of the solution

The forest can be part of the solution should the protagonists want to create a self sufficient Albstadt. There is fertile soil for farming and tasty animals. The stability is an issue. But with good mapping and some structural fixes parts of the forest can be accessible.

Albstadt

From the edge of the forest the protagonists can see a deep slope (about 200m deep) and on the ground flowing water. The remains of Albstadt are on spires reaching out to normal ground level.

Albstadt was destroyed in a disaster. The karst area caved in. The landscape is more vertical with cliffs than horizontal now. Some buildings have been structurally secured to prevent them from falling completely into the ditches. There are improvised bridges everywhere. Caves have opened. Some are filled with water and need diving gear to reach the ground (where maybe some valuables from the disaster ended up). The people here did a good job at surviving in their broken town. But they did not dare to reach out for help. They were found by Project Lifeguard but the help sent through that made them even more dependent.

(For the cave system: Check out "Blautopf" on Wikipedia)

General

Albstadt is a maze of spires, where the tops of the spires are at ground level. The canyon system is filled with water and caves (dry or filled with water) are everywhere.

Old buildings either survived at the top of the spires or are hanging at the side. With heavy damage and secured by ropes.

Between the spires there are improvised suspension bridges and supply lines to the supermarket (power, water). All of that needs repair or replacement.

At the beginning of the adventure the Sigmaringen hive will drop a radio repeater close to Albstadt. The Norms will have a connection to the Sigmaringen hive. No dice penalty but delivery time is +1h.

Supermarket

The supermarket is the largest surviving structure. It is controlled by Ash and his goons. Ash is the local despot. The parking space in front of the supermarket is where the containers are dropped by cargo zeppelins. Those are instantly secured by Ash and the goons. They will store the goods in the supermarket (which is filled with shelves of wealth).

While the parking space and the main building of the supermarket look intact the whole backside wall of the building is missing. It fell down the side of the spire. From a security perspective this is not an issue because no one living there could climb up the spire wall and enter that way. Or build a bridge or stairs by using a robot - this is an option the protagonists have.

In the Supermarket there are lots of shelves with an epic amount of food and tools. A small but fancy set of rooms where Ash lives and Ash's office. Here he keeps all the dirty secrets he collected about Dumpit.

Part of the solution

Problem: It is controlled by Ash and his goons. He uses it to control the whole town by artificial scarcity **Solutions:** Get rid of Ash, blackmail him **Benefits:** A building for storage, crafting, town centre, ...

Ash also has lots of blackmail material to bring Project Lifeguard and Dumpit down.

Leo's

Leo tried to fix his building and spire as good as possible. But he was lacking material and technology. After killing a person by accident (throwing a stone to help Kim escape) he is in a depressed state. In his current mental state he can not help - but maybe someone can help him out of that. And get him some tools !

Part of the solution

Problem: Leo does not have the technology to properly build what he wants to build

Solution: Scale up, use Pioneer tech, order stuff from Sigmaringen

Problem 2: Leo is mentally unstable after accidental killing someone

Solution 2: Leo needs therapy (long term solution) or a call to action (and more therapy later)

Benefits: A first hanging garden, proper bridges and supply lines. A showcase for more improvements and a free Albstadt.

Lara's

Lara dwells in a old house with broken roof on a spire. Here she cares for three poisoned people. The only special thing about her spire is a long ladder reaching down to the small dock she built at the water level where she keeps here canoe. In her home she cares for three ill people. They all went to the secret Dumpit cave downriver and brought back a "glows in the dark" lucky charm. A shard of radioactive material which was part of the waste dumped there. This shard caused radiation sickness. They still keep it around and Lara is not aware of the threat. Lara is the person who knows the region. Especially the wilderness. If the patients are cared for (maybe with Norm/Pioneer tech) she can show people around. That way sources for water, food and renewable electricity can be found. Also places to prepare an ambush for the showdown.

Part of the solution

Problem: Lara has to care for the patients

Solution: Care for the patients with proper medical tech

Benefits: A proper map of the natural area with different sources for food, water and energy. And places for an ambush

Water level maze

This is where **Lara** spends her time: 200 m below the top of the spires. There are water ways with beaches, rapids, caves and large rocks in the water. Most of the water is drinkable (basic filtering is advised). The animals and plants can be eaten. Which the people living there do not know.

A small boat or canoes will be relevant for travelling.

There are a lot of dangerous caves. For natural reasons. Downriver there is one cave where the toxic waste was dumped. Staying there without protective equipment can be dangerous. Also: Do not eat the crabs there.

Problem: American crabs are eating the local life

Solutions: Build traps, eat the crabs

Benefits: Food

Sams bunker

Sam (she/her) hides in a bunker like control structure. It is built to house 20 people it was the home of 3 until recently (the cyborg and Sams colleague got killed). With his colleagues being killed he is in shock. He is also not happy with the project he is in. He wanted to do something good but it turned out the project he signed for is a fraud and harming the people of Albstadt. The last few days he collected log data and notes covering what happened the last few years (he himself arrived a few months ago, but the logs go back for many years). This information can destroy Dumpit and all people involved.

Problem: Sam is scared and hiding there.

Solutions: Talk, produce some prove the situation calmed down

Benefits: Workshop, drones and information about Dumpit

People at Albstadt

In Albstadt there are about 200-300 people. Most of the people suffer from learned helplessness acquired in the last 20 years. They even forgot how to cook and just use the microwaves with the pre prepared meals offered by Project Lifeguard. With some very active ones struggling to keep everyone alive. But Project Life-guard tricked them into non-sustainable ways to struggle and building more and more dependencies to Project Life-guard. Those people could - using their skills smarter and more coordinated - build an in-dependent Pioneer Community/ -Lost Family or Norm Hive. Until then they are a problem because they maintain the stupid structure tactically implemented by Project Lifeguard.

Those are the NPCs to interact with.

NPCs

LEO

ASPECTS

High Concept: AN ARCHITECT**Trouble:** I WILL HULK OUT IF YOU MAKE ME ANGRY**Aspect:** I DREAM TO BUILD BIG BUT THE SITUATION KEEPS ME SMALL

SKILLS

Academics: Good (+3)**Athletics:** Average (+1)**Burglary:** Mediocre (+0)**Contacts:** Average (+1)**Crafts:** Great (+4)**Deceive:** Mediocre (+0)**Drive:** Mediocre (+0)**Empathy:** Average (+1)**Fight:** Fair (+2)**Investigate:** Mediocre (+0)**Lore:** Average (+1)**Notice:** Mediocre (+0)**Physique:** Good (+3)**Provoke:** Mediocre (+0)**Rapport:** Mediocre (+0)**Resources:** Fair (+2)**Shoot:** Mediocre (+0)**Stealth:** Mediocre (+0)**Will:** Fair (+2)

STUNTS

Improvising: Leo gets a +2 on Crafts when building architecture with alternative materials or scrap.

STRESS

Physical: Mental:

CONSEQUENCES

- 2 Mild:
- 4 Moderate:
- 6 Major:

DESCRIPTION: An impulsive architect, has a spire with a house on it. He tries to farm the side of the rock by attaching small boxes for plants. He was a part of the 5 minute rebellion where Kim fled. Being impulsive he threw rocks at the three people from project lifeguard. The Cyborg followed Kim. A rock thrown by Leo hit an engineer, throwing him off a bridge and killing him. Sam, the third engineer did hide in their bunker. Some antenna got destroyed by thrown rocks. After the rebellion turned bloody Leo withdrew. Shocked by his own action. If this gets fixed they can gain support by a skilled architect who just lacks the tools to build awesome vertical gardens and bridges.

Leo is 60 years old and remembers the time before the disaster. He moved to Albstadt 2 years before it struck. Leo studied engineering and architecture before moving there.

Location: His own spire. With a small house (repaired). And a small hanging garden at the side of the spire (just some flower pots, he did not have the right tools for proper hanging gardens)

Problem: Has to deal with having killed someone. Maybe talking to Sam could help

When convinced: Can help building stuff (a real hanging garden, proper suspension bridges, traps for crabs)

LARA

ASPECTS

High Concept: ONE WOMAN RESCUE OPERATIONS**Trouble:** READY TO SACRIFICE FOR OTHERS**Aspect:** KNOWLEDGE OF THE COUNTRY I SPEND MY TIME WITH

SKILLS

Academics: Mediocre (+0)**Athletics:** Fair (+2)**Burglary:** Average (+1)**Contacts:** Mediocre (+0)**Crafts:** Mediocre (+0)**Deceive:** Mediocre (+0)**Drive:** Good (+3)**Empathy:** Mediocre (+0)**Fight:** Fair (+2)**Investigate:** Fair (+2)**Lore:** Mediocre (+0)**Notice:** Great (+4)**Physique:** Good (+3)**Provoke:** Mediocre (+0)**Rapport:** Mediocre (+0)**Resources:** Mediocre (+0)**Shoot:** Average (+1)**Stealth:** Average (+1)**Will:** Average (+1)

STUNTS

Just standing here: Lara can get a +2 on Notice when silently observing people. As long as she can use a cover story involving her trips into nature or helping people.

STRESS

Physical:

1	1	1	1
---	---	---	---

 Mental:

1	1	1	1
---	---	---	---

1	1
---	---

CONTINUED

CONSEQUENCES

- 2 Mild:
- 4 Moderate:
- 6 Major:

DESCRIPTION: Lara is a kind guide, knows all of Albstadt. She wants to uncover the truth about the cursed and haunted cave, the so called secret site, where the Project drops the poisonous garbage. It is not really haunted. But the people who went there soon died of disease. When doing this investigation the guide would have to abandon an important duty: care for people she rescued after accidents. They need medical care and leaving for 1-2 days is not an option.

Lara is 30 years old. Spent all her life in Albstadt and can barely remember the time before the disaster.

Location: At home (which needs repair) caring for the injured people. Some travelling.

Problem: Needs someone to care for the injured people.

When convinced: Can help exploring Albstadt and the haunted cave.

SAM

ASPECTS

High Concept: SCARED GOOD SAMARITAN**Trouble:** ARE WE THE BADDIES ?**Aspect:** HELPER WITH EVIL MASTERS

SKILLS

Academics: Great (+4)**Athletics:** Average (+1)**Burglary:** Mediocre (+0)**Contacts:** Mediocre (+0)**Crafts:** Good (+3)**Deceive:** Mediocre (+0)**Drive:** Average (+1)**Empathy:** Average (+1)**Fight:** Mediocre (+0)**Investigate:** Mediocre (+0)**Lore:** Average (+1)**Notice:** Fair (+2)**Physique:** Mediocre (+0)**Provoke:** Mediocre (+0)**Rapport:** Good (+3)**Resources:** Fair (+2)**Shoot:** Mediocre (+0)**Stealth:** Mediocre (+0)**Will:** Fair (+2)

STUNTS

I know my bunker: Sam spent the last weeks studying the bunker and the computers there. Sam gets a +2 on Academics when answering bunker related questions.

STRESS

Physical:

1	1	1
---	---	---

Mental:

1	1	1	1
---	---	---	---

CONSEQUENCES

- 2 Mild:
- 4 Moderate:
- 6 Major:

DESCRIPTION: Sam is the last of the three Project members. She wants to help people but is restricted by the company guidelines. Sam does not know anything about the poison dump (besides hints in the logs and some observations). At the beginning she was helpful but is now scared after the short escalation, the "revolution". As engineer and medic she could care for the injured people. If she would not be scared.

Also: The antenna to the HQ is damaged. Sam not contact and ask for help.

Keep in mind: There is some good in this NPC. But she works for the baddies.

With some convincing she can become a powerful asset and friend. Helping with medicine and engineering. And also knowing (or guessing) some of the internals of Dumpit.

Sam is 25 years old.

Location: The company bunker. Or exploring the town via drones and getting into contact (the drones have speakers)

Problem: Scared by the attack. Also doubts that the company is helping

When convinced: Can offer medical help. Some engineering and insights into Project Lifeguard and the company "Dumpit"

ASH

ASPECTS

High Concept: BRUTE WITH POWER

Trouble: I AM TOTALLY DEPENDENT ON PROJECT LIFEGUARD

Aspect: OBEY: I HAVE THE FOOD, WATER AND POWER

Aspect: A BUDGET BOND VILLAIN

Aspect: THE ART OF RUNNING AWAY IN A SMART WAY

SKILLS

Academics: Mediocre (+0)

Athletics: Average (+1)

Burglary: Average (+1)

Contacts: Fair (+2)

Crafts: Mediocre (+0)

Deceive: Fair (+2)

Drive: Mediocre (+0)

Empathy: Mediocre (+0)

Fight: Good (+3)

Investigate: Mediocre (+0)

Lore: Mediocre (+0)

Notice: Average (+1)

Physique: Fair (+2)

Provoke: Good (+3)

Rapport: Mediocre (+0)

Resources: Great (+4)

Shoot: Fair (+2)

Stealth: Mediocre (+0)

Will: Average (+1)

STUNTS

Prepared: Can use Resources instead of Athletics when running away as long as Ash has prepared the escape route with gadgets to help escape

Brave henchmen: Ash's henchmen protect him and would even sacrifice their life (3 self sacrifices per story)

Broken civilians: Once per story Ash can get a +2 on Provoke to motivate broken civilians from Albstadt to help him - against their own self interest.

CONTINUED

STRESS

Physical: Mental:

CONSEQUENCES

Mild:

Moderate:

Major:

DESCRIPTION: The old supermarket is the central hub for food, resources and power. Everything is delivered there. Ash, the owner of the supermarket got recruited to distribute it. The power soon corrupted him. He now controls the town. And thanks to blackmailing he can also control the Project Lifeguard deliveries.

He already has some dirty secrets he uses to blackmail Dumpit. But to get even more power over his masters (the Project) he wants to investigate what is in the secret waste dump that poisons people.

Ash is now 45 years old and was 25 when Dumpit came. He instantly sized the opportunity.

Ash is the real baddie

Location: Supermarket

Problem: Dependent on the Project Lifeguard. Wants to blackmail them. Just in case.

When convinced: Can not be convinced. Just blackmailed, forced, will then offer control over the whole settlement and the data on Dumpit

Project Lifeguard by Dumpit waste management inc.

History:

1. 25 years ago Albstadt was destroyed by the disaster (2025)
2. People managed to survive
3. 20 years ago Dumpit discovered the settlement. It wanted to use this region for illegal waste disposal (2030)
4. It started a humanitarian aid project in parallel to the dump investigation.

5. It kept the settlement a secret to not harm their illegal business
6. Quite soon Ash found out about this illegal part of the project and started to blackmail Dumpit
7. Ash's goal was to get into a control position for the aid. Which he did. And became the de-facto ruler of Albstadt
8. Dumpit inc is OK with this arrangement. Changing it is risky

Project Lifeguard is a project of a relic company - and old company that will be dismantled as soon as the UN has some time. As it is small and seems non-relevant it is way down at the bottom of the backlog. Dumpit waste management inc is officially there to recycle waste. Their dirty secret: Toxic waste is dumped into a natural chimney in the Albstadt territory. Where it falls down some hundred meters and ends up in a natural cave filled with water. This cave can be accessed from the side by skilled divers. People did that and some of them died after a long illness. This is why they call the cave "haunted". But no one in Albstadt connected the dots.

The reason is "Project Lifeguard". This is the cover story told to the people in Albstadt. A humanitarian aid sent there. But it is designed in a way to make the people dependent. At the same time they send a container with toxic waste by helicopter, three containers are dropped at the supermarket: One with food and water, one with power (hydrogen generators) and one with clothes and tools. Those are barely enough for the people there to survive. But it makes them dependent and breaks all endeavours to grow their own food, clean the water or install power generators. The other thing why they can not abort their aid project is that Ash has enough on them to blackmail the company. His power depends on the resources delivered by Project Lifeguard.

A small outpost (manned with three people) is there to monitor everything. But the watchers in this outpost do not mingle with the people living in Albstadt. To monitor them they use drones and cameras.

Before the adventure starts, one engineer is killed by Leo who was throwing a stone. The security cyborg followed the fleeing Kim and was killed by the Lost. The last engineer and medic Sam is hiding in the bunker during the adventure.

One secret which is hard to spot are the two satellite dishes for communication.

The obvious one is directed towards a stratosphere relay zeppelin to communicate with the company.

The more obscure dish is always directed towards the moon.

Kessler Syndrome

The Kessler Syndrome is killed all GPS satellites, earth mapping and communication satellites. The earth orbit is inaccessible. The only fallback left are high flying drones for mapping and as communication relay.

Moon base

There is no moon base. None that people would be aware of. Early in the Dirty Road to Eden phase the billionaires secretly left earth. For the moon, Mars and some even digging tunnels below earth. No one is aware of that. Thanks to the Kessler Syndrome (which was caused by the last one leaving earth) they could not be followed even if people would realize what happened. In their secret bases they continue dreaming their capitalistic dream and influencing earth. Fighting to keep relic companies alive.

But this will be handled in more details in another adventure. That will also cover the so called "Eat the rich festivals". The only hint in this adventure that there could be something big going on is the antenna pointed at the moon.

Endgame: If enough of their evil plans are uncovered the UN can put this relic right at the top of the dismantle-todo-list. Lawyers and security forces will be raiding the HQ. The company assets will be seized.

Player characters

Those characters are full characters with small optimizations towards this adventure. But you can continue to use them if you want.

CHRIS - A NORM ADVENTURE THERAPIST

ASPECTS

High Concept: ADVENTURE THERAPIST

Trouble: ADRENALINE IS THE BEST WAY TO START A SESSION

Relationship: I WANT TO BECOME YOUR TRUSTED FRIEND

Aspect: DON'T TELL ANYONE: BEING NOT CONNECTED TO THE HIVE DOES NOT BOTHER ME THAT MUCH

Aspect: ADRENALINE JUNKIE LOOKING FOR A NEW THRILL

SKILLS

Academics: Average (+1)

Athletics: Great (+4)

Burglary: Mediocre (+0)

Contacts: Mediocre (+0)

Crafts: Mediocre (+0)

Deceive: Average (+1)

Drive: Good (+3)

Empathy: Good (+3)

Fight: Mediocre (+0)

Investigate: Mediocre (+0)

Lore: Mediocre (+0)

Notice: Mediocre (+0)

Physique: Fair (+2)

Provoke: Mediocre (+0)

Rapport: Fair (+2)

Resources: Average (+1)

Shoot: Fair (+2)

Stealth: Mediocre (+0)

Will: Average (+1)

Hive control: Mediocre (+0)

CONTINUED

STUNTS

Shock treatment: When I start building rapport with an adrenaline filled person I will get +2

First time is best time: When doing a stunt for the very first time Chris can get a +2 to Athletics

Reckless driver: Driving a car with at least one scared and screaming co-driver gets Chris +2 on driving

STRESS

Physical: Mental:

CONSEQUENCES

Mild:

Moderate:

Major:

DESCRIPTION: Chris is a Norm adventure therapist. Even in the highly supportive and safe Norm society people sometimes need therapy. And a rush of adrenaline is a good start to reset the mind. For that Chris invites the people to some kind of (very often simulated) adventure and extreme sports. And adds a therapy session to the phase after the adrenaline rush.

Many Norms do not need much to get their Adrenaline flow started as their standard living environment is very controlled and safe.

STEP - A NORM INVESTIGATOR

ASPECTS

High Concept: LOVER OF MYSTERIES

Trouble: HAVE TO KEEP MY NEURONS RUNNING

Relationship: I WANT TO KNOW YOU AND YOUR DARKEST SECRETS

Aspect: OH, DATA STORES !

Aspect: THE HIVE COMMUNITY IS MY HOME

SKILLS

Academics: Fair (+2)

Athletics: Mediocre (+0)

Burglary: Average (+1)

Contacts: Mediocre (+0)

Crafts: Mediocre (+0)

Deceive: Average (+1)

Drive: Mediocre (+0)

Empathy: Mediocre (+0)

Fight: Mediocre (+0)

Investigate: Great (+4)

Lore: Mediocre (+0)

Notice: Fair (+2)

Physique: Mediocre (+0)

Provoke: Mediocre (+0)

Rapport: Good (+3)

Resources: Mediocre (+0)

Shoot: Average (+1)

Stealth: Fair (+2)

Will: Average (+1)

Hive control: Good (+3)

CONTINUED

STUNTS

Indexing databases: Because I am an experienced investigator I can find common entries in totally different databases or data sources and can join them together - does not matter how absurd the combination is.

Friends ?: Stef gets a +2 on Rapport when making friends with a new person. But Stef will then also feel the urge to help this person.

People of the Hive: Stef is very well connected in the Hive. He gets a +2 when asking the Hive for a favour - as long as he received at least 10 likes the last 2 hours.

STRESS

Physical:

Mental:

CONSEQUENCES

Mild:

Moderate:

Major:

DESCRIPTION: Stef is a Norm investigator. Most of the time Stef sits in the park drinking coffee and digging through the data of the hive. Databases, logs, camera recordings. Most cases can be solved that way. But sometimes drones or even a personal visit are required. This is where lock picking skills start to become relevant. Stef is Hive addicted and loves to share adventures - for likes.

GUTENBERG - A LOST TRAPPER AND COOK

ASPECTS

High Concept: JUST EAT WHAT IS TROUBLING YOU

Trouble: ONCE CLASS INSTEAD OF MASS

Relationship: SPREADING COMFORT

Aspect: THIS IS A TRAP !

Aspect: NATURE WILL FEED YOU

SKILLS

Academics: Mediocre (+0)

Athletics: Fair (+2)

Burglary: Mediocre (+0)

Contacts: Fair (+2)

Crafts: Great (+4)

Deceive: Mediocre (+0)

Drive: Mediocre (+0)

Empathy: Mediocre (+0)

Fight: Average (+1)

Investigate: Mediocre (+0)

Lore: Mediocre (+0)

Notice: Good (+3)

Physique: Mediocre (+0)

Provoke: Mediocre (+0)

Rapport: Mediocre (+0)

Resources: Average (+1)

Shoot: Fair (+2)

Stealth: Average (+1)

Will: Average (+1)

Bushcraft: Good (+3)

STUNTS

Feeding dozens: With some help I can instantly create a wonderful meal for a dozen people out of whatever we find in the wilderness or in the ruins.

Wisdom of rats: Because my two tame rats can sniff poison, I get a +2 on notice to find dangerous substances by observing my rats sniffing at them.

This is a trap: Get a +2 on Stealth when hiding a self built trap.

CONTINUED

STRESS

Physical:

Mental:

CONSEQUENCES

Mild:

Moderate:

Major:

DESCRIPTION: Skilled at trapping and hunting animals, finding cans in ruins, plants and herbs in lost gardens and the woods. Specialised in hunting invasive species. Can cook delicious meals out of almost anything. Has two tame rats constantly climbing around his head and shoulders.

INDIANA - A LOST LOOTER

ASPECTS

High Concept: RUINS ARE MY HOME

Trouble: ALWAYS MORE THAN I CAN CARRY

Relationship: SOMETIMES I NEED TIME FOR MYSELF

Aspect: I PREFER THE PARKOUR WAY

Aspect: THE ANCIENTS (LEMMINGS) ARE FASCINATING

SKILLS

Academics: Good (+3)

Athletics: Good (+3)

Burglary: Fair (+2)

Contacts: Mediocre (+0)

Crafts: Mediocre (+0)

Deceive: Average (+1)

Drive: Mediocre (+0)

Empathy: Mediocre (+0)

Fight: Fair (+2)

Investigate: Mediocre (+0)

Lore: Fair (+2)

Notice: Great (+4)

Physique: Average (+1)

Provoke: Mediocre (+0)

Rapport: Mediocre (+0)

Resources: Mediocre (+0)

Shoot: Mediocre (+0)

Stealth: Mediocre (+0)

Will: Average (+1)

Bushcraft: Average (+1)

CONTINUED

STUNTS

Sneak n Loot: When I see a valuable item I want to loot I can use notice to sneak there and grab it.

St. Bernards drafting dog: I have a sure footed drafting to carry the loot I find. Including a small cart and some bags for its back.

Knowing lemmings: Knows the pre-2020 Lemmings technology and gets a +2 on Academics when identifying or using it.

STRESS

Physical:

Mental:

CONSEQUENCES

Mild:

Moderate:

Major:

DESCRIPTION: Indiana loves the mysteries of the past. What did they eat in 2020 ? How did they live ? Did they really have a 20 kilometre traffic jam? Ruins of the past are a wonderful and thrilling adventure leading to answers. And Indiana has the skills to survive them and find new insights in loot and treasures.

STATIC - A PIONEER BIONICS ARCHITECT

ASPECTS

High Concept: I COPY NATURE

Trouble: TECHNOLOGY MUST BE ART AND LOOK NATURAL

Relationship: LOOK WHAT IT DID ! ISN'T IT CUTE ?

Aspect: WE SHOULD DO THAT TOGETHER

Aspect: I LOVE TO STUDY NATURE

SKILLS

Academics: Average (+1)

Athletics: Fair (+2)

Burglary: Mediocre (+0)

Contacts: Mediocre (+0)

Crafts: Good (+3)

Deceive: Mediocre (+0)

Drive: Average (+1)

Empathy: Mediocre (+0)

Fight: Mediocre (+0)

Investigate: Mediocre (+0)

Lore: Fair (+2)

Notice: Good (+3)

Physique: Mediocre (+0)

Provoke: Average (+1)

Rapport: Mediocre (+0)

Resources: Fair (+2)

Shoot: Mediocre (+0)

Stealth: Average (+1)

Will: Mediocre (+0)

Prototyping: Great (+4)

CONTINUED

STUNTS

Defies Gravity: When building absurd constructions based on bionics gets a +2 on craft skill. But the design must be borderline insane physics wise. Normal people will shake their head and wonder how the magic trick works.

Interesting....: Gets a +2 on Notice when patiently observing nature for features to copy with technology. This can be animal, geology, behaviour, botanics....

Harvest: Can harvest raw materials for tinkering from nature. Gets a +2 on Resources when doing so.

STRESS

Physical:

1	1	1
---	---	---

Mental:

1	1	1
---	---	---

CONSEQUENCES

2

 Mild:

4

 Moderate:

6

 Major:

DESCRIPTION: The best architect is nature. Learn from it by copying its structures and design. This leads Static to build awesome buildings looking like they grew where they are. The algorithms for that are homebrew. To help with the construction itself Static uses a bot that is a 3D printer for concrete on 6 legs.

EQUIPMENT

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

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

A building construction bot (6 legs, insect style, painted by kids, size of a table)

SCRIPTIT - A PIONEER AUTOMATIONEER

ASPECTS

High Concept: LET MY MACHINES SOLVE IT: AUTOMATIONEER

Trouble: THIS MUST BE AUTOMATED

Relationship: HEY ! EVERYONE JOIN. THIS IS MORE FUN !

Aspect: I GOT A BLACK BELT IN 3 MARTIAL ARTS STYLES !

Aspect: MAYBE I WILL NEED THIS - COLLECTING RANDOM THINGS

SKILLS

Academics: Fair (+2)

Athletics: Good (+3)

Burglary: Mediocre (+0)

Contacts: Mediocre (+0)

Crafts: Automation: Great (+4)

Deceive: Mediocre (+0)

Drive: Average (+1)

Empathy: Mediocre (+0)

Fight: Fair (+2)

Investigate: Mediocre (+0)

Lore: Mediocre (+0)

Notice: Fair (+2)

Physique: Mediocre (+0)

Provoke: Mediocre (+0)

Rapport: Mediocre (+0)

Resources: Average (+1)

Shoot: Average (+1)

Stealth: Mediocre (+0)

Will: Average (+1)

Prototyping: Good (+3)

CONTINUED

STUNTS

Scale it up: Gets a +2 on crafting if an automation is programmed or built that can produce incredible amounts of the wanted product. It will be impossible to produce "just one". After a test run there will be at least dozens of this product.

Overconfident fighter: Gets a +2 when fighting close combat in overconfident mood. But will automatically suffer 1 physical stress.

Witness me: Gets a +2 on Athletics when climbing with at least 1 witness.

STRESS

Physical:

Mental:

CONSEQUENCES

Mild:

Moderate:

Major:

DESCRIPTION: Scriptit would never do anything directly. If a machine, a computer or script could do it automatically. Others will have to be a bit patient when Scriptit does something for the first time. But quite often it can be scaled up afterwards.

EQUIPMENT

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

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

A suitcase sized robotics kit

Potential solutions

There are many options to solve the issue. If your players find one not listed here, please contact me. But no matter which one they find, it is likely they will enjoy a showdown where they can become active. This is

why Ash will not give up but try to flee. See "Ash flees".

Call the UN

With enough proof the characters could call the UN. The UN will fast forward the termination of Dumpit (by tomorrow) and send troops to secure the area and evacuate the people:

- Several UN away teams
- 6 UN Cargo Zeppelins

Before the support can arrive the landing zone (parking space in front of supermarket) must be freed of containers. They could be pushed down the spire with heavy machinery. The protagonists will also have to secretly install electronic guidance systems there. After that they can watch the UN intervention from another spire.

Walkaway

By finding a safe route through the forest the people can just leave. If the characters can convince them it is safe and there is a world outside Albstadt that would welcome them.

Independence

Teach the people how to grow and catch their own food, test the water for drinkability and build power sources. Ash's grip will break very fast.

More proof

Enter the haunted cave and find more proof about the wrongdoing of Dumpit. Present it to the UN and they will terminate the company immediately (it was kept alive because it promised recycling of the waste, not dumping). No company. No Ash. But sooner or later Albstadt will be running out of food.

Showdown: Ash flees

Even if they call the UN and they got lots of firepower: The UN will be busy landing the zeppelins and Ash can slip through their nets. As soon as Ash notices his plans are failing he will use all the gimmicks hidden in Albstadt to flee. Ash is clumsy and a budget bond villain. But his goons are willing to buy him some time by fighting back and being the coward he is he prepared his escape.

* Zip lines between spires * Zip lines down from spires * Hideouts with tools * Ruins with secret doors * A e-powered stand up paddle board ready to get him out through the waterways

Make his last attempted escape an epic race between the protagonists who (hopefully) have a proper map and ways to travel through Albstadt on water level and spire level. And a clumsy bond villain with the help of prepared gimmicks and his goons.

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 biomes 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>

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/> 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). 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 grey 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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