

You Are Folk

1 - Choose a style: Kind, Resourceful, Contemplative, Creative, Generous, In touch, Co-operative, Savvy, Crafty, Mystic.

2 - Choose a role for your character: Mediator, Rebel, Caregiver, Engineer, Architect, Artist, Explorer, or Teacher.

3 - Choose your number, from 2 to 5. A high number means you're better at FLOWERS (insight, lightness; compassion; forgiveness; balance; boundaries; subtle, subjective care; magic sense) A low number means you're better at ROOTS (presence; consciousness; practical, objective things; drive; focus; movement; magic expression).

4 - Give your character pronouns (or not) and a name that represents them, that they picked because is meaningful for them, or that is just punk (or all the above).

5 - Choose a specific gadget: a portable super computer; a multimedia 3d projector; an advanced toolkit; a MedPAC; a universal analyser; a vibro-cutter; a small remote-controlled drone.

You also have: a satchel, bag or backpack, a bit of food and cool phone with a camera and Net access and your favourite outfit.

You Are ROOTS & FLOWERS

When you do something challenging, roll 1d6 to find out how it goes. Roll +1d if you're prepared and +1d if you're an expert. (Look at your character style and role, and how you may fit those into the situation. Ask the GM if you're unsure.) Roll your dice and compare each die result to your number.

If you're using FLOWERS (sensitivity, inner magic), you want to roll under your number. If you're using ROOTS, (drive, expression magic) you want to roll over your number.

0 If none of your dice succeed GM says how things get more challenging somehow. It goes kind of wrong.

1 If one die succeeds GM reveals a complication, cost, or frustration. You manage it.

2 If two dice succeed, you do it well. Good job!

3 If three dice succeed, you get a critical success! The GM tells you some extra effect you get.

! If you roll your number exactly you go WILD. You get special insight into what's going on. Ask the GM a question and they'll answer you honestly.

Some good questions:

What are they really feeling? Who's upset about this? How could I help them to _? Who is not represented in the room? What should I be on the lookout for? What's the best way to _? What's really going on here? What do my ancestors say about it?

You Are the Facilitator

Play to find out how to help the community overcome its challenges. Introduce a new issue by hinting at what sort of problems it is causing. Show signs of trouble before it breaks out and when it's about to happen, then ask the characters what they do. "There's been a perceptible shift in the population and placement of a lot of insect life lately. What do you do?" "Your PAD has been acting up over the past couple of days - everyone's PADs have, as a matter of fact. What do you do?"

Call for a roll when a situation is challenging. Don't pre-plan outcomes—let things happen. Use shortcomings to drive the narrative. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. "How much do you know about the World Before?"

In a not-so-distant future, we gave up the illusion of knowing better. This opened new avenues in technological innovation, which greatly improved our quality of life, and opened our awareness of the subtle, ancestral magic that can be channelled to help someone, heal something damaged, or reveal something hidden. Life is fulfilling and exciting.

You are the local community's troubleshooters. Your community turns to you for aid in things big and small, which you resolve by means of innovation, knowledge, technology, mediation, and ancestral guidance.

You Are a Community

As a group choose two characteristics of the community you live in: close-knit, self-sufficient, plenty of natural resources, spacious, a great learning center, a great community center, ancestral guidance, diverse means of communication, accessible architecture, proactive culture.

Choose one challenge the community faces: great distances, unbalanced resource management, isolation, environmental legacy, poor infrastructure.

You Create a Solarpunk Adventure

Roll to choose on the tables below.

There is/are	Is/are causing
1 Conflicting approaches	1 Isolation
2 A huge storm	2 Damage
3 An out-of-date management system	3 Harm
4 A collapsed bridge	4 Endangerment
5 Animal migration	5 Hinderance
6 An unearthed nuclear plant	6 Disturbance
To	And is/are going to
1 The Learning Center	1 Make the water sources inviable
2 Solar Panel Network	2 Cause a huge power shortage
3 Many native species	3 Make everyone sick or hurt
4 The algae and renewal hyper-farms	4 Greatly unbalance in the local biomes
5 Community balance and closeness	5 Force some folks to evacuate their homes
6 Job assignment board systems	6 Create a rift among the people

ROOTS & FLOWERS