Roots & Flowers

Play a Solarpunk Game

In a not-so-distant future, we gave up the illusion of knowing better. This opened new avenues in technological innovation, improving life, and opening our awareness of the subtle, ancestral magic of the world.

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

Player Goals:
- aid and support your community;
- go on wild, fun, solarpunk adventures;
- imagine a possible future.

Play Safe Games

When you play ROOTS & FLOWERS, or any other game, remember to be kind to yourself and to the other players.

A few quick suggestions are the X-Card, Lines and Veils, CATS and the Luxton Technique.

You may also find more in this List of Safety Tools.

Attributions and Credits

Roots and Flowers is a solarpunk hack of Lasers & Feelings, written for the Applied Hope Jam and the Solarpunk Jam, both on Itch.

Lasers and Feelings is a game by John Harper.

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Limitations
ROOTS & FLOWERS's rules are intended for use in cool games. Do not include racist, sexist, homophobic, transphobic, and all similarly uncool tropes, themes, and other content in materials derived from Gabriel Caetano's work.

Create a Character

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

2. Choose a trait for your character:
   - Kind
   - Resourceful
   - Contemplative
   - Creative
   - Generous
   - Co-operative
   - Savvy
   - Crafty
   - Mystic

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 Goal:**
   - Accessibility (make stuff accessible to all);
   - Inclusivity (make sure everyone is represented);
   - Change (occupy or unmake spaces to make them better for all);
   - Knowledge (teach and learn, to make informed choices);
   - Ancestrality (be in touch with your ancestors and their bottomless wisdom);
   - Sustainability (optimise the use and management of resources);
   - Joy (spread beauty, happiness and reflection through graffiti, music, theatre or any other form of art);
   - Biodiversity (explore ways to integrate human life into nature and vice-versa).

6. **Choose a special gadget:** a portable super computer; a multimedia 3d projector; an advanced toolkit; a MedPAC; a universal analyser; a vibro-cutter; a small AI drone.

7. Complete the sentence below with the information you chose. Sprinkle in as much detail and personality as you feel like.

My name is [name, pronouns]. I am a [trait] [role]. I want to [goal].

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

Example Character: Beam

My name is **Beam** (Xe/Xem). I am a **Kind Mediator.** I want to be in touch with my ancestors and their bottomless wisdom.

I have a small AI drone, as well as a satchel, a bit of food, a comm device with a camera and Net access, and my favourite hat.

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Create 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.

Roll the Dice

When you do something challenging, uncertain, or bold, roll 1d6 to find out how it goes. Also:

- If your role applies to the roll, roll +1d6.
- If your trait applies to the roll, roll +1d6.
- If your character goal aligns with your course of action, roll +1d6.
- If you have appropriate equipment for the task, roll +1d6.
- If you act upon an answer you got from a WILD roll, add +1d6.

When you roll your dice, compare each die result to your number.

If you're using FLOWERS (sensibility, soft approaches, inner *magic*), you want to roll under your number.

If you're using ROOTS (drive, direct approaches, expression *magic*), you want to roll over your number.

Hit: 3+ dice succeed. You describe how your action was effective or successful. It reveals an unforeseen benefit or extra effect.

Success: 2 dice succeed. Describe how your action was successful or effective.

Good Effort: 1 dice succeeds. Describe how your action was only partly successful or effective.

Miss: No dice succeeds. Your attempt is uneffective or you are unable to succeed. Describe how things went wrong and add a complication.

Call of the WILD: you roll exactly your number. You heed the Call of the Wild, getting 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 _?
- Whose perspective 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?

Facilitate the Game

- 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?"

Solarpunk Adventures

Roll or choose on the tables below.

There is/are
1 Conflicting approaches
2 A huge storm
3 An out-of-date management system
4 Stubbornness
5 Animal migration
6 An unearthed nuclear plant

To
1 The Learning Center
2 Solar Panel Network
3 Many native species
4 The algae and renewal hyper-farms
5 Community balance and closeness
6 Job assignment board systems

Is/are causing
1 Isolation
2 Damage
3 Harm
4 Endangerment
5 Hinderance
6 Disturbance

And is/are going to
1 Make the water sources inviable
2 Cause a huge power shortage
3 Make everyone sick or hurt
4 Greatly unbalance in the local biomes
5 Force some folks to evacuate their homes
6 Create a rift among the people