

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.

PLAYERS: CREATE CHARACTERS

1 Choose a style for your character: 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).

You have: a bit of food, a cool phone with a camera and Net, and one more thing (choose): a portable super computer (maybe as your phone), a multimedia 3d projector, an advanced toolkit, a MedPAC, a universal analyser, a vibra-knife.

Player Goals: aid and support your community, go on wild, fun, solarpunk adventures, imagine a future you want.

Character Goals: Accessibility (make places, resources and information accessible to all), Inclusivity (look around and find out who's not there), Change (occupy or unmake spaces to make them better for all), Knowledge (teach and learn, to make informed choices), Ancestrality (get 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).

PLAYERS: CREATE THE 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.

ROLLING THE DICE

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 (sensibility, 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 in the room to be represented right now? What should I be on the lookout for? What's the

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best way to \_? What's really going on here? What do my ancestors say about it?

(A WILD roll counts as a success.)

HELPING: If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them +1d.

GM: CREATE A SOLARPUNK ADVENTURE

Roll to choose on the tables below.

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3	An out of date management system	Harm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

GM: RUN 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?"