# Roots and Flowers

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. We can channel that magic to help others, heal what something damaged, or reveal what 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. 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 future you want.

## Players: Create Characters

* Choose a role for your character: Mediator, Rebel, Caregiver, Engineer, Architect, Artist, Explorer or Teacher.
* Choose a trait for your character: Kind, Resourceful, Contemplative, Creative, Generous, Co-operative, Savvy, Crafty, Mystic.
* 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).
* 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).
* 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 (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).
* 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.
* Complete the sentence below with the information you chose.

**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.

## Players: Create the Community

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

Choose one thing the community struggles with: great distances, unbalanced resource management, isolation, environmental legacy, poor infrastructure.

## Rolling 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 the 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:

(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 +1d6.

## GM: Create a Solarpunk Adventure

Roll to choose on the tables below.

## GM: Run the Game

* Play to find out how to help the community overcomes 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.
* 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.