

Fully Automated!

Solarpunk Tabletop RPG

Names

Date of creation

Place of creation

Species, Gender,

& sapience

Biography

Extended Community

Present Goals

Long-term goals

Motivations

Vulnerabilities

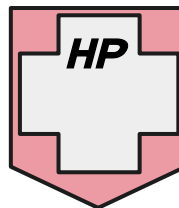
Violations

Desired Augments & Abilities

Names

Actions and Items

Combat Actions



Action - Movement

Move

Move 4 hex

-1 hex if played previous round

-1 hex for rough terrain

-2 for moving another body.

Optional if Aimed:

Move 6 hex

Defense

~

Defend

Negate effect of attack and move 1 hex

Roll with Disadvantage unless adjacent or behind cover

--	Fail
-	Attack Disadvantaged
0	~
+	Counter Attack w/ Dis.
++	Counter Attack

Action - Special

Aim

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

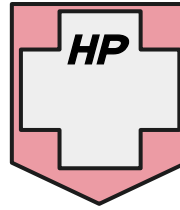
Effect is retained for one additional round if not used

Items

Names

Actions and Items

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Attack - Close

Unnamed

Punch

Damage: **4**
Range: **Adjacent**

1 hex of movement

--	~
-	~
0	~
+	Stun
++	Stun

If Aimed: **8 Dam. & Stun**

To tackle:
Play Move, then take stun

Attack - Special Restraints

Restrain

Disarm & indefinite stun

Damage: **0**
Range: **Adjacent**

Must have 6 HP > target to use

Can be played to release allies

--	Fails & offers counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
++	~

Items

Attack - Close **Unarmed**

Punch

Damage: **4**
Range: **Adjacent**

① hex of movement

--	~
-	~
0	~
+	Stun
++	Stun

If Aimed: **8 Dam. & Stun**

To tackle:
Play Move, then take stun

Attack - Close **Unarmed**

Trained Strike

Damage: **5**
Range: **Adjacent**

① hex of movement

--	~
-	~
0	Stun
+	Stun
++	Stun

If Aimed: **10 Dam. & Stun**

To tackle:
Play Move, then take stun

Attack - Close **Unarmed (Claws)**

Claw!

Damage: **5**
Range: **Adjacent**

① hex of movement

--	~
-	~
0	Stun
+	Stun
++	Stun

If Aimed: **10 Dam. & Stun**

To tackle:
Play Move, then take stun

Attack - Close **Sprayer**

Spray

Damage: **4**
Range: **Adjacent**

① hex of movement

--	~
-	~
0	Stun
+	Stun
++	2x Stun

If Aimed:

(Advantage)

Attack - Close **E-baton**

Taze Strike

Damage: **6**
Range: **Adjacent**

① hex of movement

--	~
-	~
0	Stun
+	Stun
++	2x Stun

If Aimed:
10 damage & Advantage

Attack - Close **Improv. Melee**

Club

Damage: **6**
Range: **Adjacent**

① hex of movement

--	~
-	~
0	~
+	Stun
++	Stun

If Aimed:
10 Damage & Stun

Attack - Close **Bo Staff**

Staff Strike

Damage: **6**
Range: **Adjacent + 1**

① hex of movement

--	~
-	~
0	Stun
+	Stun
++	Stun

If Aimed:
10 Damage & 2x Stun

Attack - Ranged **Whip**

Whip!

Damage: **4**
Range: **≤ 3**

① hex of movement

--	-2
-	-1
0	Stun
+	+1 & Stun
++	+2 & Stun

If Aimed:
+3 damage & Advantage

Attack - Ranged **Nanodarter**

Nanodart

Damage: **4**
Range: **≤ 5**

Range 6 - 7 with disadvant.

--	~
-	~
0	Stun
+	Stun
++	Stun x2

If Aimed:
6 Damage & Stun

Attack - Ranged **Darter**

Microdart

Damage: **4**
Range: **2 - 6**

Range 7 - 8 with disadvant.

--	~
-	~
0	Stun
+	+1 & Stun
++	+2 & Stun x2

If Aimed:
+4 damage & Advantage

Attack - Ranged **Slingshot**

Slingshot

Damage: **4**
Range: **≤ 5**

Range 6 - 7 with disadvant.

--	~
-	~
0	~
+	+1 & Stun
++	+1 & Stun x2

If Aimed:
+2 damage & Advantage

Attack - Ranged **Improvised**

Yeet

Damage: **2**
Range: **≤ 5**

Range 6 - 7 with disadvant.

--	~
-	-1
0	0
+	+1 & Stun
++	+2 & Stun

If Aimed:
+2 damage & Advantage

Attack - Close **Knife**

Stab!

Damage: **6**

Range: **Adjacent**

① hex of movement

--	-2
-	-1
0	~
+	+1
++	+2

If Aimed:

12 Damage

Attack - Close **Sword**

Sword Strike

Damage: **8**

Range: **Adjacent**

① hex of movement

--	~
-	~
0	~
+	+2
++	+4

If Aimed:

18 Damage & Stun

Attack - Close **Spear**

Spear

Damage: **7**

Range: **Adjacent + 1**

① hex of movement

--	-2
-	-1
0	~
+	+2
++	+4

If Aimed:

14 Damage & Stun

Attack - Ranged **Shortbow**

Stun Arrow

Damage: **4**

Range: **2 - 6**

Range 7 - 9 with disadvant.

--	-2
-	-1
0	Stun
+	Stun
++	Stun x2

If Aimed:

Advantaged even if disadvantages apply

Attack - Ranged **Pistol**

Pistol Shot

Damage: **5**

Range: **≤ 5**

Range 6 - 7 with disadvant.

--	-2
-	-1
0	0
+	+1
++	+2

If Aimed:

+4 damage & Advantage

+8 damage if adjacent

Attack - Ranged **Rifle**

Rifle Fire

Damage: **6**

Range: **2 - 6**

Range 7 - 8 with disadvant.

--	-4
-	-2
0	0
+	+2
++	+4

If Aimed:

+4 damage & Adv.

+8 damage if 2 hexes away

Attack - Ranged **Shuriken**

Knife Throw

Damage: **2**

Range: **≤ 5**

② hexes of movement

--	-2
-	-1
0	Stun
+	+2 & Stun
++	+4 & Stun

If Aimed:

Can be played twice (with Advantage)

Attack - Ranged **Shortbow**

Piercing Arrow

Damage: **6**

Range: **2 - 6**

Range 7 - 9 with disadvant.

--	-2
-	-1
0	0
+	+2
++	+4

If Aimed:

Advantaged even if disadvantages apply

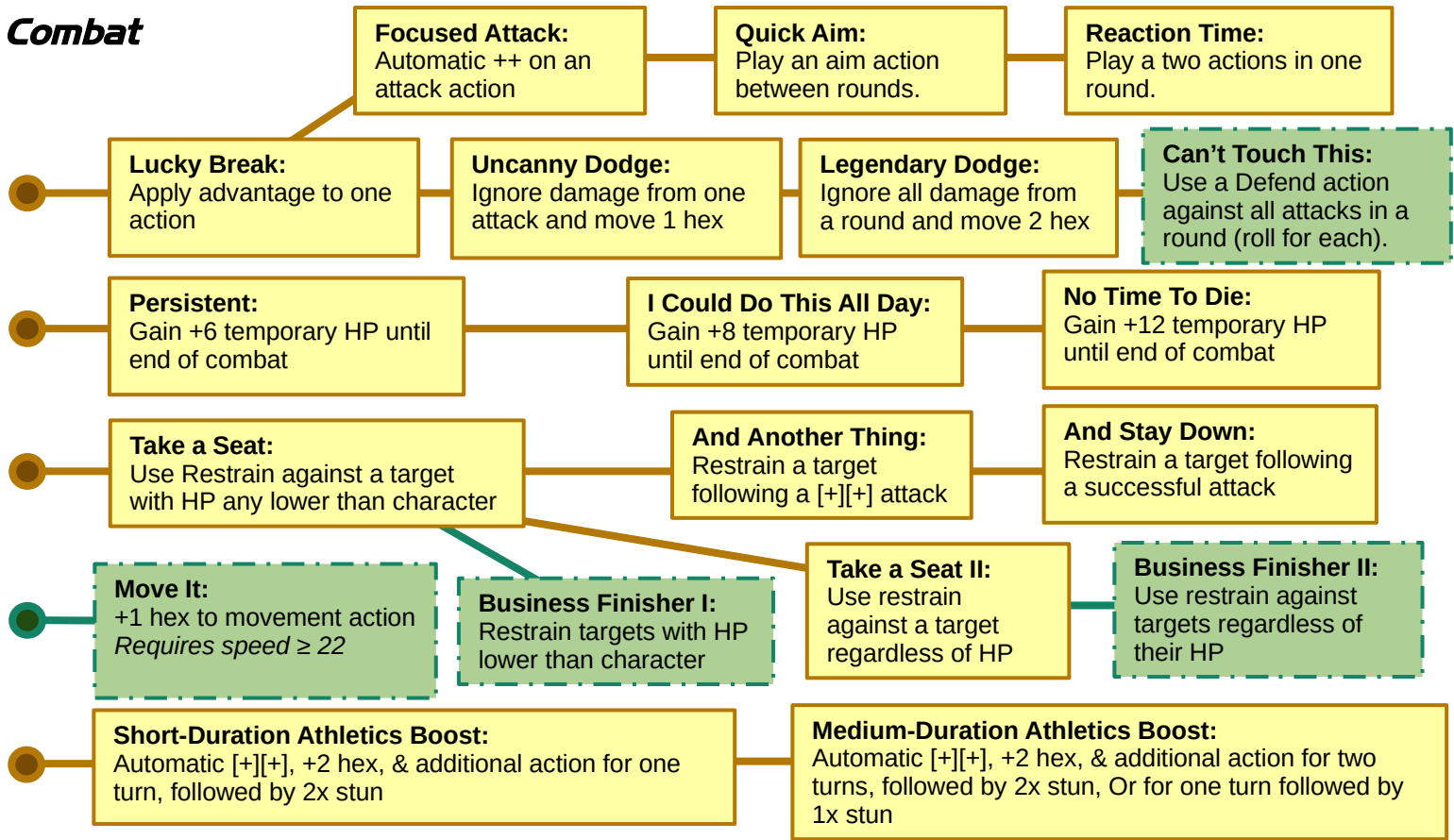
Exhaustible Abilities are abilities that can be used once and then are depleted until they are recharged through rest. If a player has two of the same exhaustible ability, they can use each one of them once independently between rests. In the trees below, they are color-coded yellow with a solid border.

Passive Mechanistic Abilities are abilities or augmentations that impose a permanent, ongoing effect, such as increasing a base attribute or a skill, or increasing movement distance in combat. These are color-coded in the abilities trees in green, with a heavy dashed line.

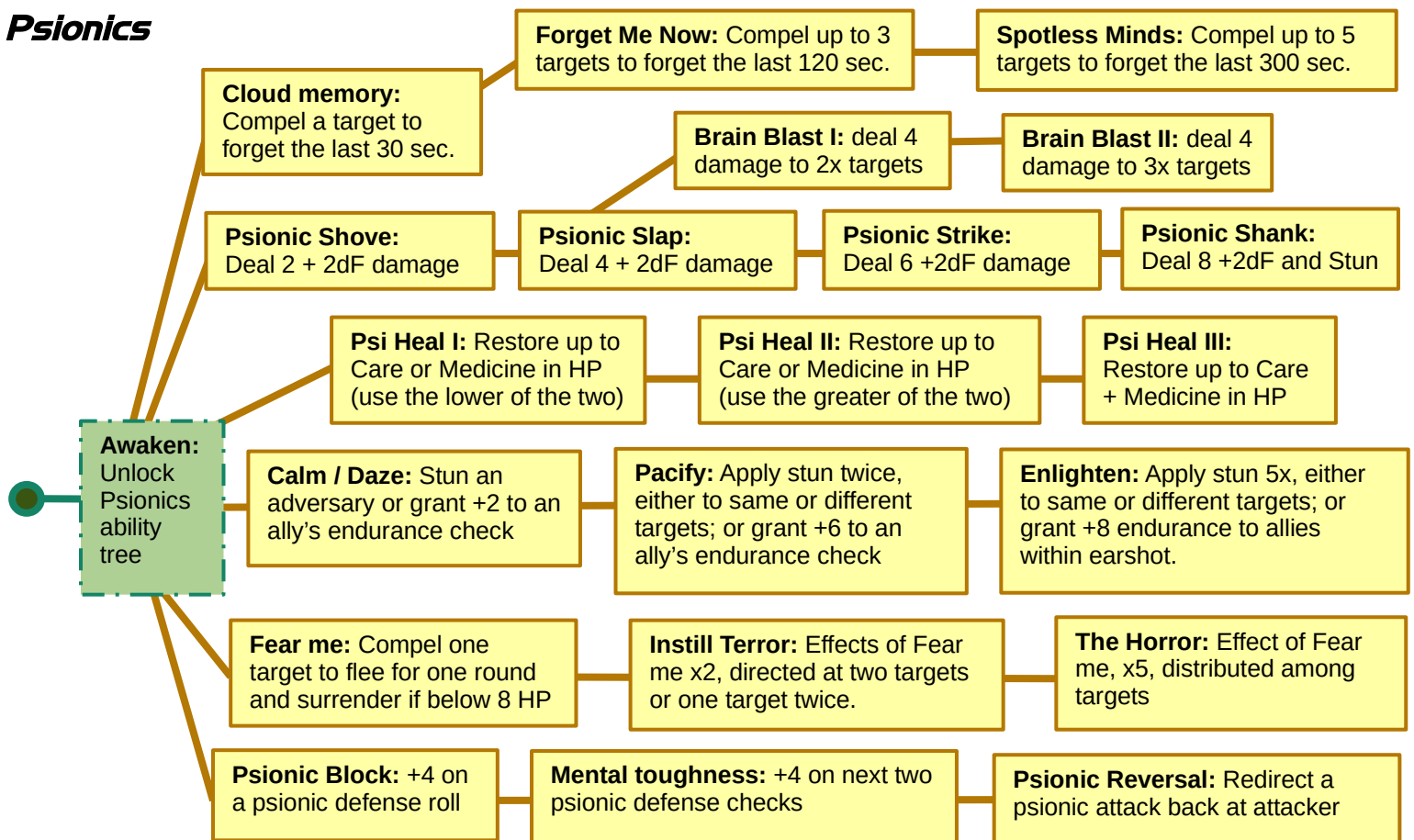
Non-mechanistic Abilities are abilities that provide roleplay benefits. These list no change to dice rolls, but GMs should interpret them to impact play however they see fit. These include things like being able to breathe underwater or generate ATP from photosynthesis. They are color-coded in blue with a fine dashed line.

Augmentation + Ability Trees

Combat

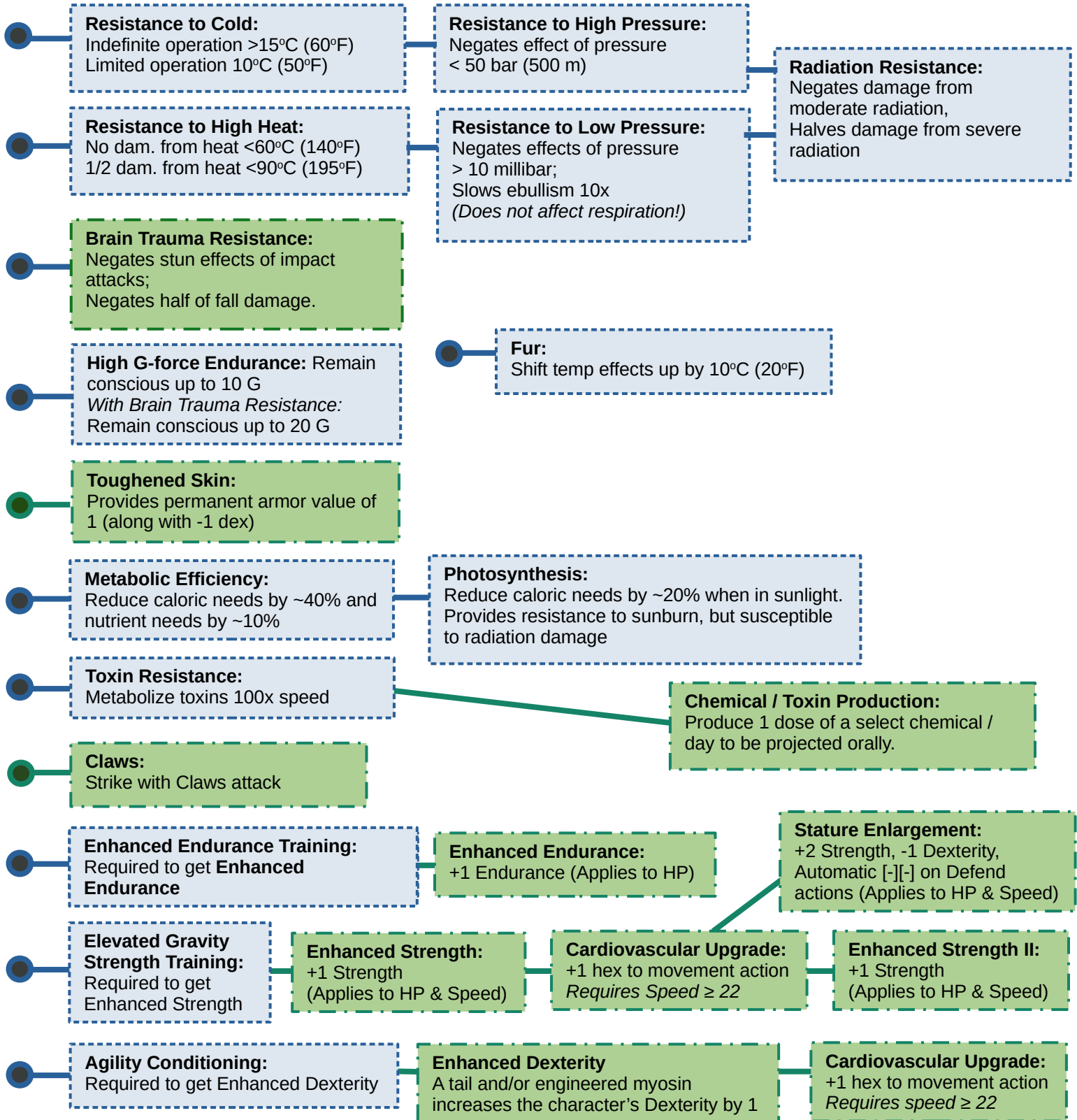


Psionics



Augmentation + Ability Trees

Athletics - Strength & Endurance Augmentations



Augmentation + Ability Trees

Athletics — Strength & Dexterity Abilities

Physical Control: +3 on a Strength or Dexterity check

Physical Discipline: +5 on a Strength or Dexterity check

Physical Mastery: +7 on a Strength or Dexterity check

Athletics - Respiration-Based Augmentations

Autonomous Function Control Training:

2x breath holding time & ability to regulate heart rate

Enhanced Blood Oxygen Binding:

2x breath holding time & +1 hex during movement action
Requires Speed ≥ 22

Gills:

(w/ 8x efficiency) Allows 4 hours of comfortable water breathing after which effort becomes tiring

Hemispheric Cortex Desynchronization:

Hold breath twice as long with -4 INT when active; Alert sleep

Cellular Oxygen Efficiency:

Hold breath twice as long

(w/ 16x efficiency) Allows indefinite water breathing, even while asleep

Athletics — Perception-Based Augmentations

Low-Light Vision:

Negates low-light effects on checks

Extended-Spectrum Vision:

Passively observe infrared and UV
Removes disadvantage from smoke during combat

Underwater Vision:

See underwater without goggles

Enhanced Sense of Smell

Telescopic Vision:

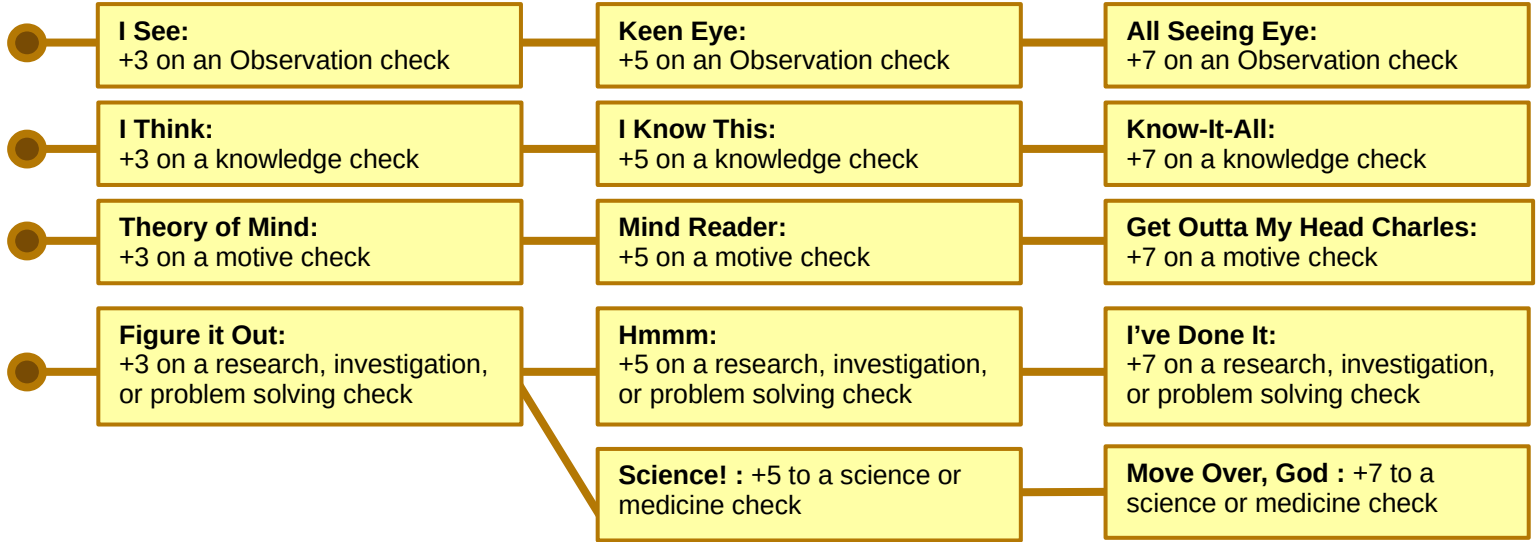
See far away objects clearly

Enhanced Hearing

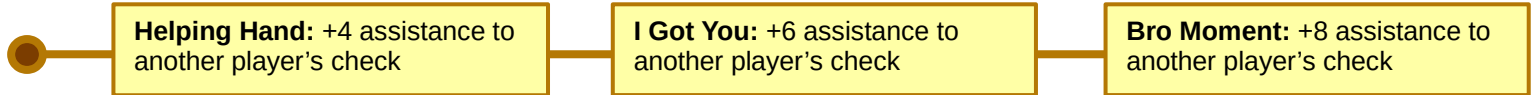
Nictitating Membranes

Augmentation + Ability Trees

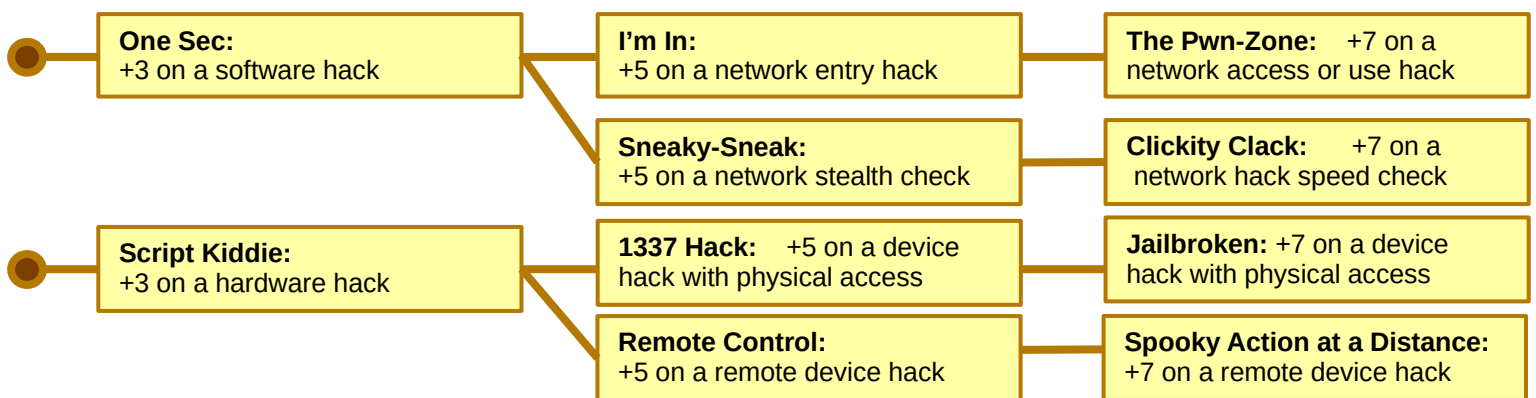
Mental — Reason and learning Abilities



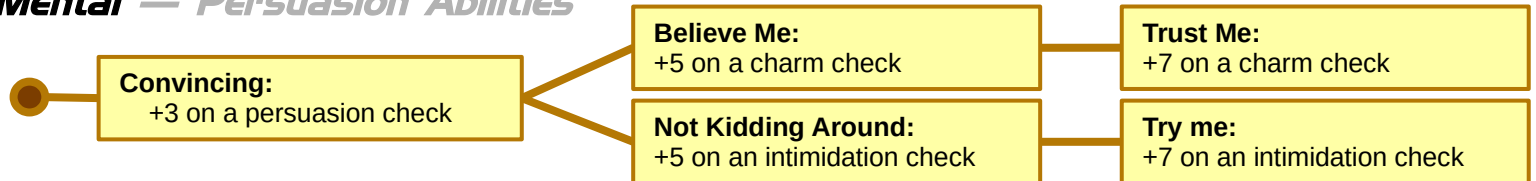
Mental — Assistance Abilities



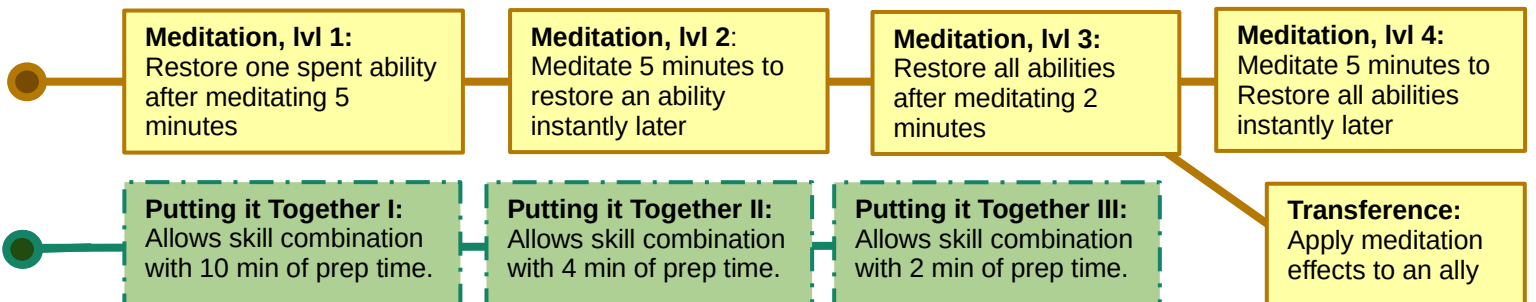
Mental — Hacking Abilities



Mental — Persuasion Abilities

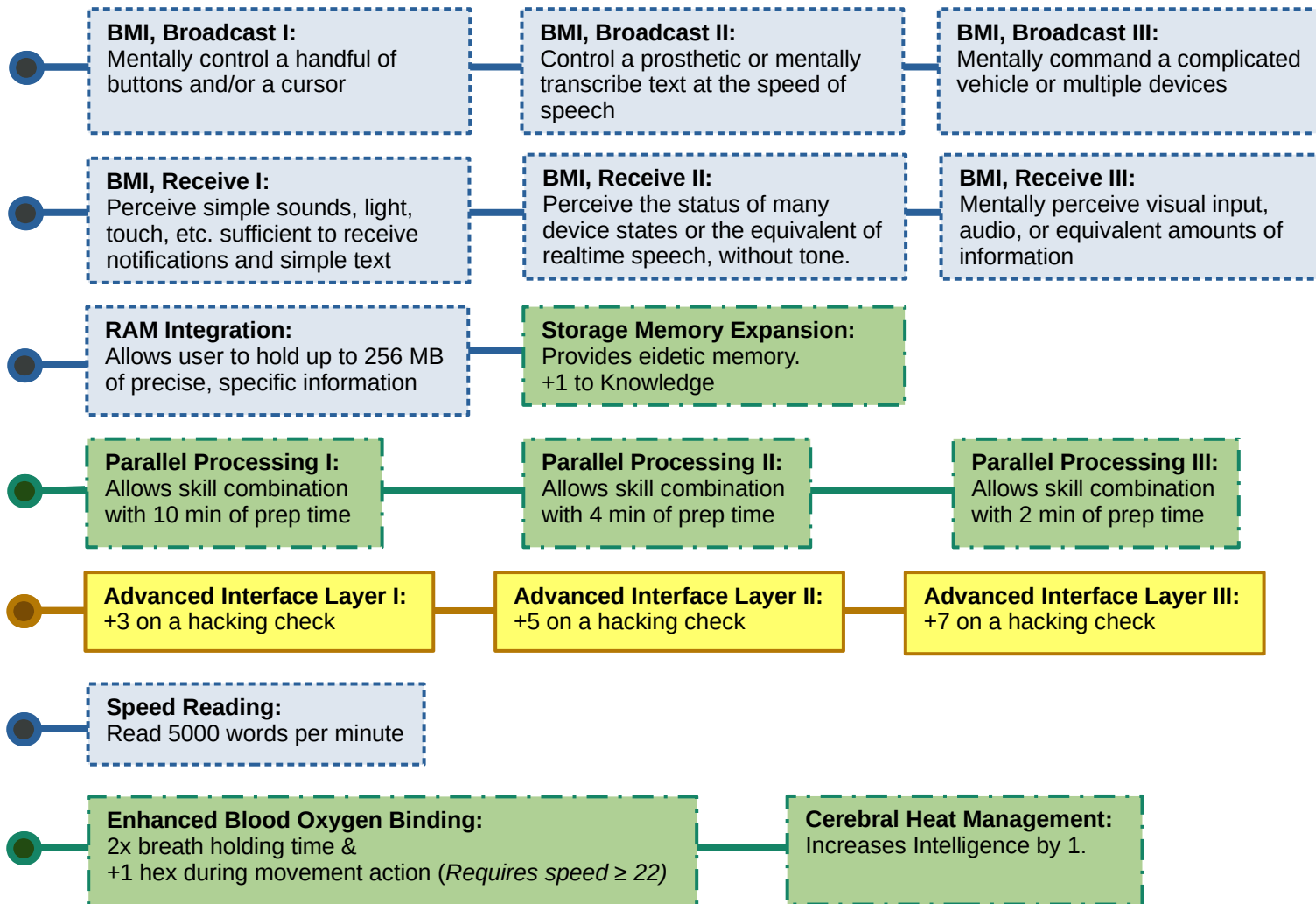


Mental — Skill & Ability-related Abilities

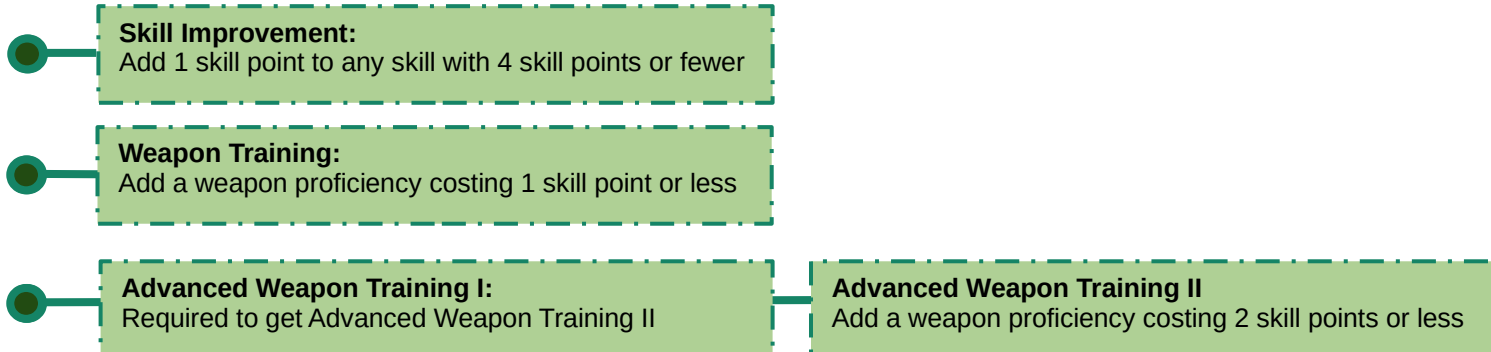


Augmentation + Ability Trees

Cybernetic Augmentations



Skill upgrades



Augmentation + Ability Trees

Synth Augmentations

