Fully Automated!
Solarpunk Tabletop RPG

Names

Date of creation
Place of creation
Species, Gender,
& sapience

Strength	Dexterity	Charisma	Intelligence	Observation	Knowledge	Endurance

Empathy		Acting		Situational awareness		Psychology	
Care		Charm		Detection & Analysis		Medicine	
Stealth		Intimidation		Assess Tech		Wilderness	
Will		Art, Music, + Culture		Research & Investigation		Law & Crime	
Athletics		Community Contact		Hacking Software		History & Geography	
Combat		Riding & Piloting		Hacking Hardware		Physics & Engineering	
Psionics						Chem & Molecular Bio.	

Combat Actions

HP

Speed

XP
Earned

XP
Spent

Family, Neighbors, & Acquaintences

Curriculum Vitae

Followers
Living Arrangement

Gear, Bio, Notes, etc.

Augmentations & Abilities

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

HP

Speed

Armor

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

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

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

Names

Actions and Items

HP

Speed

Armor

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

HP

Speed

Armor

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

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

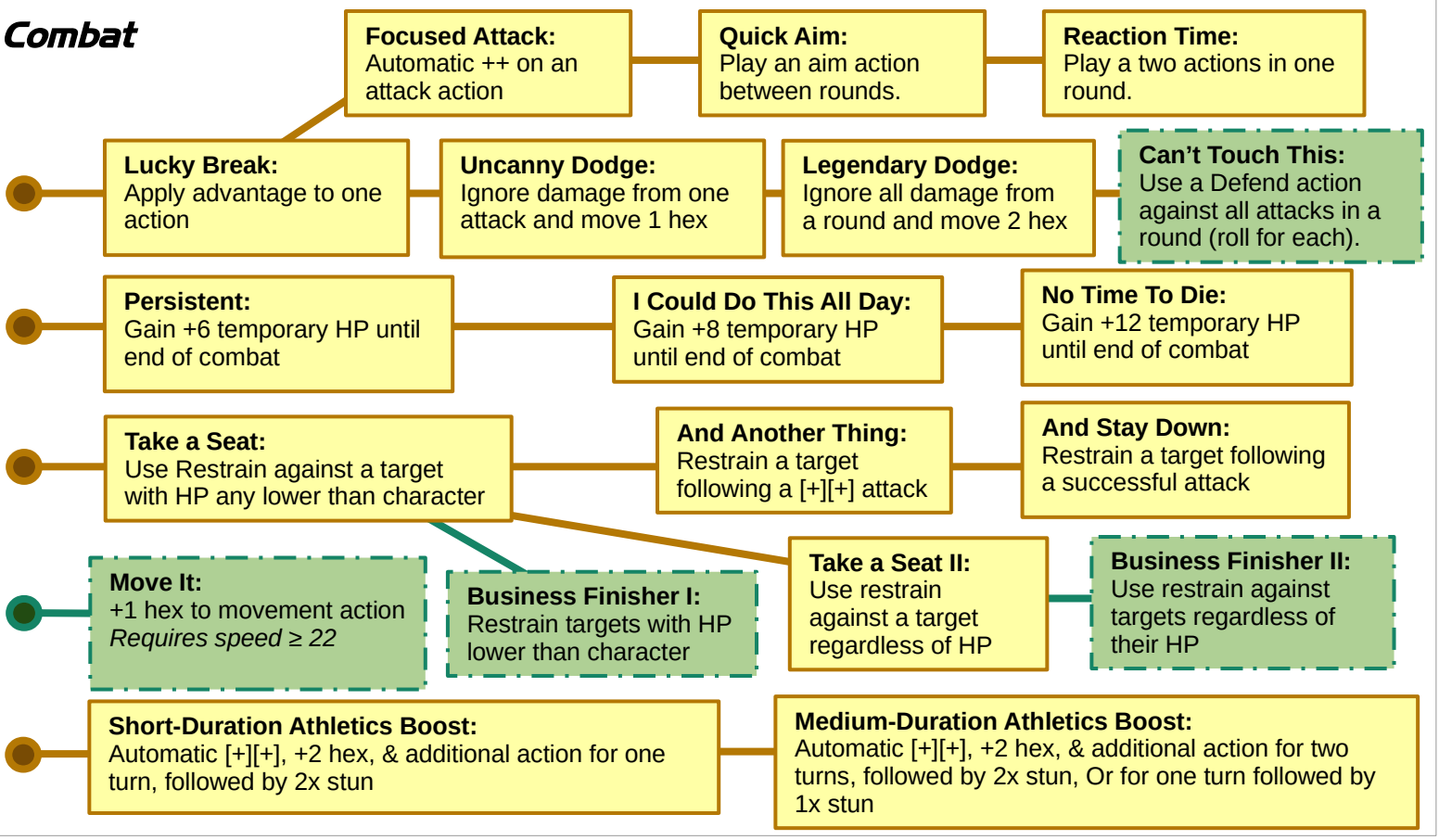
Exhaustible Abilities are abilities that can be used once and then are depleted until they are recharged through rest. If a player has two of the same exhaustible ability, they can use each one of them once independently between rests. In the trees below, they are color-coded yellow with a solid border.

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.

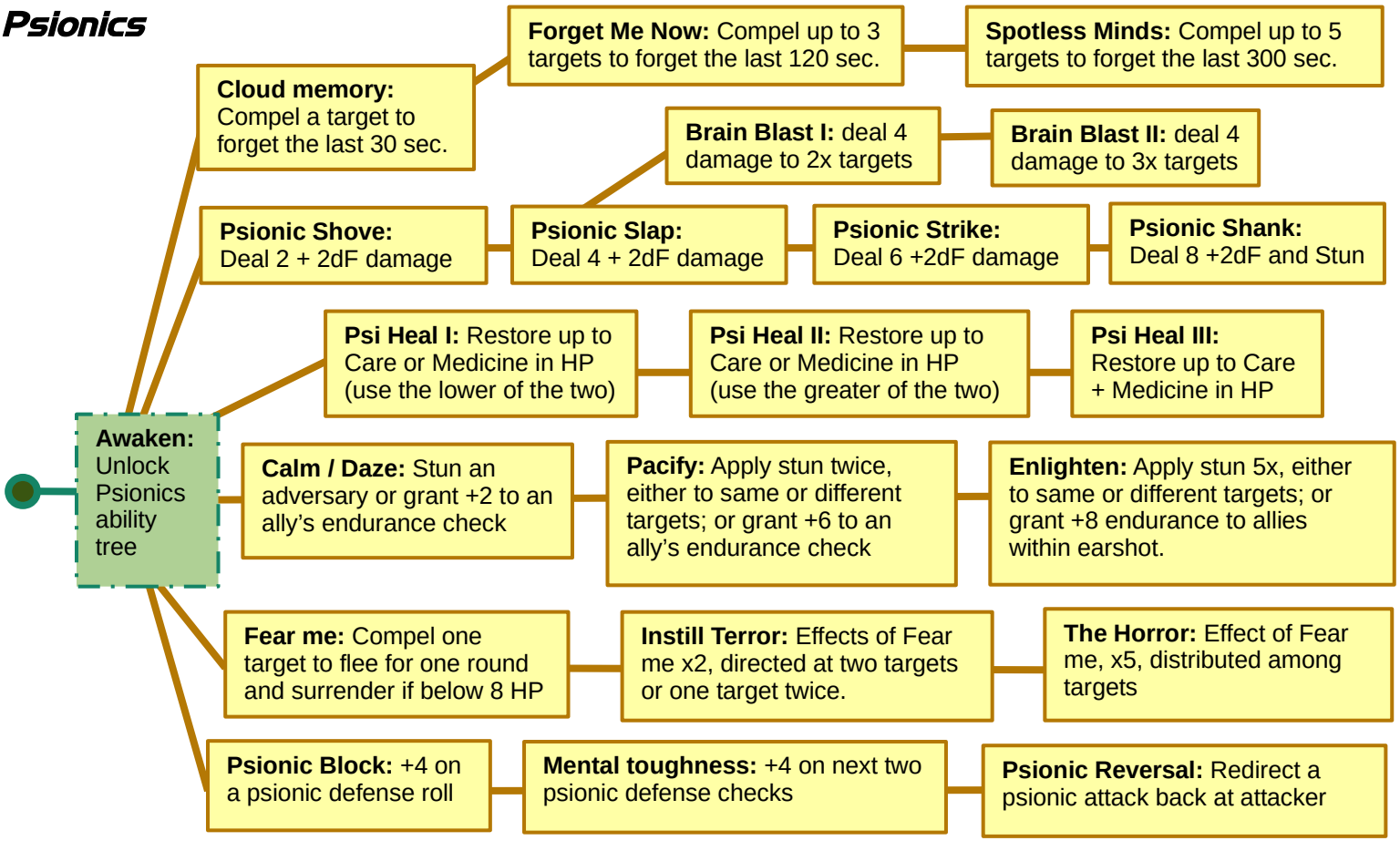
Non-mechanistic Abilities are abilities that provide roleplay benefits. These list no change to dice rolls, but GMs should interpret them to impact play however they see fit. These include things like being able to breathe underwater or generate ATP from photosynthesis. They are color-coded in blue with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

Augmentation + Ability Trees

Combat



Psionics



Augmentation + Ability Trees

Athletics - Strength & Endurance Augmentations

Resistance to Cold:
Indefinite operation >15°C (60°F)
Limited operation 10°C (50°F)

Resistance to High Pressure:
Negates effect of pressure
< 50 bar (500 m)

Radiation Resistance:
Negates damage from moderate radiation,
Halves damage from severe radiation

Resistance to High Heat:
No dam. from heat <60°C (140°F)
1/2 dam. from heat <90°C (195°F)

Resistance to Low Pressure:
Negates effects of pressure
> 10 millibar;
Slows ebullism 10x
(Does not affect respiration!)

Brain Trauma Resistance:
Negates stun effects of impact attacks;
Negates half of fall damage.

Fur:
Shift temp effects up by 10°C (20°F)

High G-force Endurance: Remain conscious up to 10 G
With Brain Trauma Resistance:
Remain conscious up to 20 G

Toughened Skin:
Provides permanent armor value of 1 (along with -1 dex)

Metabolic Efficiency:
Reduce caloric needs by ~40% and nutrient needs by ~10%

Photosynthesis:
Reduce caloric needs by ~20% when in sunlight.
Provides resistance to sunburn, but susceptible to radiation damage

Toxin Resistance:
Metabolize toxins 100x speed

Chemical / Toxin Production:
Produce 1 dose of a select chemical / day to be projected orally.

Claws:
Strike with Claws attack

Enhanced Endurance Training:
Required to get **Enhanced Endurance**

Enhanced Endurance:
+1 Endurance (Applies to HP)

Stature Enlargement:
+2 Strength, -1 Dexterity,
Automatic [-][-] on Defend actions (Applies to HP & Speed)

Elevated Gravity Strength Training:
Required to get Enhanced Strength

Enhanced Strength:
+1 Strength
(Applies to HP & Speed)

Cardiovascular Upgrade:
+1 hex to movement action
Requires Speed ≥ 22

Enhanced Strength II:
+1 Strength
(Applies to HP & Speed)

Agility Conditioning:
Required to get Enhanced Dexterity

Enhanced Dexterity
A tail and/or engineered myosin increases the character's Dexterity by 1

Cardiovascular Upgrade:
+1 hex to movement action
Requires speed ≥ 22

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

Hemispheric Cortex Desyncronization:
Hold breath twice as long with -4 INT when active; Alert sleep

Enhanced Blood Oxygen Binding:
2x breath holding time &
+1 hex during movement action
Requires Speed ≥ 22

Cellular Oxygen Efficiency:
Hold breath twice as long

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

(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

Telescopic Vision:
See far away objects clearly

Enhanced Sense of Smell

Enhanced Hearing

Nictitating Membranes

Augmentation + Ability Trees

Mental — Reason and learning Abilities

- **I See:** +3 on an Observation check
  - **Keen Eye:** +5 on an Observation check
    - **All Seeing Eye:** +7 on an Observation check
- **I Think:** +3 on a knowledge check
  - **I Know This:** +5 on a knowledge check
    - **Know-It-All:** +7 on a knowledge check
- **Theory of Mind:** +3 on a motive check
  - **Mind Reader:** +5 on a motive check
    - **Get Outta My Head Charles:** +7 on a motive check
- **Figure it Out:** +3 on a research, investigation, or problem solving check
  - **Hmmm:** +5 on a research, investigation, or problem solving check
    - **I've Done It:** +7 on a research, investigation, or problem solving check
  - **Science! :** +5 to a science or medicine check
    - **Move Over, God :** +7 to a science or medicine check

Mental — Assistance Abilities

- **Helping Hand:** +4 assistance to another player's check
  - **I Got You:** +6 assistance to another player's check
    - **Bro Moment:** +8 assistance to another player's check

Mental — Hacking Abilities

- **One Sec:** +3 on a software hack
  - **I'm In:** +5 on a network entry hack
    - **The Pwn-Zone:** +7 on a network access or use hack
  - **Sneaky-Sneak:** +5 on a network stealth check
    - **Clickity Clack:** +7 on a network hack speed check
- **Script Kiddie:** +3 on a hardware hack
  - **1337 Hack:** +5 on a device hack with physical access
    - **Jailbroken:** +7 on a device hack with physical access
  - **Remote Control:** +5 on a remote device hack
    - **Spooky Action at a Distance:** +7 on a remote device hack

Mental — Persuasion Abilities

- **Convincing:** +3 on a persuasion check
  - **Believe Me:** +5 on a charm check
    - **Trust Me:** +7 on a charm check
  - **Not Kidding Around:** +5 on an intimidation check
    - **Try me:** +7 on an intimidation check

Mental — Skill & Ability-related Abilities

- **Meditation, lvl 1:** Restore one spent ability after meditating 5 minutes
  - **Meditation, lvl 2:** Meditate 5 minutes to restore an ability instantly later
    - **Meditation, lvl 3:** Restore all abilities after meditating 2 minutes
      - **Meditation, lvl 4:** Meditate 5 minutes to Restore all abilities instantly later
      - **Transference:** Apply meditation effects to an ally
- **Putting it Together I:** Allows skill combination with 10 min of prep time.
  - **Putting it Together II:** Allows skill combination with 4 min of prep time.
    - **Putting it Together III:** Allows skill combination with 2 min of prep time.

Augmentation + Ability Trees

Cybernetic Augmentations

BMI, Broadcast I:
Mentally control a handful of buttons and/or a cursor

BMI, Broadcast II:
Control a prosthetic or mentally transcribe text at the speed of speech

BMI, Broadcast III:
Mentally command a complicated vehicle or multiple devices

BMI, Receive I:
Perceive simple sounds, light, touch, etc. sufficient to receive notifications and simple text

BMI, Receive II:
Perceive the status of many device states or the equivalent of realtime speech, without tone.

BMI, Receive III:
Mentally perceive visual input, audio, or equivalent amounts of information

RAM Integration:
Allows user to hold up to 256 MB of precise, specific information

Storage Memory Expansion:
Provides eidetic memory.
+1 to Knowledge

Parallel Processing I:
Allows skill combination with 10 min of prep time

Parallel Processing II:
Allows skill combination with 4 min of prep time

Parallel Processing III:
Allows skill combination with 2 min of prep time

Advanced Interface Layer I:
+3 on a hacking check

Advanced Interface Layer II:
+5 on a hacking check

Advanced Interface Layer III:
+7 on a hacking check

Speed Reading:
Read 5000 words per minute

Enhanced Blood Oxygen Binding:
2x breath holding time &
+1 hex during movement action (*Requires speed ≥ 22)*

Cerebral Heat Management:
Increases Intelligence by 1.

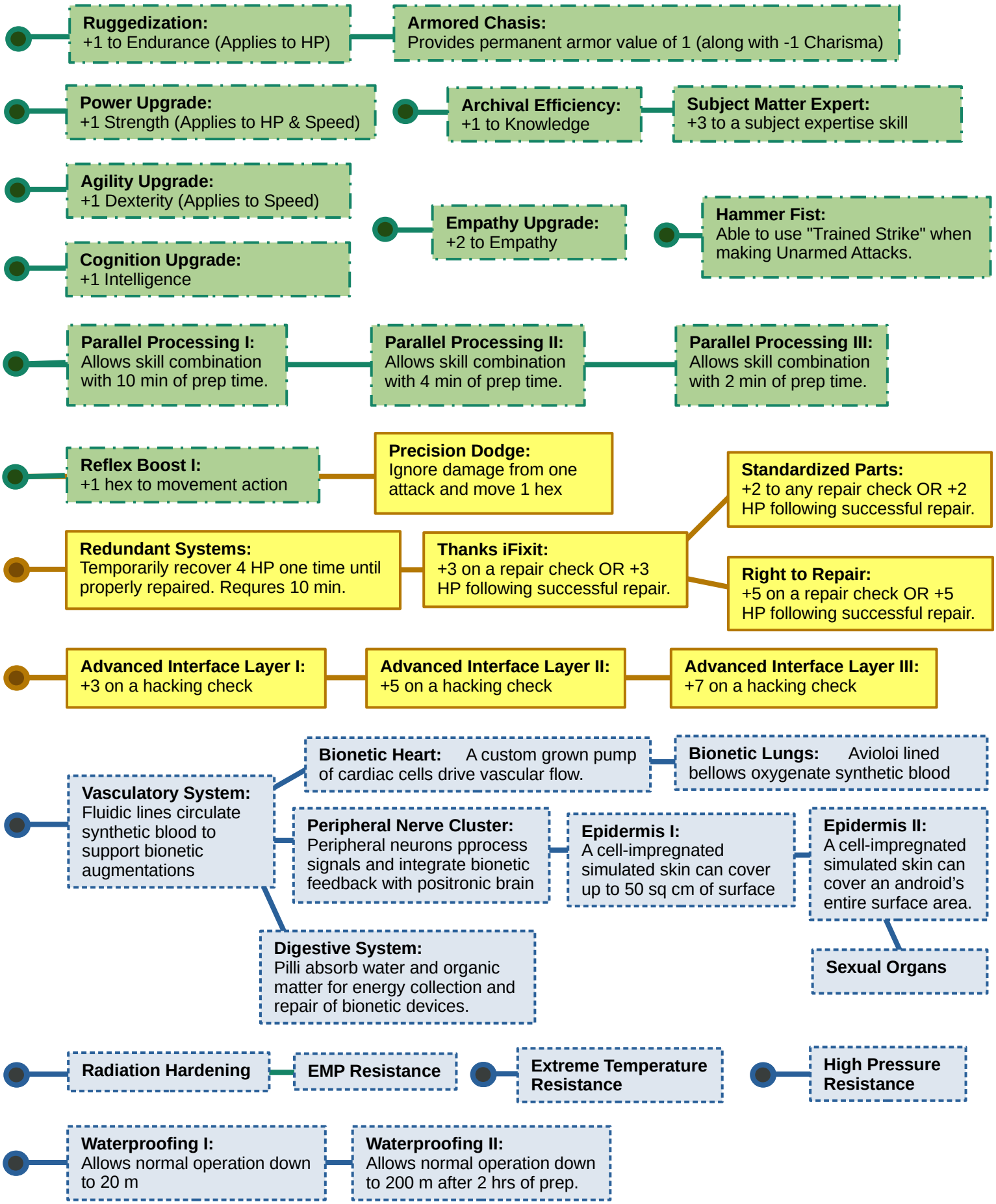
Skill upgrades

Skill Improvement:
Add 1 skill point to any skill with 4 skill points or fewer

Weapon Training:
Add a weapon proficiency costing 1 skill point or less

Advanced Weapon Training I:
Required to get Advanced Weapon Training II

Advanced Weapon Training II
Add a weapon proficiency costing 2 skill points or less

Augmentation + Ability Trees

Synth Augmentations