

<https://opendivesites.org>

Open Dive Sites provides a wiki-style catalog of scuba and freediving spots. These locations have names and exist as known sites because they are places that people find interesting. Obviously, this is useful for telling stories set primarily or entirely underwater, but even when this is not the case, being aware of these kinds of sites is useful. Often, coasts are thought of like national borders, across which we know little and never venture. Despite this lack of cultural awareness, these locations are a part of our landscape, and have huge impacts on where fishing, recreation, and transit takes place. Whether giving characters somewhere to retrieve a dead drop or just somewhere to meet for a friendly chat, existing dive sites can do a lot to add nuance and familiarity to geologic features that are often presented without distinct character.

<https://www.ngdc.noaa.gov/gazetteer>

This is the NOAA Undersea Gazetteer, and atlas of undersea features. It provides similar value to the open dive sites atlas, but much farther off land. Often, the ocean is depicted on maps as a gigantic, homogenous void. In reality, it has many of the features we have on land: topography, currents, areas that are fertile and flush with life and those that are harsh and unforgiving. If nothing else, this resource can help provide names and inspiration for how people who live off shore think about their lands.

<https://anydice.com/>

This reference is a bit different, but it provides statistical distributions for various dice rolls. When designing games, it can be useful to be able to tune the difficulty of or probability of an event. This can be a useful way to do so.

Principles and Moves

If you have been GM in the Powered By the Apocalypse, you may be used to having principles and moves to help keep you from getting tired and off track when needing to improvise as fast as the rest of the table. The following are optional, but may be useful:

Principles

- Sprinkle evocative details everywhere - what glows, what grows, what's pretty?
- Make the world seem real - what's worn/dirty, what's smelling, what's strange?
- There's always another bar nearby
- Name everyone, make everyone human
- Create interesting dilemmas where you can
- Be a fan of the player's characters
- Destroy your creations, don't protect them
- Ask provocative questions and build on the answers
- Sometimes, reflect a question back on the players

Moves

- Put the spotlight on a character
- Ask a silent player to describe the location ahead.
- Split the party / reunite the party
- Make their lives complicated now
- Give them a difficult decision to make
- Offer an opportunity, with or without a cost
- Tell them the possible consequences and ask
- Describe a challenge/villain's action elsewhere
- Activate stuff's bad side

How to publish Fully Automated! content

Fully Automated is being released directly into the public domain. That means that anyone can create and share stories, alternate rules, art, or whatever other material they like without needing to pay licensing fees or get approval from anyone. If this interests you, here is advice on how to get started.

Share it freely

Option 1 is to just dump whatever you want on the internet. We recommend readers share content to our Lemmy community at SLRPNK.net, but you're free to put whatever you want on a cloud storage site and share the link.

Join the FA! OG Dev Group

If you'd like to be involved in releasing content authored by the Fully Automated OG Dev Group, reach out. Our organizing structure is informal, but we operate primarily by seeking consensus, and using a majority rules vote for conclusively deciding major decisions like releasing a final draft. To join, just join our Discord Server (linked on our website) or contact us through any of our other channels and express interest. Anyone is welcome to contribute ideas and materials, and if someone contributes in a meaningful and/or regular fashion we then vote to add them to the dev group.

Publish professionally independent of the OG Dev Group

Alternatively, you can publish your own Fully Automated content independently from the OG Dev Group. This could be an independent project or within an alternative developer team. Perhaps you're part of an existing game publisher or would like to write game modules and pitch them to publishers. Maybe you'd like to fork the game and make your own version that is set in a different time or place, and you'd rather have complete creative freedom from us. Feel free. It's impossible for us to know at the time of writing this how active the OG Dev Group will be at the time you're reading it, but open source means open source: do what you wish.

We hope you'll reach out and collaborate if we're still active, but you're under no obligation to. Technically, the license requires you to credit us, but honestly, do we seem like the type to call our lawyer?

Real-world references

When creating adventures, a lot of flavor can come from using real-world references. Some of these may seem silly, but the natural world follows a lot of rules that most of us don't know about, let alone have the mental capacity to keep track of. Weather, tides, lunar phases, animal migrations, feeding, mating, etc. all are intertwined. Heat, sunlight, rain, wind, foods, and smells all impact large populations. Natural phenomena create skewes where a city as a whole may feel more tired, or anxious, or restless, or daring. Most people don't think about these at a conscious level, but if you want to create a cohesive world that reflects a change in lifestyle and attitude in which we're all more connected to our bodies and the environment, it helps to include these things. Trying to do so with roll tables is liable to make environmental conditions that are incongruent and incoherent in ways that we don't recognize consciously but break the sense of immersion. This is why we suggest picking dates, and using almanacs to supply some of these details.

www.openstreetmap.org & <https://earth.google.com>

One of the nice things about setting a game in our world is that there is no fictional setting with as much backstory and geography as our own world. Much has changed between now and when the game takes place, but the layout of today is a great place to start when looking for places for things to happen.

<https://www.wunderground.com/history>

Wunderground's history feature allows anyone to see what kind of temperature, humidity, wind, etc. was typical for a location at a given time.

<https://phasesmoon.com>

It's easy to check and see what time the moon rises and sets, and what phase it's in for a given day. If players want a dark night for something, they should consider this. If they know people who live on Luna, they're probably more likely to notice it in the sky, so telling them when it is and isn't visible helps with that.

<https://native-land.ca/>

This map of historic lands is useful for finding names and influences in a world in which dispossessed Native Americans have seen much of their land and culture undergo a major renewal.

<https://stellarium.org/>

This popular free open-source planetarium lets users see exactly what the sky looks like from any location on earth at any time in the past or future.

Discerning Success

While many games will classify a strict dice roll that constitutes success, we strongly encourage GMs to avoid perpetuating the expectation among players that a specific number entitles a player to getting the specific result that they may want. Players' rolls will vary substantially based on the number of players in a party, their specific specialties, bonuses they may get from a tool, and the abilities they acquire as they progress in experience. So although a 22 is a reasonable mathematical benchmark for success, we think it's folly to expect GMs to let math boss them around. If players are consistently rolling much higher, GMs should adjust their storytelling to maintain tension and challenge while still reflecting that the players are excelling in their performance.

Additionally, we recognize that some players may prefer to use different dice or systems. And on top of all of that, some d10 dice range from 1 to 10, while others are numbered from 0 to 9. It's for all of these reasons that in our written story modules, we don't present outcomes to dice rolls as specific numbers, but descriptive terms instead. The table below provides recommended values to help GMs interpret the manual.

Total Score	Classification	Example Rolls	
12	Decisive Failure	A very low roll (~6) on a very low Ability Score (~6)	
14	Failure	A low roll (~7) on a low Ability score (~7) with no modifiers or a low roll and low Ability Score without modifiers, or mediocre rolls and Ability Scores with negative modifiers.	
16			
18	Modest Failure	A low roll on average Ability Scores or vice-versa.	
19	Minor Failure	A slightly below average roll on an average AS or vice-versa.	
20			
21	Neutral	An Ability Score of 11 with a slightly below average roll	
22	Minor Success	An average person performing averagely at an unchallenging task	
23			
24	Regular Success	A capable person (AS of 11) performing well (roll of 14) An expert (AS of 17) with a bad roll (8).	
26			
28	Decisive Success	A capable person (AS of 11) in rare form (roll of ~17 or with a modifier); A proficient person (AS of 14) performing well (~14)	
30			
32			
34	Outstanding Success	An expert on a good day or a proficient person at their best. (17 + 17, or 15 + 14 and a +4 modifier)	
36			
38	Epic Success	A master at work: a roll of 18 on top of an Ability Score of 19.	
40	Legendary Success	This is only achievable with maxed out Abilities, maxed out Skills, an outrageously rare roll AND a modifier bonus on top.	

Advice for creating conflicts

This was adapted from an ongoing campaign that started with the introductory module of the [Corporation cyberpunk RPG](#), but diverged from the source material immediately because the culture of the future felt so dated in its nihilism. At the time, we had no familiarity with solarpunk as a genre, but after playing a more optimistic version of a cyberpunk game for years we discovered a name for what I felt was strangely absent in the gaming market. But the starting element of cyberpunk remains influential. GMs should consider how much they want to employ cyberpunk as a substrate onto which they write. There are some people who will go out of their way to reject this completely. Books like “Psalm for the Wild Built” provide a great representation of a story that fully rejects cyberpunk. Conversely, many stories – including many RPGs – are now finding new ways to use cyberpunk tropes in a way that moves beyond its capitalist critique roots and explores liberation philosophies. This game is meant to accommodate diverse tastes, but it should be clear that using cyberpunk for inspiration is no taboo. It's a body of work that is familiar, which makes it useful.

People have looked at this game and either asked, “Where's the conflict in a utopia?” or “It doesn't really seem that utopian if there's this much conflict.” And we point out that we never claim that this game world is a utopia. If you've read much of it, it should be clear that we reject the concept. If someone wants to, they're free to take any or all of this game and use it for a cyberpunk campaign, if that's their interest. One could make it a dystopia, in the original meaning of the word: a fake utopia masking a sinister reality, often in which comfort or security has been paid for with freedom. That's obviously not our taste, but it's worth stating it directly to free anyone looking to write stories from the burden of trying to live up to some perceived ideal. Banish the thought. Just tell stories. And if they honor life, this is probably a good system to use.

- Imagine a cyberpunk story, but set it in a world where such behavior is aberrant. A wealthy businessman is performing unethical human experimentation. An assassin is hunting freedom fighters. A machine intelligence is paying a gang to steal parts for a doomsday weapon. Take any cyberpunk plottook and simply situate it in a world where such crimes are shocking and uncommon, and accountability for perpetrators and justice for victims is the status quo.
- Think of the dissidents. A group of humans will never be in full agreement. Who disapproves of the status quo? Anarcho-capitalists who wish to return to a form of capitalism? Nativists who disapprove of free migration? Lower class revolutionaries who think the current order doesn't go far enough? Nihilists seeking chaos for entertainment or to prove some point? Imagine anyone intent on imposing their will on others and how they might go about doing it.
- Ask what temptations exist. Who holds power, and what circumstances could lead them to use it in a way that they shouldn't? A scientist might attempt to build a dangerous energy source out of a hubristic insistence that it will benefit society. A chef may hire a spy to sabotage a rival or steal their greatest recipe. The chair of a

food co-op might make a deal behind the membership's back to award a major contract to a blackmailer. Even in paradise, human weakness can always create opportunities for bad actors.

- Consider problems that aren't caused by a person or persons. Accidents, natural disasters, and medical emergencies can create the need for a hero to spring into action without a villain causing the problem.
- Recognize that not all antagonists are villains and every villain has their reasons. There are still disagreements in any world, and instances where justice isn't available. Design the antagonist (or antagonists) so they are the hero of their own story. Consider a problem or moral injury and then envision a righteous crusader unshackled from ethical boundaries. Gravitate towards plausible, interesting conflicts between well intentioned parties whose interests have set them on a collision course. If you go too far and the players decide the antagonist is right, that's not a problem at all. A crisis of conscience leading to the team switching sides is a fun story to play

Miscellaneous

The following articles and presentations don't have any natural place in this manual, but interested us in some way that felt useful enough to share. Some have links to interesting ideas, some neat images. None are meant as direct endorsements of any project or company.

[What is Solarpunk? One thing or many? \[Solarpunk Stories\]](#)

[7 Flavours of Solarpunk Setting \[BAKEFOLDRPRINT\]](#)

[What Is Solarpunk Architecture and How Does It Fit Into the Built Future? \[Architizer\]](#)

[Agritecture Consulting Portfolio](#)

[To Each According to Their Space-Need: Communes in Outer Space \[Space Policy\]](#)

[Porous Public Space: People + Rainwater + Cities \[American Soc. of Landscape Architects\]](#)

[Streets Illustrated: Seattle Illustrated Street Types & Standards \[City of Seattle\]](#)

[Camden's Organisational Design in 2053 \[Ian Gilson on Medium\]](#)

[2022 Utopia Award Nominees \[Android Press\]](#)

Preparing maps in a Virtual Tabletop

These instructions are based on Roll20, but should work for other virtual tabletop programs as well.

1. **Import the full map image** without the hex grid overlay
2. **Set the hex grid overlay** using the number of hexes or dimension settings in the table above.
3. **Adjust the size, number, and dimensions if needed.** You may want to compare the hex grid to the gridded map image, but ultimately, set it to your liking.

Designing combat maps

There are many guides online for making combat maps. Here is the approach that we've found effective for this game.

1. **Decide on a setting:** An apartment, a library, a forest, a park, an alley, a museum, a farm, a restaurant kitchen, a locker room, a brewery... whatever.
2. **Search for floor plans** of the environment you have in mind. You can start from scratch if you like, but architecture is a subtle and challenging art. Real-world places are designed with purpose and functionality in mind, and their proportions, exit routes, and layout have a realism to them that is hard to match.
3. **Create a new file in a vector graphics program** in one of the standard sizes listed above. The four sheet size is recommended. You don't need to use the entire space, but starting with less than four pages can be confining.
4. **Paste one or more floor plans into your preferred vector graphics program**, and begin adjusting the size. If you're using a real-world floorplan, try adjusting the size so that a single hex matches a door frame. Then try scaling a bit larger and a bit smaller, and see what feels right.
5. **Start drawing over the floorplan.** Using the floorplan as a general template, lay out the walls, doors and furniture. This process helps make sure barriers and objects align to the hex grid a bit more closely and avoids having objects positioned where it's unclear if they are or are not adjacent or overlapping with a given hex space. In Inkscape and many other programs, you can also convert raster images into vectors.
6. **Share your finished map.** Readers are encouraged to post their combat map to our Lemmy community on SLRPNK.net or wherever else others can find it. Please consider sharing a version with and without the hex grid overlay.

Preparing Combat Maps

The standard combat maps consist of hexes that each represent 0.75 m in space, and are intended to occupy 0.75 inches. Standardized map sizes are made in relation to standard 8 1/2 x 11" print paper sheets. Below are map sizes based on the number of 8.5" x 11" printer pages they require.

Map Size	Printable Dimensions [in]	In-game Dimensions [m]	In-game Dimensions [ft]	Hexes	Area [ft ²]	Area [m ²]
One sheet	10 x 7.5	10 x 7.5	33 x 25'	15 x 10 hex	825 sq ft	75 m ²
Two sheets	16 x 10	16 x 10	53 x 33'	24 x 15 hex	1750 sq ft	160 m ²
Two sheets (Long)	32 x 7.5	32 x 7.5	66' x 25'	30 x 10 hex	1750 sq ft	160 m ²
Four sheets	21 x 16	21 x 16	70 x 53'	30 x 24 hex	3700 sq ft	345 m ²
Six sheets	24 x 21	24 x 21	80 x 70'	36 x 24 hex	5600 sq ft	520 m ²

Printing pre-made maps

To prepare printed copies of premade maps:

1. **Print out a PDF version with the smallest margin your printer will allow.** Because different printers have different dimensions for their printable area, the PDF images extend to the edge of each page, and users are advised to instruct their printer to shrink the page to the printable area.
2. **If the map is a multi-page map, trim off unprinted areas** where they overlap with an adjacent page.
3. **Align adjacent pages.** The edge hexes of adjacent map pages are present on both sides of the seam to ease with alignment. If necessary, a bit of backlighting can assist with aligning adjacent pages. Secure the pages temporarily with masking tape or sticky notes so that they can be adjusted before permanently securing them.
4. **Secure the pages with permanent tape.** Once all pages are satisfactorily aligned, use permanent tape to secure the pages on their back side, and clear tape to secure the seams on the front side.

A tax auditor investigating claims of waste dumping

Cost	Attack	Range	Weapon	Threat profile	Portability / Concealability
2	Improvised throwable	4	Yes	1	3
0	Claws	2	Yes	1	2

A reservist called out to a biorefinery explosion

Cost	Attack	Range	Weapon	Threat profile	Portability / Concealability
0	Sticky Foam Spray	2	Yes	1	2
0.5	Knife	1	Yes	1	2
0.5	Crowbar	1	Yes	1	1

A reservist called out for a missing child search

Cost	Attack	Range	Weapon	Threat profile	Portability / Concealability
0	Punch	1	No	0	3
2	Sonic Spear	2	Yes	2	1

A beach and parklands warden keeping stakeholders safe

Cost	Attack	Range	Weapon	Threat profile	Portability / Concealability
0*	Chitin Arm	1	No	0	3
1	E-baton	1	Yes	1	2
1	Rifle	6	Yes	2	0

A courier tasked with getting a rare syn-tissue across LA in a storm

Cost	Attack	Range	Weapon	Threat profile	Portability / Concealability
0	Punch	1	No	0	3
2	Gecko Whip	4	Yes	2	1

NPC Combat Action Starter Packs

Below are a collection of weapon skills that could be used for a variety of character types. Note that they include numerous weapons that aren't among those found in the provided attack descriptions. Ultimately, those weapons and attacks are meant to be a starting point for players and GMs to make what interests them. For some, readers may prefer to simply reskin an existing attack with a new name. But don't be afraid to make up new attacks with interesting effects, and then share them with the developers and community.

An undercover investigator infiltrating a monster breeding group:

Cost	Attack	Range	Weapon	Threat profile	Portability / Concealability
0	Punch	1	No	0	3
1	Sling/Slingshot	5	Yes	2	2
0.5	Nerve Spray Canister	2	Yes	2	2

A trained peacekeeper steward at a large, inebriated, concert

Cost	Attack	Range	Weapon	Threat profile	Portability / Concealability
0	Punch	1	No	0	3
(1)	E-baton	1	Yes	1	2
2	Trained Strike (Comes with E-baton)	1	No	0	3

An trauma investigator called out to a psychotic breakdown.

Cost	Attack	Range	Weapon	Threat profile	Portability / Concealability
0	Punch	1	No	0	3
2	Wrap Staff	2	Yes	1	1

An ecology auditor mapping a sewer complex

Cost	Attack	Range	Weapon	Threat profile	Portability / Concealability
0.5	Rock Pick	1	No	0	1
0.5	Flash gun	4	No	0	2

A representative trying to calm tensions between two feuding hab-blocks

Cost	Attack	Range	Weapon	Threat profile	Portability / Concealability
0	Punch	1	No	0	3
1	Disarm/Pin	1	No	0	3
1	Microdarter Pistol	6	Yes	2	0

89	Plungjet is a Psilocybin farmer and operator of a semi-therapeutic, semi-hedonistic trip-space. On spare days he volunteers at the animal shelter.	Skilled Horticulturist, Psychic,
90	Hollywood Spider-man: acrobatic performer who busks along the touristy part of Hollywood Blvd. dressed as Miles Morales 2199. Sometimes out of town touring with various circuses. Does not respond to anything else when in character. Is always in character.	Performer, Responder
91	Iceray / Raymond Cabling: a general neighborhood fixer located in Beverly Hills. Serves as a protector with the LACOP. Typically found at the West Hollywood park along La Cienega.	Responder, Shady, Mechanic
92	Kelsey Vanezuela. Blind concert promoter and architecture buff. Kelsey lives in the valley, but can be found at the best classical music concerts in Pacifica.	Educated, Yenta
93	Health inspector Grant. Grant Toyota is a health inspector that can show up anywhere in the city. They take their role seriously, but can be a little proud of their own abilities in evidence hunting.	Educated, Investigator Aug: enhanced smell
94	Bison Cowstein, is a Drag Queen in Burbank. In the early hours of the morning, they take on client work in mediation and legal services.	Performer, Psychology
95	Bigsby Manuŝya is a chimp paramedic who lives in Griffith Park with the Manuŝya troupe, but travels all over the city when on EMT duty. They take the lift when they can.	Responder; Healer Aug: bionic heart
96	Benny Goldenrod is a jitney driver based out of Los Feliz. He can be found biking folks around central LA, and at the Slick Duct Bikeshop if it's raining.	Mechanic
97	Vina Second carries out Constituent services supporting LA's current congressional reps. She attends muslim, protestant and catholic services in strict rotation. She's good at discrete enquiries.	Educated, stealth
98	Gary Pesci, fish farmer, runs the 'Friday Cathedral of Aquaponics' on Banta Road. He is always keen to link up with new restaurants and will take days to tour the city to find new chefs and food trucks.	Mechanic, Horticulturist, Observation Aug: Claws
99	Polo Rolo, "information trader" of claimed Martian extraction, Gnostic seeker. He is self described as 'skilled at law and crime', but isn't really good at either.	Yenta, Yenta, Educated