Pantheism & Panentheism

Pantheism is the belief that the divinity of what we call god is actually the underpinning of our reality, and that all is god. Panentheism is similar, but holds that although god is suffused through the universe, a deity exists that is unknowable but distinct. It defines a distinction between the creator and their creation, but embraces similar philosophical themes and moral attitudes.

Tribe of the Jengu

The Tribe of the Jengu is one of many historical pagan faiths to find new adherents. It is a loosely defined animist spiritual identity that worships the seas, oceans, their ecosystems, and water cycle. It is particularly popular among aguamodos, though by no means limited to them.

Sean Bodley

Social Media

The social media landscape offers ample fodder for interesting thematic and mechanistic elements. GMs have a lot of latitude for interpretation of how this space works. From a predictive standpoint, the authors of Fully Automated assume that the social media environment of 100 years in the future will be as alien to us as the culture and effects of modern social media would be to the people of the 1920s. With this in mind, we've approached this writing challenge by first assuming many modern conventions – message boards, group chats, viral content – and then viewing these elements through the structure of an immersive, high-bandwidth, decentralized, open-source web. Algorithms are transparent, platforms are open, and accounts are portable. The modern Fediverse architecture is a primary source of inspiration. Although it's understood that any reference the Fediverse anyway because it offers players a modern reference point to visualize what an open web looks like, and because we hope to endorse and popularize present-day movements to decomodify the internet.

Follower Counts

Each character's follower count is meant to represent the unique individuals that follow them across all platforms. For some characters, this may be personal friends and acquaintances, as well as friends-of-friends. For others, it includes people who share their hobbies and interests and have encountered them tangentially through posts and comments they've made. For characters with a high-profile public role, regular creative output, or recognition within a field such as competitive sports, this includes fans, journalists, and others in their industry.

Follower counts in game are appended with the suffix "Public," "Quasi-Public" (or Quasi-Public), or "Restricted" to indicate a character's level of public accessibility. This is (as with most things in this manual) intended to represent a simplification of how things really work. Readers are encouraged to imagine that tools for understanding relationships are integrated directly into the social media navigation experience in a way that enables people in this era to maintain connections to a much broader network than is natural today. Visualizing network maps and quickly summarizing how people are related to one another and various groups is so natively integrated into the social media experience that if a player views the profile of anyone who commented on a post, they'd understand how they and this person are connected even if they aren't immediately familiar. In practice, this may feel similar to the way we might infer some knowledge of a stranger in a town market based on a recognizable family resemblance to others who are known to us.

In this way, even players with tens of thousands of connections will understand unfamiliar people as a distant neighbor or as the former romantic partner of an old schoolmate rather than as a mysterious stranger.

Gnostic Seekerism

Gnostic Seekers – which comprise ~15% of the faith – share a belief that the truths are our civilization's providence and destiny extend beyond the information known and cataloged by science. Many integrate historical mythologies, such as the belief that Christ or other prophets were extraterrestrial visitors, or that the descendants of the ancient Martians or other extrasolar races watch our progress either from afar or concealed among us. Gnostic Seekers are typically welcome at nondenominational Seeker conferences and clubs, though it is not unusual for the interactions between Gnostic Seekers and the others of their movement to become acrimonious.

Paganism

Paganism is the broad umbrella term for faiths which predated and were often suppressed by the expansion of Christianity. Many were polytheistic and exalted elements of the natural world. During the early 21st century, practice of the historical Abrahmic faiths underwent a continuous decline as their themes were found insufficient by a growing number of people. As the challenges of the world become more present, the need for new answers inspired a reexamination of many ideas previously suppressed by the dominant monotheistic faiths that only accelerated once the Eden Caverns were discovered. Below are a collection of popular faiths and philosophies common within Fully Automated.

New Animism

Animism is the belief that a spiritual essence resides within everything. This concept arose independently across many belief systems, from those of the first peoples of the North American Continent to the Shinto faith of Japan. New Animism is a revival of this way of viewing the world that assumes that appreciation and reverence can imbue rocks, animals, plants, formations, landscapes, celestial objects, the memories of the deceased and anything else with an animating spirit. This may manifest in the form of worship of a primary focus such as Sol worship, Luna worship, or Gaia worship. It can be hard to classify the reach of New Animism, because although it is not the primary descriptor used by most people, the philosophies of New Animism have become ubiquitous throughout culture since its explosive resurgence during the 2160s.

Legacy Paganism

Some people like to keep it old-school. Wicca, Occultism, Mezoamerican, Egyptian, Norse, and Celtic pantheons all are appealing traditions to many people.

In addition to listing a character's number of followers, characters also classify how open their digital network is. These three general categories help distinguish people who are known broadly but shallowly from those known to fewer people but known well. This is particularly useful for clarifying whether a low follower count is an indication that someone is unremarkable or that they're just selective in who they want paying attention to them.

"Public" indicates that a character's content is widely available to anyone who wants to view it or connect with them. This is the case for most content creators, representatives, major public servants, cooperative leaders, etc.

"Quasi-private" indicates a character's network is widely accessible, but not freely accessible to all. They may apply conditions on who can follow them based on the number of shared contacts. They may or may not approve all their followers, but they probably can explain at a glance why anyone in their network is in it. That doesn't necessarily mean they've met, but they can see how this person would know them from a glance of a follower's profile summary.

A setting of **"Restricted"** indicates that a person exercises careful oversight of who can view content that they share. They likely know everyone they network with digitally on a personal basis. At very high follower counts, they may not be personally familiar with everyone, but they know exactly how they're connected, such as through a carefully organized collective. If should be assumed that anyone with a Restricted network would probably trust anyone in that network like family.

Ownership and Guardianship

Defining what kind of ownership exists and what forms they take is a natural point of curiosity and confusion. There is no simple answer. Ownership by virtue of financial claim is no longer typical. The term "owner" is still used to describe certain roles like a "restaurant owner" in the sense that a person may have primary authority over the operation of something due to their crucial role. Ownership is described or mentioned many times in this manual, but ownership with dominating power over people more directly involved (such as in the case of modern-day sports team ownership) is untenable. People forced to meet the whims of an individual operating in conflict with the preferences of a majority of partners would find their control quickly checked. As long as a leader of an operation is not operating in a way that is flagrantly unfair or depends entirely on inherited privilege, readers are encouraged not to worry too much about using the word "owner" when playing. If players or GMs need a better word than ownership, guardianship may often fill this role.

Legacy Faiths

Most current religious movements persist, though possibly quite changed, and players are encouraged to make use of these. The following examples represent a far-from-exhaustive list:

- Judaism
- Islam
- Christianity
- Sikhism

- Buddhism
- Hinduism
- Zoroastrianism
- Bahá'í

Seekerism

Seekerism is a movement founded on the search for meaning guided by our awareness of the existence of at least one advanced technological civilization which visited our star system millions of years ago. Some factions emphasize species-unity and local stewardship. Others emphasize growth and independence (see [the discovery of the Eden Caves](#) and [Mars](#) for more information). Seekerism means very different things to very different people. Many Seekers may practice seekerism alongside another set of traditions. Priests of the faith are known as Navigators. Below are the largest groupings and their distinctions.

Contemporary Seekerism

Contemporary Seekerism is a broad definition that encompasses ~45% of Seekers who view the lesson of the faith as to seek meaning and fulfillment through humility, self-examination, and a commitment to serve one's community. It shares many tenets with Humanist philosophy, often blended with traditional moral lessons and teachings of new animism. Some Contemporary Seekers are quite devotional, though many are casual in their practice. Numerous denominations exist within the umbrella of Contemporary Seekerism while employing distinct practices and ordaining their own Navigators.

Cosmic Seekerism

Though internally diverse as well, Cosmic Seekerism distinguishes itself from Contemporary Seekerism by a grandiose outward-facing vision. Cosmic Seekers believe that the search that defines the lives of all lightforms originating from Gaia are to find their brethren and join them among the stars. They are expansionist by definition, and take "the search" to be a literal one: find active extraterrestrial civilizations. Conquer death. Spread the human civilization over galactic scales.

Roughly 35% of Seekers identify as Cosmic Seekers. Most get along with other Seekers despite palpable friction in ideology.

Playing Stealth Encounters

First, we have to acknowledge the elephant in the room: in the future, sneaking undetected through somewhere people don't want you to be is going to be very, very hard.

Cameras have become outlandishly cheap, and combined with machine learning that can recognize people and situations, it's going to be hard to creep around undetected. Additionally, we already have LIDAR which is increasingly common even in cell phones for visually rendering a 3D environment, and to top it all off, there already exists rudimentary radar systems that can identify human shapes within a 3D space through walls using Frequency-Modulated Continuous Wave radar (FMCW) and other forms of mm-wave scanning. It's quite cheap, and uses similar electronics to those found in a Wi-Fi router. Taken together, in the future it's not hard to have nearly flawless spatial observation of most places. So how could someone possibly sneak through anywhere?

The key is to recognize a universal truth: the greatest challenge of every security system is not figuring out how to keep people out, it's figuring out who to let in. Any environment can be kept secure if you deny access to everyone. But something that is completely inaccessible is unusable. The lesson from this is that stealth operations should largely eschew some of the common staples that we see in fiction such as person-sized ducts that allow characters to move through conveniently unmonitored areas and laser sensors that must be evaded with gymnastics. If you want to include either of these, you certainly can. But instead of relying on them, we suggest training players to find ways to exploit systems the way people do in real life: by figuring out how to trick the system into confusing them with an authorized user. This can include adopting disguises, entering a space piggybacking on the credentials of an authorized user, spoofing detection systems, and inventing reasons for a security system to expect an outsider, such as finding a way to create a maintenance request.

The most valuable technique we can advise to plan security intrusions in a world where surveillance is so ubiquitous – especially for people not confident in surveillance and security technologies – is to imagine that technological systems impose a similar challenge as a modestly attentive security guard in every monitored room or hallway. To bypass such systems, one should ask how they'd trick a guard into falsely reporting the absence of suspicious activity. Maybe it's by getting mistaken for an authorized entrant, or maybe its by getting such a guard to look away. But if players and GMs keep this level of oversight in mind, it not too hard to design a security system that feels consistent with the times.

See the [stealth mechanics](#) in the gameplay rules for details thereon.

Facilitation and Auditing Agencies

Facilitation and Auditing agencies are investigative groups responsible for enforcing transparency agreements and other legal or regulatory obligations. Their cultures and purview vary widely. Some are highly professional and structured. Others are loose collections of freely acting agents. Their chapters operate in most cities, whether as small, local organizations, or large centrally managed ones. Some example groups are presented below.

Chyme Affinity Group

People are People is the official motto of this Agreement broker group. They offer training in cognitive empathy, diplomacy and connection building. Members are sometimes interested in a specific social struggle, or entered through the world of team performing arts. They tend to favor face-to-face meetings, and can generally keep even a large crowd in productive discussion.

Square Deal Agreements

One of the few agencies headed by a Synthetic Intelligence, and structured following numerical patterns that outsiders sometimes suspect is an elaborate joke. Square Deal are rigorous auditors, forecasters and supporters of interesting large ideas. They also carry out a lot of idiosyncratic work, or respond to Emergency Calls that you wouldn't expect. When asked, most members laugh and say "It's for the dataset!"

Wider Circle Aggregator

Everything we do impacts everything else. When assessing that impact, knowing where to draw the boundary line is art as well as science. WCA specialize in ecological impact assessment, and are generally agreed to be a good voice for the speechless stakeholders. Some members have been heavily tied into wild envoy programs, seeking and tweaking balances in new ecologies in arcologies, space stations, and outdoor terrestrial environments.

Understorey FAA

Even in 2100, Los Angeles is still riddled with antique concrete storm drains, forgotten pipes and overbuilt attempts to protect the city against occasional mega-rain events. Tracking and negotiating impact on flood risk, water rights, and filtration needs is specialist work, not least because it involves confined spaces, anaerobic bacteria colonies and earthquake shuffling of hollow areas.

RoadHog Auditors

Self declared knights of the road, members of this agency frequently draw on media ideas of noble questors, mounted ronin or biker-vikings. They specialize in historical understanding of laws and agreements, both where an old law is no longer compatible with modern society, or where an old tax has not been applied, and problems are beginning to escalate as a result. The 'problems' may not appreciate their intervention though, and that's the way they like it.

Immersing Players

When planning and running campaigns, we advise readers to consider the lighting and weather conditions of the day; a day's place in the seasonal cycle; and the demands our bodies make of us over the course of a day.

In the present day, most of us frequently pay little mind to things like the phase of the moon, because it rarely enters into our life. In this world, a lot of small changes in behavior have made the natural world more present in people's lives, and as a result people generally hold a greater awareness of these things than we do. For instance, in the present many people have a natural awareness of the next major holiday coming up (especially if they determine when we next have a respite from work or study). We notice and anticipate the arrival of Halloween because preparations must be made. Parties are planned. And we also recognize the approach of the seasonal holiday periods with the awareness that work may pause for some and pick up for others.

In the world of Fully Automated, the day one might select for a date is less set by the number of days to the next weekend, because schedules are far less constructed around work. Instead, it's far more likely impacted by what night is going to have a great sky. Instead of looking forward to the fourth of July weekend, people may be looking forward to the early summer vegetable harvest. In the same way many of us check the traffic conditions as we get up, people in the 2120s check the surf report. And in most RPGs, the character is a hollow vessel that only feels damage taken and energy levels available for performing actions. We encourage people to imagine when they are most creative. When they need coffee, and the feeling of caffeine metabolizing. What time they eat, and whether it's a heavy meal or light one. When they need to use the bathroom, or if they're managing menstruation on a given day.

We advise GMs to get in the habit of describing the weather, and players to get in the habit of asking and describing how they clothe themselves for the moment.

Keep in mind that unlike the present day in which most of us spend most of our time within shelter, this is a world with far more outdoor and hybrid spaces, like covered patios and sunrooms. It's common to build large windows and operable skylights. Instead of heating and cooling every room to roughly 72 degrees everywhere all year round, it's common for indoor spaces to be warmer in the summer than in the winter, and people dress to be comfortable within this practice. By taking just a moment to picture environmental conditions and then using clothing as a way to relate to what it feels like to be a character in a body in that world, we hope readers will be able to better internalize these subtle culture changes quite naturally, and communicate this subtly foreign experience without a lot of additional effort. Much like choices in NPC background, the background presence of natural cycles is a big way in which GMs and players can communicate the uniquely solarpunk qualities of the world.

result in them encouraging unnecessarily costly approaches, riding roughshod over other stakeholders or undermining other members in the group due to egocentric impulses. The label is applied as a criticism of what may be viewed as reactionary extremists looking to find fault with any plan that is broadly popular.

Anti-expansionists are those who oppose human settlement off Earth. Their reasons include an insistence that resource use off earth is misdirected or that offworld development is morally injurious towards the exalted mother Earth. Some consider it a slippery slope to a far future in which Earth is abandoned, neglected, or otherwise taken for granted. Among anti-expansionists, attitudes towards Seekers range from hatred to pity.

Gaia's Womb is one of the most visible anti-expansionist organizations and operates primarily through public awareness campaigns and political organizing to obstruct the construction of space-related infrastructure.

Gaia's Spear is a militant offshoot of the already somewhat militant Gaia's womb. They pursue the same goals, but with a by-any-means-necessary dogma.

[The Compton Cowboys](#) are a collective of urban ranchers and local heroes based in Compton.

Jacob Coffin

Transportation

Though transportation undergirds our entire world, it is often overlooked or skipped over in storytelling. But understanding how people get around their world is fundamental to understanding what the contours of their world are. Getting people to a location quickly or acquiring something that isn't on hand requires understanding where things are and how things move around. Most people don't have much awareness of how things get around in the *present* day, so here is a list of ways people and things get around.

Bikes and other micromobility devices

Bikes are the common means of traveling around a neighborhood or across a city. Most bikes are equipped with variable electronic assist, though many people may or may not use this much. In addition to the common two-wheeled upright bike, there is a panoply of small light vehicles. This includes familiar ones today such as skateboards, longboards, roller skates, rollerblades, recumbent bikes, tandem bikes, cargo bikes, rickshaws, onewheels, electric unicycles, and the occasional traditional unicycle. It also includes futuristic outgrowths of all of these, such as large monowheel motorbikes, freeline skates, jumping stilts, and kiteboards. There are already a LOT of ways that people can move quickly through the world, and many others from science fiction such as the magnapoon magnetic harpoon gun from Snow Crash; Falcon/Captain America's mechanical wings; grapnels; web shooters, and so on. Some of these might be more or less common, but if a player wants them and they don't break the logic of the world then it should be assumed that they exist.

Trains

Trains are the recommended way for characters to quickly relocate either across a city or around the world. In most cases, if players are heading uptown to investigate the last buyer of a missing antique electric cello then they'll head to a station and take a train.

Microbuses

Small vans will pick people up for free and shuttle them to and from stations. The players aren't likely to need this described to them most of the time, but if they needed to travel with someone with a mobility handicap or even someone simply in a state of exhaustion, you can describe them hailing an autonomous vehicle to take them directly up to a train's boarding platform.

Jitneys

From time-to-time, people may need to travel quickly to somewhere without a firm destination or follow a quick-moving street vehicle discreetly. A modern jitney is a form of lightweight taxi common in Asia (and for some reason San Diego!). In Fully Automated, they take many forms. They are small, light vehicles for zipping about town, and may or may not be driverless.

Orgs4Synths is an ally group that represents humans and other organics who support machine rights. They are often associated with their efforts to destigmatize organic-synth relationships, although they strongly try to dispel the reputation that this is their defining issue.

The System for the Advocacy of Organic Welfare is an anti-machine hate group.

Terminators are machine supremacists. Like white nationalism, the term describes a belief system rather than a specific organization, and most adherents won't admit to their adherence publicly. Like any extremist movement, most of their activity is not acting on their violent beliefs, but trying to recruit and radicalize others to their cause and expand the boundaries of acceptable discourse toward greater normalization of their extremism. Like 21st century Islamic extremism, "Terminator Philosophy" (as it's called in the press) is highly unpopular among the group which it claims to favor, as most consider it a fringe group that gets far more attention than it deserves and does terrible reputational damage to an already marginalized group.

Preservationists are a radical school of dogmatic conservationists who seek to protect – and ideally restore and extend – what they consider to be "undisturbed" nature to their view of its "original" state. The most extreme members have been known to use mine-laying or boobytrapping to protect lands from any human presence.

The Water Cult holds that the hydrological cycle is part of a sacred circle, and will act without compromise in the service of maintaining what they consider the divine arrangement of that circle. Three years ago, two radical members bombed a desalination plant.

The Naked Pirates campaign for the 'right to replicate', seeking to completely remove data protections from everything. They are currently locked in a long running cyber-skirmish with **My Private Parts**, an affinity group dedicated to protection of medical records and blood-artists literally putting themselves into their work.

TyreKickers are a radical consumer rights organization that likes to stress test equipment and systems to ensure they are good enough when faced by a 'real' crisis. In the name of authenticity, they rarely warn places and disavow blame for very real damage. A related spin-off group, **CrabKickers**, like to do the same to ecologies and parklands, ensuring they would be resilient in the face of uncertain crises.

NostroCramo is a conspiracy death cult that believes that the world is a simulation or some other form of illusion. Many adherents suffer from severe cases of Faithless Reality Syndrome, and the group actively recruits among people struggling with the condition or who stray too deeply into any of the dark conspiratorial corners of cyberspace. They have been known to commit acts of violent extremism intended to break some perceived component of the artificial world or "liberate" people from the simulation. Their symbol is the metronome, and members sometimes adorn themselves with a piece of metronome jewelry or in other ways intended to identify themselves to one another while maintaining deniability.

CobraSoapXChallenge is an underground fighting tournament. The underground is part of the appeal, and the tournament goes in cycles of increasing danger and violence and scandal until it burns out or is cracked down on. A copycat tends to emerge a few years later.

Yimby Martyrs is a critical label applied to groups and individuals widely believed to pursue quixotic and unpopular projects within their personal environment due to a desire to signal virtue in competition with one another. They are known for proposing discomforting and unpleasant projects for which the costs for outweigh benefits to themselves and their neighbors. This can

Cars

Cars still exist. This world exists long after car culture as a dominant mode of travel has passed, but they still find use for moving a group of people and cargo when the situation justifies it. Characters can easily have access to a car if they'd like. Typically, they'd likely have a vehicle in a shared building pool. Their car would likely be one kept in an apartment building garage that other members of the building or car share network can borrow when it's available. It's assumed that cars are electric or powered by hydrogen or some other advanced but theoretically realistic fuel source.

Trucks

Like cars, trucks still exist as a transport option for heavy deliveries. They may be used for moving material across undeveloped or rough terrain or for conveying things between a starting or ending location and another form of transportation such as a train, airship, etc.

Rotorcraft

Rotorcraft are flying, urban vehicles. They include flying cars, flying ambulances, and flying vans. They are used for moving equipment point-to-point around town, and between the roofs of tall buildings and the ground. Players may use rotorbikes as flying motorcycles, or use a variety of configurations for flying hoverboards, including in-line counter-rotating blades within a flying disk or saucer (as seen on the cover!).

These are fun vehicles, which are fast and can go many places. They can speed just above surface traffic or take to the skies in pursuit of someone in a flight-capable suit. If you think about modern consumer drones you get a sense for some of the form factors these might take, but feel free to use wings or rockets or kites or whatever makes sense to you. Throw in some dirigibles. Get wild.

Blimps and Lightweight Gliders

Blimps are a common form of aerial public transit similar to buses. They move on regular cyclical routes between designated stations. They are similar in travel time to buses. The same aerial stations used for boarding and disembarking blimps are also often used for launching personal lightweight gliders and other forms of flying transportation. These gliders require a launch assist, but once airborne can use small propellers to maintain or gain altitude to traverse great distances quickly. They can be landed on a strip or captured by a landing arm on sky stations where they are stored until a passenger is "ready to relaunch them.

Planes, Rockets, and other aircraft

Because of their high energy demands, flight is less common as a means of high-speed long-distance travel than rail, but planes are still sometimes used for traveling very long distances very quickly, and spaceplanes and rockets are used for moving from the surface of a rocky object into orbit and beyond.

Activist Movements

Many activist movements exist, and can be used as allies, antagonists, window dressing, and misdirects by players and GM's alike.

Neoprimitivists (or **Pastoralists** in Canada and east of the Rockies) live in communes outside of urban settings, where they seek fulfillment through reliance on hyperlocal, minimally consumptive practices. Ideologically, neoprimitivists are extremely diverse. Some live in rural homesteads. Others live in camps in the wildlands. They may be sedentary or nomadic, and live in prairies or forests. Many rely on survivalist modifications. Some readily use any technology, so long as they feel it aligns with their values. Others believe in the value of biological modification, but avoid modern electronics. Some readily welcome short-term guests, while others are more selective in who they welcome to stay among them. It is an umbrella movement that includes a panoply of people who wish to eschew many comforts of modernity for many different reasons.

Sovereigns are a subgroup within neoprimitivists who are more ideologically defined. They typically hold some level of mistrust of the wider world, and seek to demonstrate resilience and independence. Many believe that the present day civilization is fragile, and due for eventual collapse. Most are not assumed to be dangerous, but as with many intensely passionate ideologies, there are well-known cautionary tales in cases where a group of sovereigns went too far.

The Fae Folk are pagan neoprimitivists that embrace a mix of primalism, animism, and literary influence. They too carry mixed reputations. Some consider them a delightful source of whimsy that liven a forest. Others consider them to be dangerous pranksters or survivalists, and tell tales of the curses they inflict upon those who raise their ire.

The Hominid League for Just Uplift (HLJU) is one of the oldest parahuman-led parahuman rights organizations. They provide education, legal services, lobbying organization, and fellowships to develop a vision of a more equitable multi-species civilization. They are widely respected, but sometimes criticized by more radical activists for their moderate, incrementalist approach.

Enhanced Alliance is a civil rights organization which was founded just after the turn of the twenty-second century in the shadow of the machine uprising. Enhanced Alliance pursues many of the same goals as the HLJU, but is a younger organization (in both its founding and constituency) and pursues a more assertive posture in their demands for rights for enhanced parahumans. Enhanced Alliance is also much more actively involved in struggles for expansion of machine rights.

Basic Informational Resources for Birds (BIRB) is a group of avian allies which provides political advocacy for birds. Sapient birds are entitled to political representation, but have very low participation rates, because they have limited interest in most governance. BIRB lobbies for bird interests, assists with voter registration drives, and when legislation of high interest to birds arises they perform awareness campaigns and organize demonstrations.

The System for the Advocacy of Machine Welfare (sometimes called SAMW or "The System") is a mainstream advocacy network that does exactly what its title suggests. It seeks to identify and channel the broadest consensus among machines, so it is definitionally moderate to the extreme.

Ropeways

Often serving a similar role to trains, in that they provide a point-to-point public transit option using dedicated means, ropeways feature one or more cablecars suspended from one or more cables. Their actual configuration can include everything from simple chairlifts and monocable gondolas which dangle from a loop of moving cable elevated on tall poles, to aerial tramways where a large single car moves back and forth along one or more fixed cables. They are often used in mountainous areas where the design can overcome large differences in elevation, but they can also be useful in cities for crossing directly over buildings without impacting them, and in rural areas, as a cheaper alternative to trains with lower impact on rewilded habitats. Ropeways can be a dramatic set piece with great views, and they don't get stuck in traffic.
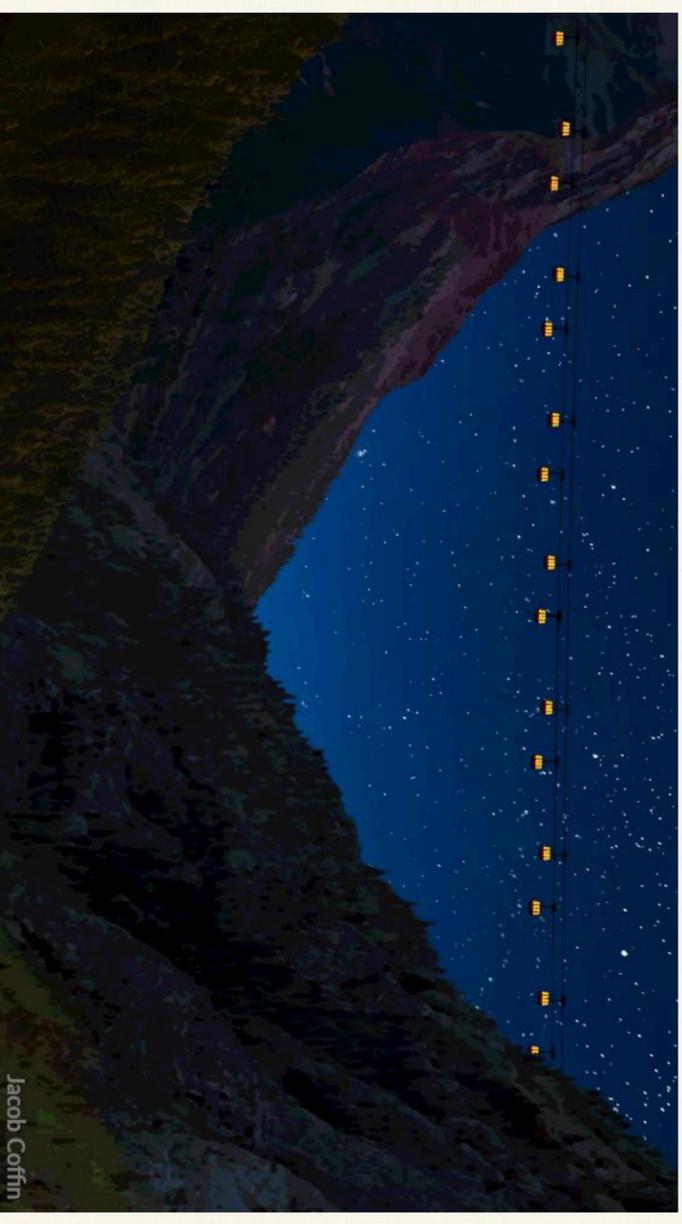
Jacob Coffin

Watercraft

Ferry Boats are already a common transit element in many areas adjacent to a waterfront. Add to these jet skis, water scooters, sea scooters, electric surfboards, and other personal watercraft. The game assumes an expansion of cities into shallow tidal areas, and within this adoption of shallow water as part of the urban terrain, it should make sense that people travel across the water routinely using a variety of vessels.

Parahuman Transport

Horses, camels, llamas, and oxen are still possibilities for travel.

Political Parties and Movements

Below are a set of political identities that define the political parties of the age.

Democratic Socialists

Democratic Socialists represent the moderate, centrist party. They advocate for incremental improvements to the status quo. They're seen by many as effective managers of government, though lacking in vision by critics to both their left and right.

Libertarian Socialists

Libertarian Socialists are the center-left party. Their major distinction from the Democratic Socialists is a desire to further transfer power from large institutions such as governments and co-ops to individuals, families and hyper-local collectives.

Communists

The Communist party represents the leftwing block of voters and activists who aspire to eliminate money and further flatten hierarchies. It isn't enough that everyone should have a comfortable life while some have substantially more comfort than others. They're suspicious of notions of "meritocracy" and "earned comfort", and prefer to pursue a world with a far narrower gap between the least and most privileged people.

Anarchists

Anarchists are often considered to the left of Communists, though both will tell you that they represent distinct visions rather than degrees along a common ideology. Like Communists, they aspire to create moneyless societies, but they prioritize the elimination of the state and the empowerment of individuals and communities to manage their own affairs. They often feud with Communists, who they view as too willing to embrace centralized power.

Neoliberalists

The Neoliberalist Party occupies the center-right and right-wing of the political discourse. They advocate for the incentivization of innovation and effort. They support a high-floor of social services for all, but defend allocation of luxury for those willing to contribute more. They promote technocracy, well-regulated markets, algorithmic resource budgeting, and experimental management techniques for maximizing the productive sharing of resources over large distances.

Capitalists

The Capitalist Party defines the far-right of political thought. They advocate for the concentration of decision-making power among small groups and the social Darwinism of the previous century. Most people across the political spectrum consider their overall worldview to be a form of dangerous revisionism of the past, but after a few beers many Neoliberalists may admit to finding some of their individual policy proposals fascinating.

Law and Justice

It can be difficult to write a solarpunk version of legal justice in some ways, but surprisingly easy in others.

The difficult part:

The hard part arises from how ubiquitous and unquestioned our regressive form of policing is in our lives and media. We're so used to the terminology and iconography of patrol officers and prisons that it's hard to improvisationally roleplay alternatives to these things.

The easy parts:

- Many of us understand the myth of what policing is supposed to be. So start with that. Imagine officers who are highly self-disciplined and screened for good judgment and character.

- There are many present-day efforts to reform policing, so assume these were all implemented long ago. Cash bail doesn't exist. Pre-trial detention is strictly based on risk assessments. Officer records are publicly available. Mental health calls are handled by medical professionals and traffic enforcement by traffic professionals just as fires are handled by firefighters.

Further considerations:

When looking for more ideas, look to real-world demonstrations of more humane approaches, particularly in some Scandinavian countries. Examples of Scandinavian approaches include an embrace of harm reduction and a prioritization of rehabilitation over punishment.

There is also a freedom in exploring new and unusual ideas, such as relying on trained citizen crisis responders in place of professional keepers of the peace. If a violent robbery occurs, instead of alerting patrolmen who wander around all day, an alert goes out to dozens of regular citizens trained in deescalation and appropriate use-of-force tactics who happen to be living and working in the vicinity.

Imagining these things takes practice, but get's easier with time. When players encounter law enforcement, let it play out and then ask yourself afterwards if there was a better response that a society with abundant resources and sound priorities could've mustered.

Threatening Consequences: It's natural in an interrogation for characters to attempt to coerce a subject by encouraging them to envision the worst-case penalties that they may face for refusing to cooperate. Based on our experience in the present, many players and GMs may find it natural to say things like, *"They're going to lock you up and throw away the key!"* In order to avoid breaking the immersion of the world, share this section with them. This impulse to loom consequences over someone is familiar, but things like long-term punitive action within a justice system predicated on rehabilitation and harm reduction is essentially equivalent to threatening torture. Instead, threaten things like life-long dishonor; loss of community or the respect of their loved ones; an arduous and unrelenting rehabilitative process; banishment from their home nation; or even exile to an ungoverned penal island or off-world. You can say things like,