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Getting Started

This manual is intended to help anyone play a high-tech futuristic solarpunk tabletop RPG. To do so, it's frontloaded with the most important information to get readers playing fast.

If you're a new player joining a game:

1. Read through the new player quickstart guide on the next page, starting with the Setting Summary.

2. Read the Basics of Gameplay.

3. Select or Create a Character.

After that, the rest is optional. The Gameplay Mechanics section provides detailed rules of play. And the section titled Inhabiting the World is an extended set of descriptions for how to understand and relate to the setting in order to imagine it more vividly than the world guide might provide.

If you're a game master looking to start a game:

1. Read through the new player quickstart guide.

2. Read the Gameplay Mechanics (Or don't. Just graft this on to whatever your favorite system is. We don't mind.)

3. Ask your players how they feel about combat. If they're interested in structured combat, read through the Combat Mechanics and review it with your players.

4. Review the Setup Checklist for GMs

5. If you have questions about establishing the setting, review relevant sections of the World Guide as well as in the section on Inhabiting the world.

6. Begin prepping your session. We recommend starting with the introductory stories in *Campaign 1: Regulation!*

If you're a creative looking to write your own modules, create your own tabletop game, make a video game, write fiction, or just worldbuild then review this guide in whatever order makes sense to you. And if it helps you create anything, please consider sharing it with us and other players.

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Dedication

This game would not have been possible without friends, family, and playtesters:

Tony; Si; Marge; Peter; Jeff; Ari ; AE Marling; Goose; Yar; Jonathan; Pyro; Toli, Kuster, Ryan, Bryce, Lawrencelot, Liiren, Kurt, Joshua, Flynn, Jordan, poVoq, Five

Gratitude for our elders

This game would not be possible without all the wisdom and experimentation gifted to us by those who've come before and passed on what they observed. We give a special thanks to our elders who shared stories of culture in small towns and villages, yankee thrift, humility, service to neighbors, and to elders around the world who've tried to improve the world for those who come after, and pass down whatever knowledge they could.

We advise any GMs looking for fresh eyes to call grandparents and mentors and ask them for stories from times and places far from what we know here and now to inspire them.

Licensing

New Player Quickstart Guide

Setting Summary

Fully Automated takes place in the Los Angeles metropolitan area in the 2120s, in a high-tech post-capitalist society where work is optional and basic necessities are free. For more details on how goods and services are provided, see The Economy. But for the sake of understanding the world quickly, just imagine that it's always Saturday.

Culturally, changes come from an individual's place within their society. Instead of lonely worker bees driving separate cars and keeping to themselves, people recognize the necessity of interconnectedness with their community and environment at every level. Apartment dwellers are accustomed to sharing common areas. Urban centers and outlying suburbs have become integrated into the natural landscape and between themselves. Wilded parks suffuse every neighborhood, and disc golfers give wild animals they cross the same respectful distance that they would a fellow passenger reading a book on a train. National governments remain, though their authority has diffused. Strict codes of laws and punishments have evolved into a collection of rules and restorative actions. There's plenty of structure, but rigid delineations and hierarchies are seen as outdated notions from a bygone era.

Though life has far less compulsory stress, the fundamental elements of human nature – curiosity, ambition, rivalry, etc. – still create conflicts. That's when ordinary people like you step up to investigate, assist, defend, and fight.

Editor's note

Despite a widespread perception that positive futures are boring, I find the opposite is true.

In a world of unceasing nihilism... nothing matters. But when I went looking for a non-dystopian earth-based sci-fi RPG a few years ago, I couldn't find much. So my friends and I homebrewed what I later learned was a solarpunk setting.

As we played, I found that spending time in the game – in this high-tech socially advanced setting – was not just fun, but also transformative. It's hard to work toward a future most of us struggle to imagine (let alone believe in). But tabletop RPGs excel at making other worlds feel familiar. This is why we decided to release this game as an extensive open-source toolkit for telling personal stories in this rapidly growing genre.

For anyone seeking clarity on what this looks like, we have three pieces of advice.

First, check out our Media Recommendations. There's a lot of fiction, non-fiction, and other tabletop games that readers may enjoy and find useful.

Second, consider some of the following sources of conflict. Though our imaginations are often unpracticed at telling stories that don't assume life to be perpetually antagonistic, it's not hard to remember that even in the best conditions, humans will always have conflicts.

- Imagine a cyberpunk story, but in a world of accountability and justice. Unethical experimentation; assassination; robbery. The classics work better than you'd expect.

- Think of the dissidents. Capitalists trying to return to the old ways? Nativists opposing free migration? Revolutionaries demanding further progress? Nihilists seeking chaos?

- Consider temptations. Who holds power, and when might it be abused? An engineer concealing a failure? A chef determined to ruin a rival? A blackmailed co-op chair?

- Consider nonhuman problems. Accidents, natural disasters, medical emergencies, etc...

Third, to imagine a believable better world:

- Set a story in a place you know. What did the landscape look like before it was settled, and what could it look like without the limitations of modern construction techniques?

- Imagine the privileges of wealth shared broadly. Imagine the freedom to pursue leisure and purpose. Imagine a world where great, fulfilling days are commonplace.

Lastly, to see story examples, jump to the Resources for GMs.

We hope that you enjoy this game, and that it may be one of many resources that introduce new ways of looking at the paths out of our polycrisis.

- Andrew R Gross

Basics of Gameplay

During gameplay the game master (GM) will describe scenes and players will declare their intended actions. Outcomes are determined as follows:

1) The player or GM identifies a relevant base **Attribute** and **Skill** and adds them together to get their **Ability Score.** *For example: Intelligence + Assess Tech.*

2) The player rolls two d10 dice and reports the sum of their Ability Score and roll.

3) The GM describes the outcome based on the total.

For example, if the character described below were being followed, the GM might ask them to roll for Observation + Situational Awareness. Their Observation is 9 and their Situational Awareness is 4, so their Ability Score is **13**. If they roll a 4 and a 6 (for a total of **10**), they report that they **rolled a total of 23.**

The GM then describes the outcome. They might say, *"You glance at a board game library's window and notice in its reflection a young person in sunglasses and a hat behind you. You recognize them from the crowd at the food market you passed five blocks back."*

For more details refer to the Skill Checks section within the Gameplay Mechanics.

Strength	Dexterity	Charisma	Intelligence	Observation	Knowledge	Endurance
8	4	5	6	9	9	9

Category	Skill		Skill		Skill	
Empathy	Acting		Situational awareness	4	Psychology	3
Care	Charm		Detection & Analysis	7	Medicine	2
Stealth	Intimidation	1	Assess Tech	5	Wilderness	3
Will	Art, Music + Culture	8	Research & Investigation	6	Law & Crime	4
Athletics 2	Community Contact	4	Hacking Software	1	History & Geography	5
Combat 3	Riding & Piloting		Hacking Hardware		Physics & Engineering	5
Psionics	Poetry	1			Chem & Molecular Bio.	2

Combat encounters can be run in several ways based on player tastes, and are described under Combat Mechanics. Talk to your GM about whether they'll be using the combat system and how.

Throughout this manual we use the term "GM" to refer to the person who prepares and facilitates games, as we believe that games are more interoperable and user-friendly when we adopt shared conventions and terminology. If you find the term "Game Master" to imply too much control over your games, feel free to call the role the "Story Guide" or SG instead.
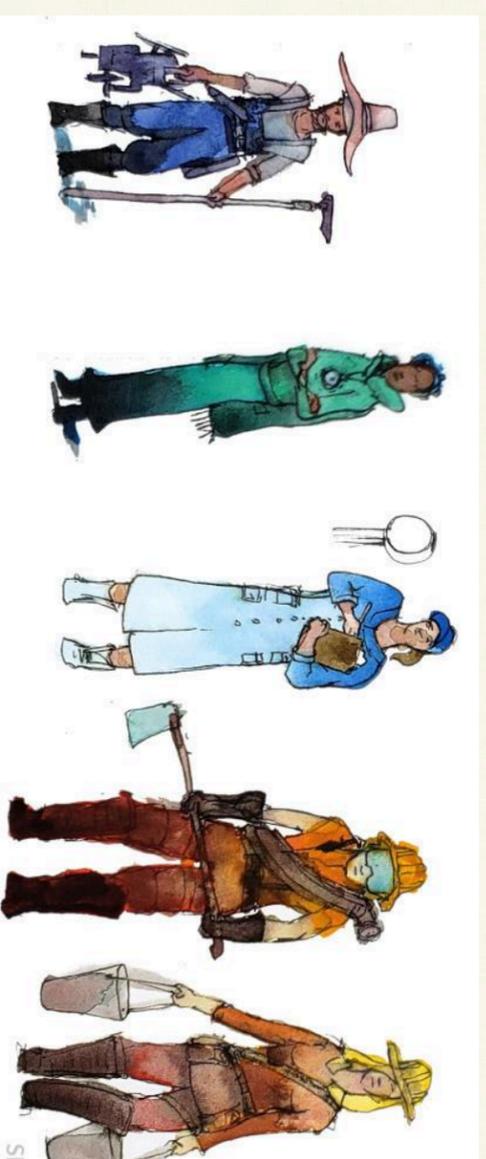
Campaign 1: Regulation!

Containing three original missions of increasing complexity!

- *Investigate corruption in the power grid in "Demonstration of Power"!*
- *Rescue a mental explorer trapped in their own mind in "Psychonautica"!*
- *Aid a gang of whitehat biohackers to stop a terrifying plot in "Piece of Mind"!*

A collection of adventures designed to introduce players to Fully Automated OG Dev Group

by the Fully Automated OG Dev Group

Fully Automated!
Campaign 1: Regulation!
Story Modules

A starting collection of playable adventures set in the world of Fully Automated!

Published by the Fully Automated! OG Dev Group

Quick Character Creation

First, consider one of the premade characters. To make your own, start with a blank character sheet. There's also a simplified version. For details see Creating a Character.

When making a character consider the following:

- What kind of person do you want to be in your personality, motivations, and ethics?
- What kind of unique abilities or skills do you think would be fun to have?
- How might you integrate into a team? There are no character classes, but advice for playing "types" such as *hacker* or *healer* can be found under Character Types.
- Consider joining a service organization to justify responding to emergencies.

Once you have concepts in mind, start filling in the attributes and skills as described below.

Helpful Hint: You really only need to do steps 1 & 2 and have a concept to get started playing.

1. Assign your **Attribute** stats. You have 49 points to distribute between the seven Attributes. None can be lower than 4 or higher than 10 to start (though they may go up to 12 with augments). One way to do this is to assign 7 points to every Attribute and then move points from one to another within the allowable range.

2. Choose where to assign the following **skill points**:
   a. Mark down your **HP**: it's your Strength + 2x Endurance
   b. Mark down your **Speed**: it's Strength + 2x Dexterity

8 pts	1 skill	5 pts	3 skills	2 pts	4 skills
7 pts	1 skill	4 pts	3 skills	1 pt	4 skills
6 pts	1 skill	3 pts	3 skills		

Ablation narrowed their feline eyes as they assessed the situation. The Basalt Assault crew had the team pinned down. Ore was barreling towards them at terrifying speed. With all other options gone, Ablation silently prayed to the spirits and took their only shot. It was a desperate fade-away from behind the three, but it landed. The net swished. And the crowd lost it.

Just then, an urgent message broke through Ablation's call block to appear in their HUD. It was from Rez, and read "PRIORITY 1". Ablation grabbed their comm collar from the courtside bench. The moment its conduction speaker contacted their neck the ringer blared to life in their head.

"Hey Rez. Report?"

"Suppression-extraction. Malibu. I'm en route to you now. Can you clear Pegasus a space?"

"Yeah. Who's the target?" Ablation turned to the other players. "Make some room!"

"It's a commune of fifty sovereigns. They refused assist yesterday. Since then their primary and backup heat absorbers failed."

Ablation looked toward the virtual indicator in their AR contact lenses. The transparent marker was soon washed out by yellow and red lights that pulsed with the familiar chirp of Pegasus' approaching siren. By now the crowd on the grassy hillside and the neighboring balconies were looking in the same direction. "What's the timeline?"

"They say they have enough gel to hold out 30 minutes, so... that." Dust momentarily gusted around Ablation as Rez decelerated sharply, setting Pegasus down on the half court line as they cut the rotors and siren. Ablation disabled away mode and saw in their HUD the flood of reacts from the crowd, along with an excited wave emote from Pegasus. Plus a warning from Ore that Ablation had better get back safe and finish business.

"You still know how to don a firesuit on the back of a bike?"

Ablation popped the cargo trunk, doffed their shoes and skirt, and stepped into the lower half of the firesuit. They threw their things in the trunk and swung a leg over Pegasus' back seat. "That's funny, Rez. Spin it."

"Alright, Peg, you heard 'em: if they fall off they can't blame us for flying too fast." Pegasus gave a laugh react and a thumbs up and spun up her rotors. Ablation held on tight as the park and its crowd dropped away fast, and Ablation's vision filled with briefing text and the real-time location of an airship steaming towards the plume of smoke rising from the Santa Monica mountains ahead.

The rescue would be dangerous. And uncertain. But then again, saving something always is.

Some skills afford abilities from the Abilities & Augmentations trees:

- For every 2 points invested in the **Combat** skill, take 1 **Combat Ability**
- For every 2 points invested in the **Psionics** skill, take 1 **Psionics Ability**
- For every 2 points invested in the **Athletics** skill, take 1 **Athletics Augment or Ability**
- For every 2 points invested in the Law & Crime, History & Geography, Physics & Engineering, and Chem & Molecular Bio (all added together), take 1 **Mental Ability**

Example: if you have 4 points in Combat, take 2 Combat Abilities.

If you have 1 point in each of Law & Crime, History & Geography, Physics & Engineering, and Chem & Molecular Bio, take two Mental Abilities.

3. Select your **Abilities and Augments** from the abilities trees based on what skills you've chosen and whether your GM grants you any starting XP. A copy of the Abilities trees can be found on page 4 of the blank character sheet.

4. Choose your **Combat Actions**. You can have as many you like, but their total cost cannot exceed your skill points in combat. See the Combat section for details.

Many proficiencies bundle in lower cost ones. If a player selects a proficiency with a sword, it's assumed that they're also proficient with a club and E-baton, for example.

Attack	Cost
Punch	0
Claws / Gorilla Punch / etc. *(Free for parahuman animals)*	0*
Spray	0
Knife	0.5
Club / Improvised Melee	0.5
Pistol	0.5
E-baton	1
Slingshot / Nanodarter	1
Shortbow/Crossbow	1.5
Microdarter / Rifle *(Comes with Pistol & Nanodarter)*	1.5
Whip	1.5
Trained Strike *(Comes with E-baton)*	2
Sword *(Comes with e-baton and club)*	2
Staff / Spear	2
Shuriken / Throwing knives/ Improvised throwables *(Comes with Knife)*	2
Gluegun *(Includes microdarter/rifle/pistol/nanodarter training)*	2.5

Once your Attributes and Skills are assigned, fill out the character's backstory. There is room for the basics on page one, and then plenty more for writing a longer biography on page two.

Fully Automated!

Solarpunk Tabletop RPG

In the 22nd century trillions of plants, animals, fungi, and machines pursue their purpose.

Leisure. Reproduction. Progress. Destruction.

Whatever you seek:

The future is Fully Automated.

Players are encouraged to build characters by establishing who their friends and neighbors are. Who do you call on to borrow a cup of sugar? Of what clubs are you a member? Are you in a faith community? Unlike many RPGs, lone-wolf orphans are rare. Most characters – *especially* orphans – have a family of people who bore responsibility for their care in youth. Kids, nieces, and nephews are common. This is true of synths too: the typical synth upbringing consists of four years in a boarding school environment where they're socialized and tested for competency before heading out into the world.

These connections don't just offer GMs a pool of NPCs to threaten in order to create stakes. If you want a contact on the inside when trying to access places or data, it's a good idea to have friends and be known by your community.

To help you with this and ground your character in the world, communicate an education and work history under CV. Feel free to leave long gaps between commitments. Include associations and hobby groups with which you've been involved. Help the GM create settings by summarizing where you live and with whom. Agree to a social media follower count with your GM. Describe your family and close friends, including animal companions and synth assistants.

Consider giving your character some **present goals, long-term goals, motivations,** and **vulnerabilities.** If you have trouble thinking up goals and motivations consult your GM. And feel free to add rule violations (the equivalent of a criminal record) if it suits your character.

Page 3 of the character sheet is the **Actions and Items** page. It's for tracking things that may change within a session like current HP, items, expendable abilities, and available combat actions. It's recommended that players compose a default version that lists their starting HP, Speed, and unarmed combat abilities. Write abilities you may want to use on the right. Inside the "Carry" square, place any combat action cards that require a weapon that your character might have on them on an average day. Then include the rest of their everyday carry: keys, a cyberdeck or mobile device, a hydroflask, etc.

You're ready to go!

This is the end of the new player quickstart guide. If you've run everything by your GM, go pick out your snacks and drinks of choice because you're ready to go!

If you've gotten this far and want more then feel free to peruse the World Guide for pages and pages of details on how we got here, how the government works, who responds to emergencies or what new social struggles you can fight for and much more. If that's not enough or you have some philosophical questions about how living in this world is supposed to *feel*, there's a section called Inhabiting the World meant just for you. Have fun!

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

Augmentations & Abilities

Family, Neighbors, & Acquaintences

Curriculum Vitae

Followers
Living Arrangement

Gear, Bio, Notes, etc.