Gameplay Mechanics

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These are the rules that have been developed to convey the themes and the world and facilitate a style of play we think serves the setting. Use them in whatever way is useful to you and your table.

Roleplay Mechanics

This manual is written primarily to aid with storytelling, so the gameplay mechanics are secondary. The story should work with whatever game mechanic you prefer. But the recommended system is similar to the d20 system used in Dungeons & Dragons and Pathfinder, except players roll two ten-sided dice (abbreviated as 2d10) for skill checks instead of a d20. Though 2d10s are recommended, you can use a d20 and it'll still work.

Performing Skill Checks

Players add the most relevant **Attribute** to the most relevant **Skill** to get an **Ability Score**, then add their dice roll to this number. They may also add one or more modifiers if they're using a special ability or based on modifiers imposed by the GM based on the situation. The resulting total is their **total score**. For a typical skill check, a total score of 21 - 25 is a moderate success, and a total score of 26 or greater is a decisive success.

For example, if a player with the character sheet shown below were trying to deceive an NPC, the GM would tell them to roll for [Charisma + Acting]. The player would add their relevant Attribute (Charisma, 9 pts) to their relevant Skill (Acting, 5 pts) for a total of 14. This would be their Ability Score. If they rolled a 6 and a 7, they'd add these to the Ability Score to get their total score: 27. If the task being attempted is easy, the GM would likely consider this a decisive success. If it were a very challenging deception to pull off, the GM might announce that the player is attempting it at a disadvantage of 4. In this case, that would result in a total score of 23. That would typically still be a success, but the roleplay outcome would reflect that the result was a modest success rather than a decisive one.

Strength	Dexterity	Charisma	Intelligence	Observation	Knowledge	Endurance
6	4	9	6	9	8	7

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

Voidstar / Xak Friedman

Negotiator, Hacker

Voidstar is a cyborg hacker influencer known for their love of puns and their passion for inventing useful tools alongside absurd joke devices.

Str	Dex	Cha	Int	Obs	Know	End
7	8	9	9	5	5	6

8 Skill Points		7 Skill Points		6 Skill Points		5 Skill Points
Community Contact	Hacking Hardware	Charm	Hacking Software	Detection & Analysis	Acting	

Jon Giles

Investigator, Hacker

Jon Giles is an artisan repair specialist who can fix anything, but specializes in restoring arcane antique hardware.

Str	Dex	Cha	Int	Obs	Know	End
8	8	5	8	8	7	5

8 Skill Points		7 Skill Points		6 Skill Points		5 Skill Points
Research & Investigation	Detection & Analysis	Hacking Software	History & Geography	Access Tech	Hacking Software	

Using two d10 dice instead of one d20

Mathematically, the game can be played with a d20 instead. We recommend two d10 dice because the result is biased towards middle values. A d20 has a one-in-twenty chance of rolling a 2, or a 10, or a 20. When rolling two d10 dice, the probability of getting an 11 is one-in-ten. The probability of getting a 6 or 16 is one-in-twenty. And the probability of getting a 2 or 20 is one-in-one-hundred. This makes the outcomes more predictable, rather than characters regularly wildly over- or under-performing their expectations on tasks.

Using Whatever Dice You Like

In addition to accommodating d20 rolls, the game can be run with 2d6 dice by adjusting the success threshold from 22 to 18. It can also be played using 2d8 rolls by adjusting the success threshold to 20.

The game also accommodates "roll under" mechanics: the game was originally played by subtracting 2d10 dice rolls from Ability Scores, and designating any roll lower than the Ability Score a success! It works great, and this is the preferred way to play among some players.

Putting this all together

It should now make sense how a player would approach an attempt to detect deception. First, they would identify their best Attribute and Skill to find their Ability Score. For the character above, that would be Intelligence (9) plus Psychology (1), for a total of 10. They'd then roll 2d10. If they rolled a 5 and a 2 for a total of 7, that would add up to 17. Unless a beneficial modifier were applied, they would fail their check.

Adding a second skill

Players can add half a second skill (rounded up) if they have 20 minutes to prepare (and the GM allows it). For example, a player may roll Observation + Assess Tech + ½ of Arts, Music, & Culture if they're trying to analyze hidden messages within an audio recording and they can work on it for 20 minutes.

This is a good way to handle stealth. See Stealth for more details.

Determining Success

The default cutoff for success is 21, which is neutral. A roll of 22 is a success, a roll of 20 and below is a failure, and a roll of 26 or higher would be a decisive success. More detail can be found in Discerning Success within the Resources for GMs.

Players and GMs are advised to treat checks flexibly. If a player rolls a 22 but the GM doesn't feel like their performance in the moment feels sufficient, they should resolve the situation accordingly. And if a player rolls a 19, a GM may treat that as an underwhelming

Mayhem / Joaquin Krikorian

Fighter, Athlete

Joaquin Krikorian got his nickname as an MMA fighter for both his fighting style and his outspoken anarchist activism. As a protector with the Free Protectors Network he serves his community with his improvisational approach to justice.

Str	Dex	Cha	Int	Obs	Know	End
8	4	5	6	9	9	9

8 Skill Points		7 Skill Points		6 Skill Points	5 Skill Points
Combat	Will	Athletics	Community Contact	Intimidation	Psionics

Ewan Reinhart

Investigator, Fighter

A taciturn and philosophical detective.

Str	Dex	Cha	Int	Obs	Know	End
9	4	4	7	9	7	8

8 Skill Points		7 Skill Points		6 Skill Points	5 Skill Points
Situational Awareness	Research & Investigation	Psychology	Combat	Law & Crime	Hacking Software

KnowHound / Marigold Sinclair

Investigator, Hacker

Marigold Sinclair is a teen journalist eager to get their scoop. Though young, they've already begun to build a reputation for their mix of data analytics and shoe-leather investigation.

Str	Dex	Cha	Int	Obs	Know	End
5	7	6	8	8	8	7

8 Skill Points		7 Skill Points		6 Skill Points	5 Skill Points
Hacking Software	Detection & Analysis	Assess Tech	Research & Investigation	Hacking Hardware	Psionics

success rather than a strict failure. GMs can say, "I'm going to apply a -2 modifier" and justify why they think that a roll of 22 still results in a failure, or they can simply describe what happens without having to create a mathematical pretense. The point is to tell a story, and as long as an outcome doesn't feel irrational, it's up to the GM to decide what happens in response to any particular total score.

Accommodating Varied Playstyles (or role-play vs. roll-play)

The authors of this game and our friends enjoy storytelling more than scorekeeping, and this is the playstyle reflected in the rules. For instance, as a GM, you don't have to tell a player in advance that you're applying a modifier, as long as you set the players' expectations.

If a player reports that they passed a check by one and you report that their attempt to eavesdrop failed, they'll likely feel betrayed if they believe that a total score of 22 or higher guarantees success. The solution is to make sure players understand that the game is art, not math, and for GMs to say 'Yes, but' more than 'No'.

Let's say you tell players to all make a roll for impressing an NPC. One may use [Knowledge + Psychology] while a second uses [Charisma + Art, Music, & Culture]. If the first rolls a total score of 26 and attempts to charm them over shared interests, we might describe the NPC responding more favorably to the second player despite a lower total score if it makes sense to the story.

You don't even need to tell a player whether something constitutes "success" or "failure". Consider their skill, consider the dice, consider the situation, and improvise according to your gut to deliver what you think is a satisfying storytelling experience for the players. This is the spirit in which these rules are written, but you do you.
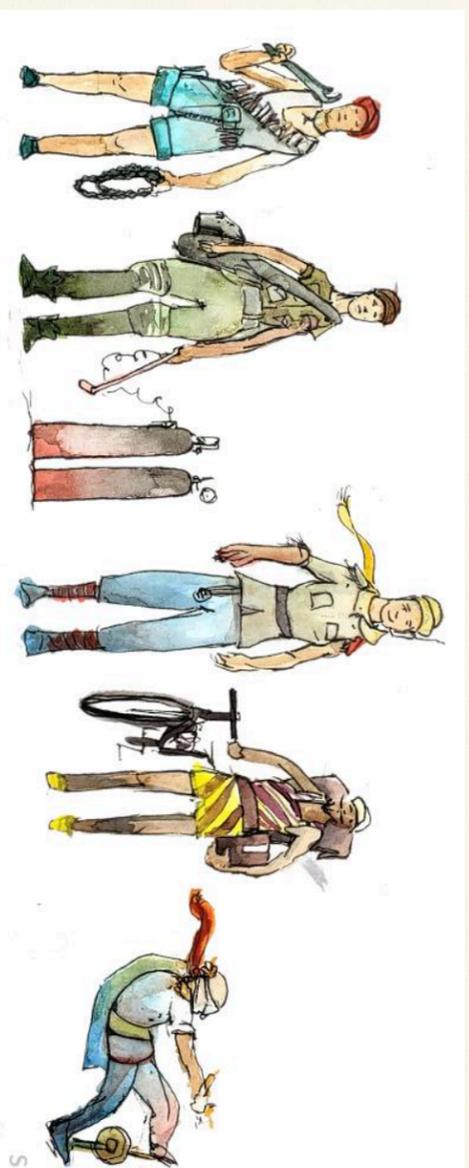
SB

Father Muscles / Georgie Sinclair

Healer, Athlete

Father Muscles is a servant of Christ who believes that there are many paths to the Lord, but his is through the consecration of his body and the mending of others, both physically and spiritually.

Str	Dex	Cha	Int	Obs	Know	End
10	7	8	4	5	7	10

8 Skill Points	7 Skill Points	6 Skill Points	5 Skill Points
Care	Medicine	Athletics	Empathy
			Will

Empathy / Will / Psionics

8 Skill Points	7 Skill Points	6 Skill Points	5 Skill Points
Care	Medicine	Athletics · Empathy	Will · Psionics

Mr. Winner / Mimi Nguyen

Negotiator, Investigator

Mimi Nguyen is a charismatic comedian and lounge singer. As the stage performer Mr. Winner, Mimi is a prominent u-chimpanzee entertainer with fans around the system.

Str	Dex	Cha	Int	Obs	Know	End
6	4	9	6	9	8	7

8 Skill Points	7 Skill Points	6 Skill Points	5 Skill Points
Charm	Situational Awareness	Art, Music, & Culture · Acting	Community Contact · Intimidation

Hypebot420 / Guy Bangalter

Investigator, Knower

Hypebot420 is a DJ looking for fun, adventure, and novel, distinctive sounds for sampling.

Str	Dex	Cha	Int	Obs	Know	End
8	4	5	6	9	9	9
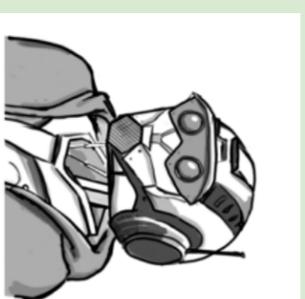
8 Skill Points	7 Skill Points	6 Skill Points	5 Skill Points
Art, Music, & Culture	Detection & Analysis · Research & Investigation	Physics & Engineering	History & Geography · Assess Tech

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Winona is trying to pick a lock. She uses Dexterity (8) and Hardware Hacking (3), which adds up to 11. The player rolls a 5 and a 5 and reports that they've rolled a total score of 21. The GM reports:

"The lock is trickier than you expected. The pick's piezoelectric reader is reporting low confidence in the pin setting, forcing you to rely almost entirely on feel. You're able to get the lock open, but it takes nearly ten minutes. You don't have much time before Wayne returns from lunch."

~

Ricky Hands is attempting to avoid drawing attention to themselves, but the dunk-tank clown is a remarkably good troll. The player attempts to use Endurance (7) and Will (1) to act unphased by the clown's cutting jokes about Ricky's amateur body paint-job. The player rolls a 7 and a 4 for a total score of 19. Recognizing that Ricky is about to lose their composure, Icicle uses the ability "Helping Hand" to give their ally a +4 modifier for a total score of 23. The GM reports:

"Ricky opens his mouth to begin yelling back at the clown, but Icicle steps in front of him and reminds him that the clown isn't worth it. Ricky makes a fist, then turns away and continues walking towards the big-top."

~

Orbweaver wants to know who could've set up the data sniffer outside Delegate Delgado's office. Their Intelligence is an 8 and they have 4 points in Assess Tech. The player rolls a 3 and a 5, for a total score of 20. The GM reports:

"You turn over the sniffer in your hands. It's construction is incredibly commonplace. The enclosure looks like the default enclosure style autogenerated by the most popular 3D fabricator programs. But you now have a scan of the microcircuitry and components. If you'd like, you can share that with the rest of your team to provide a +2 advantage to another player's Research & Investigation check."

~

ByteScythe / Gail Becker

Hacker, Knower

ByteScythe is an experienced hacker with a dark sense of humor. Aside from playing with her grandbabies, there's nothing she loves more than having a front-row seat to watch drama unfold. And if she can help while she's rubbernecking, it's a plus.
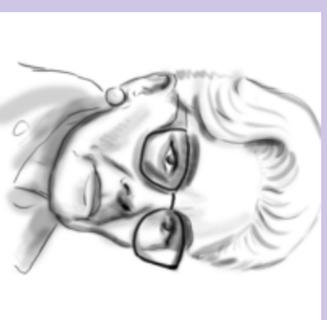
Str	Dex	Cha	Int	Obs	Know	End
5	6	6	9	8	8	7

8 Skill Points	7 Skill Points	6 Skill Points	5 Skill Points
Hacking Software	History & Geography	Assess Tech	Hacking Hardware	Law & Crime	Psychology

Miss Grant / Elizabeth Tisha Grant

Investigator, Negotiator

Miss Grant is known as one of the fiercest and most exacting of the most alluring professional submissives in Pacifica.

Str	Dex	Cha	Int	Obs	Know	End
4	9	7	7	7	8	7

8 Skill Points	7 Skill Points	6 Skill Points	5 Skill Points
Research & Investigation	Assess Tech	Law & Crime	Detection & Analysis
Intimidation	Charm		

Hiro Yasuke / Naeem Freeman

Hacker, Fighter

Hiro is a seasoned spaceship mechanic and anime nerd with skills in tech and swords.
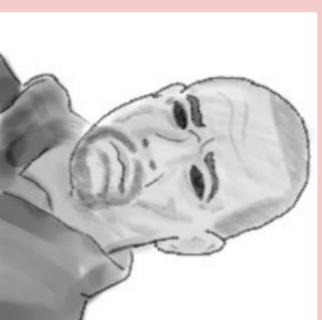
Str	Dex	Cha	Int	Obs	Know	End
6	9	6	6	7	7	8

8 Skill Points	7 Skill Points	6 Skill Points	5 Skill Points
Combat	Hacking Hardware	Assess Tech	Physics & Engineering
	Psionics	Hacking Software	

Combining Skills with Prepared Checks

If a character is performing a task with more than 20 minutes of preparation time available the GM can choose whether to allow them to add half of another skill to their ability total.

Favored and Disfavored Checks

If a GM wants to improve or discourage success on a check, one alternative to applying a modifier is to have players roll twice and take the higher or lower of the two rolls. Rolling for a check twice and taking the higher value is called making a favored roll or favored check, and the opposite is a disfavored roll or check.

Letting Players Lighten the Load

Rather than try to keep track of every character's Ability Scores and calculate the outcomes of rolls, GMs are encouraged to ask players to do this math and then report the outcome. Similarly, GMs may find it preferable to ask players comfortable with the game to suggest what Skills and Attributes to use for a skill check rather than instructing them which to use. GMs may invite players to suggest things that they might see in a scene or politely ask, without embarrassment, that players roleplay lightly while the GM looks something up.

These examples are individually minor actions, but can have a large cumulative effect. The authors of Fully Automated want to see players previously too intimidated to try running games give it a shot, and learning to share the mental load with players is especially important when trying to create new GMs.

Experience Points and Leveling Up

As characters acquire experience points (XP), they can spend them on Abilities and Augmentations. These give characters special capabilities. Some allow players to perform a special action once per rest, while others modify a character's Attributes or alter what they can do within role play. The terms Abilities and Augmentations should be considered synonymous, and may appear in the text interchangeably.

Each Ability (or Augmentation) costs 30XP, and unlocks the next Abilities in its tree. Players can also spend 20XP to double an Ability they've already purchased. This allows a character to play an exhaustible Ability an additional time before resting, similar to the way additional spell slots allow the same spell to be cast an additional time between long-rests in DnD.

Players also have the option to spend 30 XP to add 1 skill point to any skill with four points or fewer. Players seeking to gain new combat actions can do so by increasing their Combat skill. They can then reselect their desired Combat Proficiencies with the assistance and approval of their GM.

Premade Characters

Premade characters are available to use as-is or to modify.

Pulsação / Pulsa / Aide Fuentes

Fighter, Negotiator

Pulsação is a Capoeira artist skilled in dance, martial arts, and sports medicine. She's a friend to anyone in a tight spot and enjoys serving others through the LA Protectors League.

Str	Dex	Cha	Int	Obs	Know	End
7	10	8	6	7	5	7

8 Skill Points	7 Skill Points	6 Skill Points	5 Skill Points
Combat	Charm	Athletics	Art, Music, & Culture
		Empathy	Situational Awareness

Dusty / DustySpokes / Chelsea Lin

Investigator, Athlete

Dusty is a bike courier and problem solver living life a kilometer at a time. She's a Mars dreamer with an ear to the ground who is known to be faster than anyone in fixing a flat or chasing a lead.

Str	Dex	Cha	Int	Obs	Know	End
8	8	6	7	7	6	8
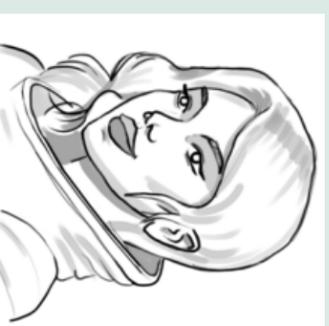
8 Skill Points	7 Skill Points	6 Skill Points	5 Skill Points
Situational Awareness	Athletics	Research & Investigation	Riding & Piloting
Community Contact		Empathy	

Windrush / Gillian Phong

Negotiator, Healer

Windrush is an aquamodo port worker who likes to discover. Whether getting to know other workers over a beer or exploring kelp forests with her kids, she's always up for adventure.

Str	Dex	Cha	Int	Obs	Know	End
6	7	7	7	7	6	8

8 Skill Points	7 Skill Points	6 Skill Points	5 Skill Points
Care	Athletics	Community Contact	
Charm	Medicine	Intimidation	

Although both Abilities and Combat Proficiencies are both unlocked during character creation based on allotment of skill points (described under Abilities & Augmentations), increasing skill points with XP does not unlock new Abilities for free. It does unlock changing Combat Proficiencies that let players play attack actions without an automatic disadvantage. Maybe a character accidentally hurt someone, and decided to never draw a knife again.

There are no specific features associated with levels, but, informally, players' levels can be measured by every 100 XP acquired. Players with 100 - 199 XP are level one, 200 - 299 are level two, and so on. Generosity with XP is up to the GM's discretion, but in practice GMs using this system have typically afforded ~20 XP per session.

Sean Bodley

HP Speed Armor
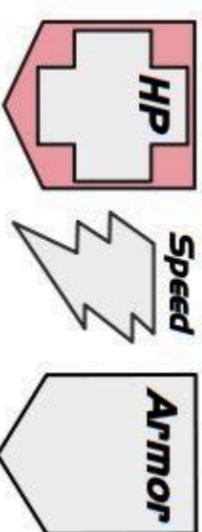
Move
Action - Movement

Move 4 hex

- -1 hex if played previous round
- -1 hex for rough terrain
- -2 for moving another body, Requires a roll ≥ |0|

Optional if Aimed:

Move 6 hex

Defense

Negate effect of attack and move 1 hex

Must move 1 hex if attacked

Roll with Disadvantage unless adjacent or behind cover

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

Aim
Action - Special

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

Creating a Character

Making characters is often one of the most appealing elements of an RPG, and Fully Automated aims to make the technical and narrative elements fun and easy.

Blank Character Sheets can be found here.

Premade character sheets can be found here.

A simplified low-formatting text-only character sheet can be found here. This is meant to be copied and pasted or written out by hand on lined paper.

The first page of the character sheets lists a character's attributes, skills, combat actions, special abilities, and a short biography.

The second page provides room for an extended character bio.

The third page is the Actions & Items page. This page provides a helpful quick reference for what items a character has on them and what actions they can perform. It's meant to help players easily remember the tools and abilities available to them moment-to-moment.

Character Concepts

Players are encouraged to look at the premade characters as a source of inspiration. Additionally, talk to the rest of a playgroup about what kind of contributions each player might offer and what similarities and differences in personality make sense. You may build a character around a set of abilities that seem fun to play, a personality that appeals to you, a simple gimmick, or just lifted from a work of fiction of which you're fond.

If creating a character that is a machine, refer to the section on Synthetic Intelligence in Inhabiting the World. If creating an intelligent animal character (also known as an e-species, parahuman animal or "parahuman") refer to the section on Animal Uplifting & Enhancement in the World Guide and the section on Understanding Parahumans in Inhabiting the World. In either case, use the character creation instructions as you would for a human character while making changes as necessary.

Most players can list as their sapience "S5". This is the category for basic human consciousness. Players are welcome to play as non-hominid and/or lower-sapiance characters like an heirloom dog, puma, parrot, beehive, or delivery drone. For advice on playing characters that don't have the full level of intelligence common to humans, synths, or enhanced chimps, see the section on Understanding Sapience.

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

Attributes

Attributes are the seven stats which players add Skill points to when rolling for checks. Additionally, the Strength, Dexterity, and Endurance Attributes determine a character's health points and speed.

Players have 49 points to allocate between their Attributes, with each having a minimum of 4 and a maximum of 10. An easy way to allocate these is to start by assigning a value of 7 to all of them and then moving points around while keeping all attributes within the 4 - 10 range until satisfied. Attributes can exceed 10 with augments, and max out at 12.

Strength – Strength describes a character's ability to apply brute force, both physically, mentally, and spiritually. Players use Strength to push and heave as well as summoning internal strength to overcome fear or doubt.

Dexterity – Dexterity is the ability to apply precise, controlled finesse. It can be used for whole-body movement such as parkour or fine motor tasks such as surgery.

Charisma – Charisma is the ability to express oneself in an intended manner. It can be used to charm or seduce, or it can be used to irritate, intimidate, or offend (if so desired).

Intelligence – The Intelligence attribute describes a character's ability to apply reason and process information. Intelligence can be used to infer, synthesize, analyze, and deduce.

Observation – Observation encompasses a character's ability to collect information from the world around them. It can be used to see, hear, taste, and smell. It can also be used to recognize patterns, interpret body language, or apply technical skills to extracting signals from noisy data.

Knowledge – Knowledge is a character's access to preexisting factual information. Knowledge allows a character to recall lessons in biology from their schooling and who on the block is the local yenta. Within Fully Automated, there is a much more fluid connection between personally remembered facts and information stored widely in publicly available databases or collective knowledge. So Knowledge can be used by a player both for direct recollection as well as to perform a quick look-up or to phone a friend.

Endurance – Endurance is a character's ability to withstand an assault. It can be a physical assault or an assault on the senses. Endurance can be used to perform an attempt to avoid being thrown off by a strong wind, withstand self-doubt, or weather discouragement.

A character's starting number of Health Points (HP) is their Strength plus twice their Dexterity, and their Speed is their Strength plus twice their Endurance.