

# Premade Character Sheets for Fully Automated!

A blank character sheet can be found after the premade character sheets, along with a simplified, minimally-formatted character sheet for copying into a text program or on to lined paper.

Any and all additional documents should be available on our website or Lemmy Community:

<https://fullyautomatedrpg.com>

<https://slrpnk.net/c/fullyautomatedrpg>



# Fully Automated!

## Solarpunk Tabletop RPG

*Names* Pulsação, Pulsa  
Aide Fuentes (given)  
*Date of creation* 2100 (age 23)  
*Place of creation* Tijuana, Mexico  
*Species, Gender,* Human, fem (she/they)  
*& sapience* S5

### Biography

Aide is a capoeira artist who grew up in the Bosque de Restauración monastery commune in Tijuana. She developed a love of dance and Capoeira at a young age.

She got a tail mod at 17 the year before she moved to Toluca for college, where she met her eventual husband, Teo.

During college she began volunteering as a protector and found it was a natural fit. She continues to serve as a martial protector within the LA Protectors League since moving to LA when Teo was recruited to a desert forestry program in Pomona.

### Extended Community

Husband, Teo. A historical anthropologist

Parents, Maria DeLuca and Javier Fuentes.

Grandparents, Crystal DeLuca (Maternal grandmother), Abigail Murillo (Pat. Grandmother)

Younger brother, Risa. Risa lives with their parents and grandparents at the Bosque de Restauración commune monastery outside Tijuana

Pulsa keeps in touch with college friends and other friends she met during college in Toluca.

Pulsa is close with the regulars at the Raio/Trovão gym and Capoeira studio. She's well known to her neighbors Garvy, Melissa, and Doug, and Tio's work colleagues.

She's also got various friends and friends of friends she's met in LA. Many she met through Dusty, a close friend and on-again-off-again romantic partner.

### Present Goals

Discover & share art and music

### Long-term goals

Return to Tijuana to look after her parents and run a Capoeira studio

### Motivations

Kindness, Beauty, Fairness

### Vulnerabilities

Distractible, Indecisive

### Violations

### Desired Augments & Abilities

Names

Pulsa

Actions and Items

Combat Actions **Move - Defend - Aim - Restrain**

**Trained Strike**

**E-Baton - Spray**

**Staff - Spear**

**Shuriken /Throwables**

**Shortbow - Microdarter**

**Rifle - Pistol**



Action - Movement

**Move**

Move 5 hex

-1 hex if played previous round

-1 hex for rough terrain

-2 for moving another body.

Optional if Aimed:

Move 6 hex

Defense

**Defend**

Negate effect of attack and move 1 hex

Roll with Disadvantage unless adjacent or behind cover

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

Action - Special

**Aim**

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

Effect is retained for one additional round if not used

Attack - Close **Unarmed**

**Trained Strike**

Damage: 5

Range: Adjacent

Offers 1 hex of movement

--	None
-	None
0	Stun
+	Stun
++	Stun

If Aimed:

10 Damage & Stun

Attack - Close **Bo Staff**

**Staff Strike**

Damage: 6

Range: Adjacent + 1

Offers 1 hex of movement

--	None
-	None
0	Stun
+	Stun
++	Stun

If Aimed:

10 Damage & 2x Stun

Attack - Ranged **Shuriken**

**Knife Throw**

Damage: 2

Range: ≤ 5

2 hexes of movement

--	-2
-	-1
0	Stun
+	+2 & Stun
++	+4 & Stun

If Aimed:

Can be played twice (with Advantage)

Attack - Special **Restraints**

**Restrain**

Disarm & indefinite stun

Damage: 0

Range: Adjacent

Must have more HP than target to use

--	Fails & offers counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
++	~

**Lucky Break:**  
Apply advantage to one action

**Uncanny Dodge:**  
Ignore effects of 1 attack and move 1 hex

**Business Finisher I:**  
Restrain targets with any HP lower than character

**Aquaflask**

**Cyberdeck**

Consumable  
**MedPutty**  
Restores HP equal to the users skill points in **Medicine + Care**  
Benefit is half when used on self

**Cardiovasc. Upgrade:**  
+1 hex to movement

**Tail:** +1 to Dexterity

**Metabolic Efficiency**





# Fully Automated!

## Solarpunk Tabletop RPG

<i>Names</i>	Dusty Spokes Chelsea Lin (given)
<i>Date of creation</i>	14_MAY_2102 (age 21)
<i>Place of creation</i>	San Diego, CA
<i>Species. Gender.</i>	Human, fem (any)
<i>&amp; sapience</i>	S5

### Biography

Chelsea Lin grew up in Gardena in the years following the machine uprising and the turn of the new century. Now in her 20s, Dusty (as she's known on the racing circuit) travels the city delivering parcels for fun and likes. She's casually active in the LA League of Detectives.

Among the Detectives, she's known for her confidence and willingness to hit the street for the more desk-bound investigators, and among friends in the Protectors League and underground music and sports clubs she's known for her ability to somehow fit in most places even when she stands out.

### Extended Community

Taylor Lin and Ming Lin (parents); Sky Lin (older brother); Naaem Freeman (Close family friend through her brother)

Gorman, Fitz, and Tank (Fellow racers/couriers and roommates)  
Hypebot420 (Weird roommate and friend)

Pulsa (Close friend and casual on and off ex/current/future ex/future girlfriend)

### Present Goals

Top the leaderboard for whatever game or gig she's doing

### Long-term goals

Find a partner, raise a family, and retire to Mars after her kids are grown

### Motivations

Competition, Challenge, Adventure

### Vulnerabilities

Impulsive, Short-sighted

### Violations

Attendance at unlicensed demolition derby, 2117 (faced public reprimand)

### Desired Augments & Abilities

**Combat Actions** *Move - Defend - Aim - Restrain*

-  **Punch**
-  **Club - Spray - Improvised**
-  **Slingshot**



**Action - Movement**

**Move**

**Move 5 hex**

-  -1 hex if played previous round
-  -1 hex for rough terrain
-  -2 for moving another body.

*Optional if Aimed:*

**Move 6 hex**

**Defense**

**Defend**

Negate effect of attack and move 1 hex

*Roll with Disadvantage unless adjacent or behind cover*

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

**Action - Special**

**Aim**

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

*Effect is retained for one additional round if not used*

**Attack - Close** Unarmed

**Punch**

Damage: **4**

Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	None
+	Stun
++	Stun

*If Aimed:*

**8 Damage & Stun**

**Attack - Close** Improv. Melee

**Club**

Damage: **6**

Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	None
+	Stun
++	Stun

*If Aimed:*

**10 Damage & Stun**

**Attack - Ranged** Slingshot

**Slingshot**

Damage: **4**

Range: **≤ 5**

*Range 6 - 7 with disadvant.*

--	~
-	~
0	~
+	+1 & Stun
++	+1 & Stun x2

*If Aimed:*

**+2 Damage**

**Attack - Special** Restraints

**Restrain**

Disarm & indefinite stun

Damage: **0**

Range: **Adjacent**

*Must have more than 1 HP greater than target to use*

--	Fails & offers counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
++	~

**Lucky Break:**  
Apply advantage to one action

**Helping hand:**  
+4 assistance to another player's check

**Aquaflask**

**Cyberdeck**

**Consumable**

**MedPutty**

Restores HP equal to the users skill points in **Medicine + Care**

*Benefit is half when used on self*

**Cardiovasc. Upgrade:**  
+1 hex to movement

**Enhanced Strength**

**Low-light vision**





# Fully Automated!

## Solarpunk Tabletop RPG

<i>Names</i>	Windrush Gillian Phong (given)
<i>Date of creation</i>	06_JUL_2089 (age 35)
<i>Place of creation</i>	Los Angeles, CA
<i>Species, Gender, &amp; sapience</i>	Human aguamodo, Fem (any), S5

### Biography

Gillian Phong was born to Linda Phong and Melody Beridze in 2191. Linda was an aguamodo conservationist and documentarian, and Melody was a ferry pilot.

From an early age, Gillian wanted to be an aguamodo. She took swim lessons, got her scuba certification, and began breath and heart-rate training as an adolescent. In her teens, a friend of her mother Melody began taking her along on offshore windmill inspections. Soon, she added to her love of the ocean a fascination with the industries that took place within it. She went on to get her bachelor's degrees in Oceanography and in Supply Chain Infrastructure. It was during this time she met Sogobe, who she'd marry three years later in 2112.

Before she'd even graduated she'd started apprenticing with the longshoreman, and by 2114 she was a proud journeyman. She then applied for the union's Martian cultural and tech exchange program and was accepted. She and Sogobe spent 27 months sailing out, working in Utopia Basin, and sailing back. This was where they met and fell in love with Amir. It was also during this trip that she trained as an emergency medic with the Mami Wata Medical Network.

In 2118 she gave birth to Aquemini, and in 2020 Sogobe gave birth to their second child, Hueiwoo.

### Extended Community

- Aquemini (Child, 7)
- Amir Dawit (Spouse, 37)
- Sogobe Dann (Wife, 33)
- Hueiwoo Dann (Child, 4)
- Linda Phong (Mother, 62); Melody Beridze (Mother, 69)
- Kalima Dawit and Randall Vaughn (Amir's mother and stepfather)
- Meryll Dann and Tahma Dann (Sogobe's parents)
- Namapaiha Elementary School parent's group (where she coaches underwater hockey)

Knows Father Muscles through coaching for Namapaiha Elementary. Used to be Knowhound's swimming teacher.

- |   |   |
|---|---|
| <i>Present Goals</i>                    | Network on behalf of the Dockworkers Local 122 and the Tribe of the Jengu   |
| <i>Long-term goals</i>                  | Rise in the union, build aguamodo power in SoCal, protect the coastal shelf |
| <i>Motivations</i>                      | Balance, Restoration  |
| <i>Vulnerabilities</i>                  | Fury of a patient man   |
| <i>Violations</i>                       |   |
| <i>Desired Augments &amp; Abilities</i> |   |

Names

Windrush

Actions and Items

Combat Actions **Move - Defend - Aim - Restrain**

**Punch**

**E-Baton - Spray**

**Staff - Spear**

**Shortbow - Crossbow**



Action - Movement

### Move

**Move 4 hex**

**-1** hex if played previous round

**-1** hex for rough terrain

**-2** for moving another body.

*Optional if Aimed:*

**Move 6 hex**

Defense

### Defend

Negate effect of attack and move 1 hex

Roll with **Disadvantage** unless adjacent or behind cover

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

Action - Special

### Aim

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

Effect is retained for one additional round if not used

Attack - Close

Unarmed

### Punch

Damage: **4**  
Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	None
+	Stun
++	Stun

*If Aimed:*

**8 Damage & Stun**

Attack - Close

Bo Staff

### Staff Strike

Damage: **6**  
Range: **Adjacent + 1**

Offers 1 hex of movement

--	None
-	None
0	Stun
+	Stun
++	Stun

*If Aimed:*

**10 Damage & 2x Stun**

Attack - Special

Restraints

### Restrain

Imposes indefinite stun

Damage: **0**  
Range: **Adjacent**

Must have more than 10 HP greater than target to use

--	Fails & offers counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
++	~

### Take a Seat:

Use Restrain against a target with HP any lower than character

### Meditation I:

Meditate 5 min. to restore 1 ability

### Meditation II:

Meditate 5 min. to restore an ability instantly later

### Meditation III:

Meditate 2 min. to restore all abilities.

### Transference:

Apply meditation effects to an ally

### 8x Breath + Gills:

Underwater breathing (6 hrs before tiring)

**Cyberdeck**

Consumable

### MedPutty

Restores HP equal to the users skill points in **Medicine + Care**

*Benefit is half when used on self*

Consumable

### MedPutty

Restores HP equal to the users skill points in **Medicine + Care**

*Benefit is half when used on self*

**Aquaflask**

# Fully Automated!

## Solarpunk Tabletop RPG

**Names** ByteScythe  
Gail Becker (given)  
**Date of creation** 04\_JUN\_2041 (age 83)  
**Place of creation** Seattle, Pacifica  
**Species, Gender,** Human,  
& **sapience** Fem (She/Her), S5

[Manual Link](#)

[Action Cards](#)

Strength	Dexterity	Charisma	Intelligence	Observation	Knowledge	Endurance
5	6	6	9	8	8	7

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

**Combat Actions** **Move - Defend - Aim - Restrain**

-  **Punch**
-  **Spray - Club**
-  **Microdarter - Rifle - Pistol**



**XP Earned** 50  
**XP Spent** 30

### Family, Neighbors, & Acquaintances

Children, Xerses (44) and Roman (47). Son, Merlot, deceased. Two direct grandkids, three informal. Her daughter Xerses and the blended family she co-parents with lives in the same tower. Her son Roman is an astromodo engineer that works in orbit ½ the year & lives in a commune in Anchorage the rest. Her virtual assistant, Horatio. Her hounddog, Travis. Mentor to Voidstar

### Curriculum Vitae

U of Oregon, BS in network architecture 2063  
Clown Tuxedo Collective 2061 - 2067  
Marion Federal Penitentiary, Illinois 2068 - 2070  
Deliverance Farms Food Forest Coop, Idaho 2070 - 2073  
Deliverance Matter Recovery & Recycling 2073 - 2081  
Contributor to dozens of open-source projects  
Over 100k pts on Stack Exchange

Netrunners\_of\_a\_Certain\_Age.forum  
League of Extraordinary Hackers  
Greater LA Mutual Aid Network Admin (2114 - Pres.)  
Liberty Compact Signatory (2105 - Present)

**Followers** 2,900 - Restricted

### Living Arrangement

Lives in an upper level unit of the Altadena Skyline tower with a boyfriend. Her daughter's family lives several floor down.

### Gear, Bio, Notes, etc.

An old IT admin and renowned data jockey. Liberty Compact signatory.

### Augmentations & Abilities

One Sec  
I'm In  
Sneaky sneak  
Kiddie Shit  
1337 Hack  
Remote Hack  
I see  
Keen eye  
I think  
I know this  
Awaken  
Psionic Block  
Hip replacement  
Aural implants

# Fully Automated!

## Solarpunk Tabletop RPG

**Names** ByteScythe  
Gail Becker (given)  
**Date of creation** 04\_JUN\_2041 (age 83)  
**Place of creation** Seattle, Pacifica  
**Species, Gender,** Human,  
**& sapience** Fem (She/Her), S5

### Biography

Gail Becker was born in the tumultuous '40s to Lindsay Becker and Jeff Howe in Seattle. She and her two brothers grew up in a typical lower-middle class household. Her parents were full-time multigiggers, but things were as stable as people could expect for the times before she and her family were forced to relocate to a refugee camp after a catastrophic wildfire when she was sixteen.

The camp wasn't nice, but her social circle grew, and over the rest of high school she made friends with a diverse crowd that included war refugees from across the Americas. She and her family eventually resettled in Eugene, Oregon, and she eventually studied Information Sciences and Network Architecture at the University of Oregon, Eugene.

By the time she'd gotten to college in '59, the day-to-day structure of the college had collapsed under the weight of student protests. Antiwar/climate catastrophe/polycrisis/anticapitalist protesters had taken over the campus. Without formal administration, the students and professors continued to organize ad-hoc classes. There were no grades to measure it, but Gail excelled. And she found a place in hacker life. She found a place somewhere outside the radical utopianists, but never quite fell into the cynicism of the doomers and survivalists who left movements completely.

She and some of her friends managed to straddle worlds for a time. They worked good contract IT gigs for what was a decent wage in the Flooding Sixties. But on the darkweb and in underground libraries she waged war on corporations as part of the infamous Clown Tuxedo Collective. It was the quixotic defiance of those who expected to die fighting. In 2066 the CIA started closing in. She was a fugitive for 11 months until she was arrested in Idaho in '67.

Then a funny thing happened: the revolution won.

It wasn't as simple as that, in truth. It was messy before. It was messy after, but she was released after two years in federal prison as part of one of many mass pardons. By the seventies she'd settled down with her boyfriend Lionel. She had kids, worked jobs, and did her part in the emerging new order of the Post-Melt world. Decades on, things have been pretty good for pretty long. But a lifetime of experience has given ByteScythe too many lessons for her to ever forget what people can be like.

Xerses (Offspring, 44); Roman (Son, 47); Merlot (son, deceased). Two direct grandkids, three informal. Her daughter Xerses and the blended family she co-parents with lives in the same tower. Her son Roman is an astromodo engineer that works in orbit ½ the year & lives in a commune in Anchorage the rest. Lionel (ex-husband)  
Her virtual assistant, Horatio, embodies a deployable scarab drone she wears as a broach.  
Her hounddog, Travis. Mentor to Voidstar. A regular at the antiques workshop where Jon works.

### Extended Community

**Present Goals** Stick to her scheduled sleeping, exercise, and eating routines

**Long-term goals** Make young people know how mean human nature can be when things are bad

**Motivations** Amusement, Spite

**Vulnerabilities** Stubborn, cynical

**Violations** Accomplice to wire fraud, 2066; Network trespassing, 2066; Breaking & Entering, 2067; Espionage, 2067; Misdemeanor Data Theft, 2098.


**Desired Augments & Abilities**



**Combat Actions** *Move - Defend - Aim - Restrain*

 **Punch**

 **Spray - Club**


 **Microdarter - Rifle - Pistol**




Action - Movement

### Move

**Move 5 hex**

 -1 hex if played previous round

 -1 hex for rough terrain

 -2 for moving another body.

*Optional if Aimed:*

**Move 6 hex**

Defense

### Defend

Negate effect of attack and move 1 hex

*Roll with Disadvantage unless adjacent or behind cover*

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

Action - Special

### Aim

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

*Effect is retained for one additional round if not used*

Attack - Close

Unarmed

### Punch

Damage: **4**

Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	None
+	Stun
++	Stun

*If Aimed:*

**8 Damage & Stun**

Attack - Close *Improv. Melee*

### Cane

Damage: **6**

Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	None
+	Stun
++	Stun

*If Aimed:*

**10 Damage & Stun**

#### Lucky Break:

Apply advantage to one action

#### One sec:

+3 on a software hack

#### I'm in:

+5 on a network entry hack

#### Sneaky-sneak:

+5 on a network stealth hack

#### Kiddie Shit:

+3 on a hardware hack

#### 1337 hack:

+5 on direct device hack

#### Remote control:

+5 on remote device hack

#### I see:

+3 perception

#### Keen eye:

+5 percept.

#### I think:

+3 knowledge

#### I know:

+5 knowledge

#### Psionic Block:

+4 to a roll for psi defense

**Beetle Drone for Synth assistant**

**Dogtreats**

**Cyberdeck**

**Hard Candies**

(One contains a knock-out drug)



# Fully Automated!

## Solarpunk Tabletop RPG

*Names* Miss Grant, Miss Libby  
Elizabeth Tisha Grant  
*Date of creation* 30\_DEC\_2087 (age 36)  
*Place of creation* Salt Lake City, UT  
*Species, Gender,* Human,  
*& sapience* Femme (She/her), S5

### Biography

Elizabeth Grant was the first of three kids, born in the '80s in Salt Lake City. She found her interest in the performance of power in her teens, and in her early twenties built a respectable early career in the arts of BDSM. Within this community she met her longtime primary partner Gen.

In 2112 she completed her law degree at 25, and two years later gave birth to a child with Gen in 2114.

In the years since, she's continued to grow her career and relationships in sex work and financial oversight, and enjoys a strong reputation in both.

### Extended Community

Mother and Father live in SLC with two older brothers.

Married to partner / producer/ agent, Gen. Dating within a polycule. Child, Ronnie (10) is in their 4th year at Raymond L. Johnson Sr. secondary school.

She uses a virtual assistant named Lexy. She has a Terrier, Whiskey (8).

*Present Goals* Connection building  
*Long-term goals* Write a memoir  
*Motivations* Justice, Fairness, Stimulation  
*Vulnerabilities* Boredom, Bullshit  
*Violations*  
*Desired Augments & Abilities*

**Combat Actions** *Move - Defend - Aim - Restrain*

-  **Punch**
-  **Spray**
-  **Whip**



**Action - Movement**

**Move**

**Move 4 hex**

- 1** hex if played previous round
- 1** hex for rough terrain
- 2** for moving another body.

*Optional if Aimed:*

**Move 6 hex**

**Defense**

**Defend**

Negate effect of attack and move 1 hex

*Roll with Disadvantage unless adjacent or behind cover*

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

**Action - Special**

**Aim**

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

*Effect is retained for one additional round if not used*

**Attack - Close** *Unarmed*

**Punch**

Damage: **4**

Range: **Adjacent**

*Offers 1 hex of movement*

--	None
-	None
0	None
+	Stun
++	Stun

*If Aimed:*

**8 Damage & Stun**

**Attack - Close** *Sprayer*

**Spray**

Damage: **4**

Range: **Adjacent**

*Offers 1 hex of movement*

--	None
-	None
0	Stun
+	Stun
++	Stun x2

*If Aimed:*

**(Advantage)**

**Attack - Special** *Restraints*

**Restrain**

Imposes indefinite stun

Damage: **0**

Range: **Adjacent**

*Must have more than 10 HP greater than target to use*

--	Fails & offers counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
++	~

**Short Athlet. Boost:** Automatic ++, +2 hex, & additional action, followed by 2x stun

**Cloud Memory:** Compel a target to forget the last 30 s.

**Convincing:** +3 on a persuasion check

**Theory of Mind:** +3 on a motive check

**Mind Reader:** +5 on a motive check

**Figure it out:** +3 on a research, invest., or problem solving check

**Birch Chews**

**Sunglasses**

**Skincream**

**Attack - Ranged** *Whip*

**Whip!**

Damage: **4**

Range: **≤ 4**

*Offers 1 hex of movement*

--	-2
-	-1
0	Stun
+	+1 & Stun
++	+2 & Stun

*If Aimed:*

**8 Damage & Advantaged**

**Cyberdeck**

**Compact Mirror**





# Fully Automated!

## Solarpunk Tabletop RPG

*Names* Hiro Yasuke  
Naeem Freeman (Given)  
*Date of creation* 11\_APR\_2078 (age 45)  
*Place of creation* Atlanta, GA, ISA  
*Species, Gender,* Human, masc (He/they)  
*& sapience* S5

### Biography

Naeem Freeman is a seasoned aeronautical engineer who splits his time between Los Angeles and Takai Shizukesa orbital city.

Naeem was born in Atlanta in 2078 as the middle of three children. His brother Jamaal was born a year earlier, and because Jamaal had a rare blood type his parents elected to have a clone of Jamaal as their 2nd child.

After completing his bachelor's, he spent his first commission as an apprentice repair tech aboard the mining support ship the Elemental Traveler under his first mentor, Diggs Hiroko. Afterwards, he transferred between three other ships as he matured in his role, eventually returning to the Elemental Traveler (now captained by the gregarious Srianka Pavel) as the lead engineer during Diggs off-months.

While on assignment, he lives on the Elemental Traveler and on its home port of Takai Shizukesa and provides support services to the mining ships that shuttle chunks of ore from the initial processing stations at Sky Mountain (located at the Earth-Sun L2 point) to refineries across High Earth Orbit.

In his off months he visits his parents in Atlanta and lives with Jamaal, Jamaal's husband Liu, and their biological daughter Erikka. He enjoys books and live-action games about the Japanese Edo period

Parents, Jewel (72) and Dominick (deceased in 2120)  
Siblings, Jamaal, and Erikka. Brother Jamaal's husband Liu, niece Nakita.

Hiro is a close friend and mentor to DustySpoke's older brother Sky. Sky served on the Elemental Traveler before moving to Luna to be with his girlfriend, and become like family. While in Los Angeles, Hiro hangs out with Dusty, who he treats like a close younger cousin.

### Extended Community

*Present Goals* Looking to find opportunities to trust new people and get better at relying on others.

*Long-term goals* Possibly one day captaining a spaceship

*Motivations* Principle (Protection, Honor)

*Vulnerabilities* Stubbornness, Excessive self-reliance, Honor

*Violations* Unlicensed transport of controlled materials, 2119, 2122

*Desired Augments & Abilities*

**Combat Actions** *Move - Defend - Aim - Restrain*

-  **Trained Strike**
-  **E-Baton - Spray - Club**
-  **Sword**
-  **Shortbow - Crossbow**



**Action - Movement**

### Move

**Move 4 hex**

-  -1 hex if played previous round
-  -1 hex for rough terrain
-  -2 for moving another body.

*Optional if Aimed:*

**Move 6 hex**

**Defense**

### Defend

Negate effect of attack and move 1 hex

*Roll with Disadvantage unless adjacent or behind cover*

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

**Action - Special**

### Aim

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

*Effect is retained for one additional round if not used*

**Attack - Close** **Unarmed**

### Trained Strike

Damage: **5**

Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	Stun
+	Stun
++	Stun

*If Aimed:*

**10 Damage**

**Attack - Close** **Sword**

### Sword Strike

Damage: **8**

Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	None
+	+2
++	+4

*If Aimed:*

**18 Damage & Stun**

**Attack - Ranged** **Shortbow**

### Stun Arrow

Damage: **4**

Range: **2 - 6**

*Range 7 - 9 with disadvant.*

--	-2
-	-1
0	Stun
+	Stun
++	Stun x2

*If Aimed:*

**Advantaged even if disadvantages apply**

**Attack - Special** **Restrains**

### Restrain

Imposes indefinite stun

Damage: **0**

Range: **Adjacent**

*Must have more than 10 HP greater than target to use*

--	Fails & offers counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
++	~

**Lucky Break:** Apply advantage to 1 action

**Focused attack:** ++ on attack action

**Quick Aim:** Aim between rounds

**Reaction Time:** Two actions at start of round

**Fear Me:** 1 target flees for 1 round & surrenders if < 8 HP

**Psionic Shove:** Deal 2 + 2dF damage

**One sec:** +3 on a software hack

**Figure it out:** +3 on research/invest. check

**Bufotoxin:** Spit hallucinogen/sedative

**Putting it together I:** Combine skills in 10 min

**Toxin Resistance**

**Vape pen**

**Multitool**

**Cyberdeck**

**Consumable**

### Medpak

- Restores **4 HP** after hitting 0
- Restores **6 HP** if used on self
- Restores **8 HP** if used on adjacent ally







# Fully Automated!

## Solarpunk Tabletop RPG

*Names* Mr. Winner  
Mimi Nguyen (given)  
*Date of creation* 25\_AUG\_2087 (age 37)  
*Place of creation* Flagstaff, AZ  
*Species. Gender.* U-Chimp, Fem/NB (any)  
*& sapience* S5

### Biography

Mimi Nguyen is the third of five children of Bana and Philo. She was born in 2087 in Whittier as part of the fourth generation of u-chimps. Her neighborhood contained the highest concentration of u-chimps in Socal, with roughly 3,000. Growing up, many of her elders said that the fourth generation was the first to grow up with the opportunity to think of their lives as ordinary.

At 9, Mimi discovered a talent for performance as Max Bialystock in her primary school's production of The Producers. She started taking singing and improve lessons, and began attending open-mics throughout secondary school. At sixteen, she began performing regularly around Los Angeles with a mix of song, stand-up, and occasionally a bit of comedy magic. In 2105 she had her first appearance on an international light-night stream and also married her boyfriend Keith.

Over time, she built a following. She toured across the west side of the Rockies for a few months every year or two, and became a sought after event host and MC. Though acting was rarely her primary focus, became one of the more recognizable chimp actors. Along the way, she and Keith raised two kids with lots of family help.

Now 37, Mimi is enjoying a stable life of moderate fame and steady work, while setting aside plenty of time to spoil her grandkids. She looks forward to many more productive years in showbiz, but is also conscious of an obligation to produce a legacy to be proud of. She's a bit more introspective of what acting roles serve the enhanced parahuman community, and what causes she can help with her platform. Still, she credits Keith with helping her always avoid talking herself too seriously.

### Extended Community

Keith (husband and manager), Bana & Phillo (parents); Richard and Nathalie (son and daughter-in-law), Ke and Rova and Nex (Son and in-laws)

*Present Goals* Collect fodder for new comedy material

*Long-term goals* Produce a masterwork

*Motivations* Entertain, Provoke introspection

*Vulnerabilities* Easily baited into responding to things. Has trouble walking away.

*Violations* Intoxicated Public Nuisance, 2106

*Desired Augments & Abilities*

Names

Mr. Winner

# Actions and Items

Combat Actions **Move - Defend - Aim - Restrain**

 **Claws**

 **Spray - Club / Improvised Melee**

 **Pistol**



Action - Movement

## Move

Move 4 hex

-1 hex if played previous round

-1 hex for rough terrain

-2 for moving another body.

Optional if Aimed:

Move 6 hex

Defense

## Defend

Negate effect of attack and move 1 hex

Roll with Disadvantage unless adjacent or behind cover

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

Action - Special

## Aim

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

Effect is retained for one additional round if not used

Attack - Close **Unarmed (Claws)**

## Claw!

Damage: **5**  
Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	Stun
+	Stun
++	Stun

If Aimed:

10 Damage & Stun

Attack - Close **Sprayer**

## Spray

Damage: **4**  
Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	Stun
+	Stun
++	Stun x2

If Aimed:

(Advantage)

Attack - Special **Restraints**

## Restrain

Imposes indefinite stun

Damage: **0**  
Range: **Adjacent**

Must have more than 10 HP greater than target to use

--	Fails & offers counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
++	~

**Convincing:** +3 on a persuasion check

**Theory of Mind:** +3 on a motive check

**Physical Control:** +3 on a Strength or Dexterity check

**Calm / Daze:** Stun an adversary or grant +2 to an ally's endurance check

E-reader

Sunglasses

Cyberdeck

Consumable

## Medpak

- Restores 4 HP after hitting 0
- Restores 6 HP if used on self
- Restores 8 HP if used on adjacent ally



# Fully Automated!

## Solarpunk Tabletop RPG

*Names* Father Muscles  
Georgie Sinclair (given)  
*Date of creation* 21\_NOV\_2081 (Age 43)  
*Place of creation* San Diego  
*Species, Gender,* Human,  
*& sapience* Male (He/They), S5

### Biography

Georgie Sinclair was born as the youngest of three in San Diego in 2081. He completed secondary school in 2100, having spent most of his time on sports. Despite a mild interest in sociology and history, Georgie forewent further academics in favor of backpacking South America with his girlfriend and friends. He spent four years playing competitive lacrosse before turning his focus to strength training and coaching. He and his longtime sweetheart Carol settled down in Torrance. It was during this time in 2106 when he spent 9 months undergoing high-gravity strength enhancement. The next year, he and Carol married.

In 2108 he and Carol adopted Marigold, and the following year Georgie entered the seminary. He became a deacon at the Sacred Tree Church, and in 2112, Carol gave birth to Tylee. He was ordained as an Episcopal priest in 2114.

In 2117 his wife gave birth to Gleeson. In 2118, he initiated his endurance augmentation regimen, and while documenting it broke 128k followers.

In 2020, he began learning and serving with the St. Raphael's Medic's Network, and adopted Raina.

In 2122 he started fostering Rouvert, a 8-year-old member of the Sacred Tree community whose parents embarked on a four year journey to Mars to spend time with an ailing elder family member and also meet and help raise their niece and nephew for a Martian year.

Now in his forties, Father Muscles spends his time raising his six kids, ministering to his church and followers, and coaching others on how to achieve incredible gains to body, community, and spirit.

Wife, Carol (44);

Kids, Marigold (16), Tylee (12), Rouvert (10), Trevor (10), Gleeson (6), and Raina (4)

Mother, Prudence (69); Step Moms Grace (78) & Lorelei (47);

His longtime producer, Velma;

Siblings, Becky (40), Harlan (49), and Frank (46). Grandad Jeff (Prudence's dad, 101) and Grammy Susan (Grace's mom, 99) who married in 2119.

Carol's family. Carol's boyfriend Juan.

Fellow Sacred Tree ministers Tovar, Dominick, and Lacy.

Father Wang, the elder priest of Sacred Tree.

The Sacred Tree Church community

Namapaiha Elementary School parent's group (where he coaches basketball)

The Crepuscular Glen Community High School families community

Inconel Crew Gym (Member and class trainer)

Knows Windrush through the Namapaiha Elementary community where they both coach sports.

*Present Goals* Bring newcomers to church, especially those unfamiliar with faith or who seem lost

*Long-term goals* See his children and those of his parishioners grow up and find their purpose

*Motivations* Love of all; a desire to live up to god's grace; a desire to share god's good news

*Vulnerabilities* Naivete, Obliviousness, gullibility

*Violations*

*Desired Augments & Abilities*

### Extended Community



Names

# Father Muscles

# Actions and Items

Combat Actions **Move - Defend - Aim - Restrain**

- Trained Strike**
- E-Baton - Spray**
- Microdarter - Rifle**



Action - Movement

## Move

**Move 4 hex**

- 1 hex if played previous round
- 1 hex for rough terrain
- 2 for moving another body.

*Optional if Aimed:*

**Move 6 hex**

Defense

## Defend

Negate effect of attack and move 1 hex

Roll with Disadvantage unless adjacent or behind cover

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

Action - Special

## Aim

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

Effect is retained for one additional round if not used

Attack - Close **Unarmed**

## Trained Strike

Damage: **5**  
Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	Stun
+	Stun
++	Stun

*If Aimed:*

**10 Damage**

**Bible**

Attack - Special **Restrains**

## Restrain

Imposes indefinite stun

Damage: **0**  
Range: **Adjacent**

Must have more than 10 HP greater than target to use

--	Fails & offers counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
++	~

## Psi-heal I:

Restore up to Care or Medicine in HP (use lower of the 2)

**Aquaflask**

Consumable

Consumable

## MedPutty

Restores HP equal to the users skill points in **Medicine + Care**

*Benefit is half when used on self*

**Mobile**



# Fully Automated!

## Solarpunk Tabletop RPG

*Names* Hypebot420; Guy Bangalter  
Hyperbotics\_FF1\_16-2108  
*Date of creation* 07\_FEB\_2108 (age 16)  
*Place of creation* Provo, UT, ASW  
*Species, Gender, & sapience* Embodied Synth,  
NB (any), S5

### Biography

Hypebot was built in 2108 by Hyperbotics Industries in Provo Utah. Hyperbotics is a leading producer of survey androids for operating in hostile environments, and boasts of producing over seventeen androids currently serving on Venusean surveys. Unit FF1\_16\_2108 was fostered during their training and supervision period by two professors, Marco & Genevive. Unit FF1\_16\_2108 was their first (and so far only) synth foster.

During this upbringing period, unit FF1\_16\_2108 developed a broad fascination with music and esoteric art under their parents' encouragement. When it was time to pick a name, they took the name Guy Bangalter.

In their fourth year, as they completed their in-house training and began their internship period, they joined the media library at the Provo Community College where their foster parents teach. They spent two years there, and after completing their formal training period in 2116 was invited to join a variety of survey missions.

They took a position doing ecosystem and fire monitoring in the wildlands of Oregon. They spent their days listening to music and podcasts, and composing experimental music using forest sound samples. They began releasing content under the DJ name Hypebot420, and during regular visits to Portland they made friends with other DJs, including one named Fitzi. After several visits to hang out with Fitzi and friends in Los Angeles, they eventually relocated there and moved in with Fitzi and their roommates in Koreatown in 2122.

### Extended Community

Roommates Fitzi, Gorman, & Dusty

Foster parents Prof. Marco Ruaz-Bouffant and Prof. Genevieve Bouffant-Ruaz

Eleven sibling synths from the same production cohort, as well as the overall Hyperbotics community

Various promoters, producers, and fans.

The Kim family next door (who find the Parks too free-spirited) and the Park family across the hall (who find the Kims too uptight)

*Present Goals* Find novel sounds for sampling

*Long-term goals* Release an album that gets a a positive write-up in The Dope Journal of Inscrutable Beats

*Motivations* To create arresting and innovative art

*Vulnerabilities* Low emotional (and also general) intelligence

*Violations* Noise complaint, 2114  
Attending an underground music festival in a wildspace with attendance exceeding their permit level, 2119

*Desired Augments & Abilities*



Combat Actions **Move - Defend - Aim - Restrain**

- Trained Strike**
- E-Baton - Spray**
- Slingshot**



Action - Movement

## Move

**Move 4 hex**

- 1 hex if played previous round
- 1 hex for rough terrain
- 2 for moving another body.

*Optional if Aimed:*

**Move 6 hex**

Defense

## Defend

Negate effect of attack and move 1 hex

Roll with *Disadvantage* unless adjacent or behind cover

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

Action - Special

## Aim

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

Effect is retained for one additional round if not used

Attack - Close **Unarmed**

## Trained Strike

Damage: **5**

Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	Stun
+	Stun
++	Stun

*If Aimed:*

**10 Damage & Stun**

Attack - Close **E-baton**

## Taze Strike

Damage: **6**

Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	Stun
+	Stun
++	2x Stun

*If Aimed:*

**10 Damage**

Attack - Ranged **Slingshot**

## Slingshot

Damage: **4**

Range: **≤ 5**

Can fire over cover with disadvant.

--	0
-	0
0	0
+	+1 & Stun
++	+1 & 2x Stun

*If Aimed:*

**6 Damage & 2x Stun**

Attack - Special **Restraints**

## Restrain

Imposes indefinite stun

Damage: **0**

Range: **Adjacent**

Must have more than 10 HP greater than target to use

--	Fails & offers counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
++	~

**Persistent:** Gain +6 HP until end of combat

**Helping hand:** +4 assistance to another player's check

**I got you:** +6 assistance to another player's check

**I think:** +3 knowledge

**I know:** +5 knowledge

**Know-it-all:** +7 knowledge

**Putting it together III:** Combine skills in 2 min

**Resist. to high heat**

**Audio Recorder**

**Cyberdeck**

Consumable

## Repair kit

Restores HP of machines equal to the users skill points in **Care + Physics & Engineering**

Benefit is half when used on self





# Fully Automated!

## Solarpunk Tabletop RPG

<i>Names</i>	Mayhem Joaquin Krikorian (given)
<i>Date of creation</i>	2093 (age 29)
<i>Place of creation</i>	Los Angeles, CA
<i>Species, Gender,</i>	Human, masc (any)
<i>&amp; sapience</i>	S5

### Biography

Joaquin Krikorian was born to Melissa Krikorian and Alexandar Keith in Slab City in 2093. Melissa was a programmer and musician, and Alexandar was a busker, traditional story-teller, mime, and philosophy professor at Reed College.

Joaquin's family split their time between Portland and Tijuana for most of his childhood. In 2108, when he was 15, Melissa's band was eager to see and perform on Mars, and at the same time the Reed Philosophy Department was looking for professor to visit and attend a philosophy conference. They invited Joaquin, but he preferred to stay with family friends in Los Angeles. He spent this time dating, and getting to know himself and the land of Southern California. He delighted in sports from a young age with gusto (one of the things that would be hard to satisfy during a trip to Mars) and began to get increasingly active in martial arts, along with meditation and psionic mental discipline training.

In 2111 Joaquin got his endurance upgrade mod, and a year later got a brain trauma resistance mod. Joaquin reunified with their mother when she returned that year, though she returned without Alexandar, who stayed on Mars for another Martian year. By 2113 Joaquin was 20 and starting to compete seriously in mixed martial arts when he wasn't doing Ayahuasca with his girlfriend Nahr. Mayhem (as he'd come to be known in the ring and out) and Nahr then accompanied Melissa on a musical tour of Patagonia, continuing to fight and love and expand his mind, both with books and also with drugs.

Alexandar returned to Earth in 2114. The family made Portland their home base for the next few years. Over this time, Mayhem got his short-duration athletics boost mod and his armored skin mod. Mayhem got more active in social organizing with the Oregon Anarchist Party. In 2117 Mayhem and Nahr adopted a young Canaan dog named Poodle.

In 2119 Mayhem followed Nahr back to Los Angeles for her to join a prestigious documentary film production collective. Mayhem decided to try serving their community as a protector, but after a few months with the LA Protector League agreed mutually to leave and join the Free Protectors Network.

Parents Melissa Krikorian and Alexandar Keith,  
25 kg Canaan dog named Poodle (S4+)  
Girlfriend / Casual soulmate Nahr Khan.

### Extended Community

#### Present Goals

Experience the world. Make a good case for anarchy.

#### Long-term goals

Take what comes.

#### Motivations

Idealism. Passionate about anarchy and justice.

#### Vulnerabilities

Highly reactionary against exploitation. Can be rigidly ideological.

#### Violations

Trespassing, misdemeanor theft, public disturbance

#### Desired Augments & Abilities

**Combat Actions** *Move - Defend - Aim - Restrain*

-  **Trained Strike**       **Staff - Spear**
-  **E-Baton - Club/Improvised - Knife - Spray**
-  **Throwables - Microdarter - Rifle - Pistol**



Action - Movement

## Move

**Move 5 hex**

-  -1 hex if played previous round
-  -1 hex for rough terrain
-  -2 for moving another body.

*Optional if Aimed:*

**Move 6 hex**

Defense

## Defend

Negate effect of attack and move 1 hex

Roll with Disadvantage unless adjacent or behind cover

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

Action - Special

## Aim

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

Effect is retained for one additional round if not used

Attack - Close **Unarmed**

## Trained Strike

Damage: **5**

Range: **Adjacent**

Offers 1 hex of movement

- -	None
-	None
0	Stun
+	Stun
++	Stun

*If Aimed:*

**10 Damage & Stun**

Attack - Close **E-baton**

## Taze Strike

Damage: **6**

Range: **Adjacent**

Offers 1 hex of movement

- -	None
-	None
0	Stun
+	Stun
++	2x Stun

*If Aimed:*

**10 Damage**

Attack - Close **Knife**

## Stab!

Damage: **6**

Range: **Adjacent**

Offers 1 hex of movement

- -	-2
-	-1
0	0
+	+1
++	+2

*If Aimed:*

**12 Damage**

Attack - Special **Restraints**

## Restrain

Imposes indefinite stun

Damage: **0**

Range: **Adjacent**

Must have more than 10 HP greater than target to use

- -	Fails & offers counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
++	~

**Short Athletics Boost:** Automatic ++, +2 hex, & additional action, followed by 2x stun

**Brain Trauma Resist.:** Negates stun from impact attacks & ½ fall damage

**Theory of Mind:** +3 on a motive check

**Psionic Shove:** Deals 2 + 2dF damage

**Meditation I:** Meditate 5 min. to restore 1 ability

**Lucky Break:** Apply advantage to action

**Persistent:** Gain +6 HP until end of combat

**Move it:** +1 hex

**Endurance upgrade:** +1 to Endurance

**Toughened Skin:** +1 armor, -1 Charisma

# Aquaflask

Attack - Ranged **Shuriken**

## Knife Throw

Damage: **2**

Range: **≤ 5**

Offers 2 hex of movement

- -	-2
-	-1
0	Stun
+	+2 & Stun
++	+4 & Stun

*If Aimed:*

**Can be played twice (with advantage)**

Consumable

## MedPutty

Restores HP equal to the users skill points in **Medicine + Care**

*Benefit is half when used on self*







# Fully Automated!

## Solarpunk Tabletop RPG

<i>Names</i>	Reinhart Ewan Reinhart (given)
<i>Date of creation</i>	2096 (age 28)
<i>Place of creation</i>	San Antonio, TX
<i>Species, Gender,</i>	Gorilla, male (he/him)
<i>&amp; sapience</i>	S5

### Biography

Ewan was born to the Agarita troop of the the gulf coast gorilla populations that reside in Texas, Louisiana and Mexico. Ewan's parents (Gerald and Lisa) were farmers, and the family grew up in town of Utopia.

Ewan, the first born of three, was always a quiet, thoughtful child. Puberty was difficult, as Ewan discovered himself to be asexual, and felt burdened by the social pressures common among enhanced parahuman communities to settle down and raise a family.

Ewan found his favorite escape in novels and comics, particularly detective stories. He pursued a diverse course of study in secondary school. When he turned 15 he participated in a common tradition of traveling to visit other troops far from home, often with the expectation that gorillas might find new troops to join and genetically distant partners to settle down with and grew new families. Ewan was immediately attracted to the city of Angels, which loomed large in his imagination as a place of detective stories, personal reinvention, and real life mystery.

He worked at various media libraries while trying to join the LA Detective League. In 2112 he got in, and for a while he felt at home. But five years later he found an entirely unexpected problem: feeling too at home.

Ewan discovered a mutual romantic attraction between him and his friend and detective partner Kellsey Osiris. Despite the absence of any sexual relationship, this interspecies romance worsened the existing feelings of guilt and self judgement Ewan's sexuality inspired. For a time, Kellsey's marriage provided Ewan a means of avoiding examining his feelings, but after Kellsey divorced and Sam's dad moved to Lagos, Ewan felt his presence in her life and that of her son Sam had become far too personal for his comfort. Unable and unwilling to cut them out of his life personally, Ewan did so professionally. He transitioned from a full member of the detective league to an auxiliary member and a privately operating investigator. He now coordinates with the LADL on cases when necessary, and interacts with Kellsey during family activities with her, Sam, and mutual friends while avoiding the stakeouts and late night investigations they used to share.

Parents, Gerald (48) and Lisa (47), brother Doug (26), and sister Sydney (27), along with three grandparents, six cousins, five nephews/nieces, ect. who all live back in Texas.

Close friend, Kellsey Osiris (40). informal step-child, Sam Osiris (11).

The LA Detective League, a few long-time detectives, Medics, and personal network hubs across the city like DustySpokes. His research computer, Quintin.

Tenyu and Orion, bartenders at the Prim Frog Tavern. Flitflit, a cockatoo and regular collaborator.

Knows Mr. Winner through having tracked down a harassing fan for her a few years ago.

### Extended Community

*Present Goals* Solve cases. Satisfy a curiosity to understand in a grand sense why people do what they do.

*Long-term goals* Learn to love himself. Be a good influence on Sam.

*Motivations* Curiosity. A desperate need to understand and make sense of things.

*Vulnerabilities* Shame. Sexual self-loathing.

*Violations* Frightening behavior, 2114 (Unintentionally terrified a witness during and investigation)

*Desired Augments & Abilities*

Names

Reinhart

Actions and Items

Combat Actions **Move - Defend - Aim - Restrain**

**Punch**

**Spray - Knife**

**Microdarter - Rifle - Pistol**



Action - Movement

Move

**Move 4 hex**

-1 hex if played previous round

-1 hex for rough terrain

-2 for moving another body.

*Optional if Aimed:*

**Move 6 hex**

Defense

Defend

Negate effect of attack and move 1 hex

Roll with *Disadvantage* unless adjacent or behind cover

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

Action - Special

Aim

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

Effect is retained for one additional round if not used

Attack - Close **Unarmed**

Trained Strike

Damage: **5**  
Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	Stun
+	Stun
++	Stun

*If Aimed:*

**10 Damage**

Attack - Ranged **Nanodarter**

Nanodart

Damage: **4**

Range: **≤ 5**

Range 6 - 7 with disadvant.

--	~
-	~
0	Stun
+	Stun
++	Stun x2

*If Aimed:*

**6 Damage & Stun**

Attack - Special **Restraints**

Restrain

Imposes indefinite stun

Damage: **0**  
Range: **Adjacent**

Must have more than 10 HP greater than target to use

--	Fails & offers counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
++	~

**Lucky Break:** Apply advantage to action

**Brain Trauma Resist.:** Negates stun from impact attacks & ½ fall damage

**I see:** +3 perception

**Helping hand:** +4 assistance to another player's check

**Convincing:** +3 on a persuasion check

**Aquaflask**

**Mobile**

**Putting it together II:** Combine skills in 4 min

**Toughened Skin:** +1 armor, -1 Charisma

**Enhanced Smelling**



# Fully Automated!

## Solarpunk Tabletop RPG

<i>Names</i>	Knowhound Marigold Sinclair (given)
<i>Date of creation</i>	2108 (age 16)
<i>Place of creation</i>	Los Angeles
<i>Species, Gender,</i>	Human, NB (they/them)
<i>&amp; sapience</i>	S5

### Biography

Marigold was adopted at birth by Carol and Georgie Sinclair in 2108. As the oldest of five, Marigold has always been a leader in their large household. They're the product of their mothers' inquisitiveness, their father's confident passion for service, and a general love of taking things apart. In school, communication and writing were long their favorite subjects, narrowly beating out applied science and engineering. After a class field trip to the KNOCK LA newsroom when they were 12, Marigold became captivated by the sense of heroism they associated with investigative journalism.

On their school newspaper (Toypurina's "The Recruiter") they made a beat in looking for undisclosed potential conflicts of interest in procurement processes (they found five over two years) and performing other investigations into administrative oversight. Their greatest achievement was an expose on the fraction of school district travel opportunities which were provided to administrators versus educators. Marigold's discovery that educators only received one sixth of the district's off-world travel opportunities compared to upper level administrators when adjusted for group sizes received passing coverage from all the major municipal papers and earned them an angry letter from the school district's head office, which Marigold framed and hung up in their room.

Knowhound spends their time hanging out with their friends Shoshana, Rocco, and Goat; going on adventures around Torrance with their younger siblings (where they're equal parts protector and bad influence); and chasing leads for stories that either make it into an article for the school paper or wind up as microreports on the neighborhood Community Post.

### Extended Community

Parents, Carol Sinclair and Georgie Sinclair (Father Muscles).  
Siblings Tylee (12), Rovert (10), Trevor (10), Gleeson (6), and Raina (4)  
Aunt Becky, Uncle Harlan, Uncle Frank, Grandad Jeff & Grammy Susan, Uncle Juan (mom's boyfriend)  
Birthgiver Tasha Robinson (34) and family  
Chet Baker (20) who lives in the attic apartment and goes to Gnomon art college  
Miss Elphaba and Mister Dresden in the backyard cottage.  
Besties Shoshana (fashionista/thespian), Rocco (horror comics nerd), & Goat (rock climber/free runner).  
Nemesis and crush Zevedi Klum  
Research synth Daisy.

### Present Goals

Convince parents to let them get a flying disk  
Break the kind of story they can rub in Zevedi's smug face or kiss them. Maybe both? It's unclear.

### Long-term goals

Get into a good internship, preferably in Portland  
Get into the U of Portland's journalism program

### Motivations

A commitment to fairness they get from their dad  
Dreams of an adventurous future spent democratizing knowledge and exposing the secrets of the corrupt

### Vulnerabilities

Overconfident. Sometimes skeptical to the point of paranoia. Claustrophobic.

### Violations

Ordered to serve 32 hours of IT tech support as restoration for unauthorized penetration testing of the school's cyberspace security net.

### Desired Augments & Abilities



**Combat Actions** *Move - Defend - Aim - Restrain*

- Punch**
- Spray**
- Slingshot**



Action - Movement

**Move**

**Move 4 hex**

- 1** hex if played previous round
- 1** hex for rough terrain
- 2** for moving another body.

*Optional if Aimed:*

**Move 6 hex**

Defense

**Defend**

Negate effect of attack and move 1 hex

Roll with *Disadvantage* unless adjacent or behind cover

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

Action - Special

**Aim**

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

Effect is retained for one additional round if not used

Attack - Close

Unarmed

**Punch**

Damage: **4**  
Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	None
+	Stun
++	Stun

*If Aimed:*

**8 Damage & Stun**

Attack - Ranged *Slingshot*

**Slingshot**

Damage: **4**  
Range: **≤ 5**

Range 6 - 7 with disadvant.

--	~
-	~
0	~
+	+1 & Stun
++	+1 & Stun x2

*If Aimed:*

**+2 Damage**

Attack - Special *Restraints*

**Restrain**

Imposes indefinite stun

Damage: **0**  
Range: **Adjacent**

Must have more than 10 HP greater than target to use

--	Fails & offers counter attack w/ disadvant.
-	Fails, but +3 dam.
0	~
+	~
++	~

**Cloud Memory:**

Compel a target to forget the last 30 sec.

**Figure it out:** +3 on a research, invest., or problem solving check

**I see:** +3 perception

**I think:** +3 knowledge

**One sec:** +3 on a software hack

**Aquaflask**

Consumable

**MedPutty**

Restores HP equal to the users skill points in **Medicine + Care**

*Benefit is half when used on self*

**Video Camera/ Recorder**

**Cyberdeck**



# Fully Automated!

## Solarpunk Tabletop RPG

<i>Names</i>	Voidstar Xak Friedman (given)
<i>Date of creation</i>	2094 (age 29)
<i>Place of creation</i>	Boulder, CO
<i>Species, Gender,</i>	Human Cyborg,
<i>&amp; sapience</i>	Masc (he / they / it), S5

### Biography

Xak Friedman, aka Voidstar, is a cyborg hacker who leads the Starvoid collective, a production studio and the associated fan community.

As a recognizable influencer/content creator, Xak Friedman likes to keep his personal details hidden behind the facade of his public character Voidstar, which is basically “Weird AI but electronics instead of music”.

Voidstar is also a close friend to ByteScythe, who he met at DEF CON West in 2120. After changing her public identifier from “*Founding member of Clown Tuxedo*” to “*Founding member of Clown Tuxedo and #1 fan of Starvoid Collective*”, Voidstar began to live stream a reaction from the hallway immediately after the panel concluded. Five minutes in, ByteScythe hijacked his stream to apply a baby filter to him. Since then, ByteScythe has been a mentor to Xak, and Xak one of her closest confidants outside her family. She shows this love by calling him Voidster, Voider, Vee-star, and any other deliberate misrecollection of his *nomme de vid*.

As content creator still well in their growth phase, Voidstar has become used to being recognized for years, but is constantly still adjusting to each new level of notoriety. Despite a flamboyant and cartoonishly faux-edgy public persona, Xak is a genuinely ambitious and caring person who is still trying to figure out the most meaningful ways to use the influence they’ve got while they’ve got it.

### Extended Community

River (Wife and producer). Neighbor Reese is an old German raver.  
Close friend of ByteScythe. Synth lab assistant Christopher Quagsire.

Voidstar is well connected: to the extensive Starvoid Collective fan network, which models his brand of friendly radical, open-source collaboration; to his primary hackerspace, CircuitRose, where he’s a board member; to his close friends who happen to also be the extremely mediocre Nerf Rifle team The Rubber Hornets; as well as his wide array of contacts at other hackerspaces, across the maker content creator community, and within dozens of vendors, sponsors, and assorted contacts in the prototyping and manufacturing world.

### Present Goals

Always looking for unique ideas for videos/projects/games/streams, products or projects to cover, and the most bizarre tech arcana in existence to show off

### Long-term goals

Figuring out a set of future goals is as far as Voidstar has gotten

### Motivations

Create entertainment, and also use their influence to do good

### Vulnerabilities

Self-conscious that he plays a master hacker when he’s really just a pretty good hacker and master showman.  
The kind of cyborg that will do something stupid for the story

### Violations

### Desired Augments & Abilities

**Combat Actions** *Move - Defend - Aim - Restrain*

**Punch**

**E-Baton - Spray**

**Microdarter - Rifle - Pistol**



Action - Movement

### Move

**Move 4 hex**

-1 hex if played previous round

-1 hex for rough terrain

-2 for moving another body.

*Optional if Aimed:*

**Move 6 hex**

Defense

### Defend

Negate effect of attack and move 1 hex

*Roll with Disadvantage unless adjacent or behind cover*

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

Action - Special

### Aim

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

*Effect is retained for one additional round if not used*

Attack - Close

Unarmed

### Punch

Damage: **4**  
Range: **Adjacent**

*Offers 1 hex of movement*

--	None
-	None
0	None
+	Stun
++	Stun

*If Aimed:*

**8 Damage & Stun**

Attack - Ranged

Darter

### Microdart

Damage: **4**  
Range: **2 - 6**

*Range 7 - 8 with disadvant.*

--	~
-	~
0	Stun
+	+1 & Stun
++	+2 & Stun x2

*If Aimed:*

**+4 damage & Advantage**

**Parallel Processing III:**  
Combine skills in 2 min

**Lucky Break:** Apply advantage to action

**Psionic Block:**  
+4 to psionic defense

## Camera Drone

## Multitool

## Cyberdeck

**BMI Broadcast I**

**BMI Receive I**

**Move it:**  
+1 hex to movement





# Fully Automated!

## Solarpunk Tabletop RPG

*Names* Jon Giles

*Date of creation* 18\_MAR\_2091 (age 32)

*Place of creation* Canon City Colorado

*Species, Gender,* Human

*& sapience* Male (he/him), S5

### Biography

Jon is a tinkerer. A jack of all trades, master of none. He's capable in woodworking, metalworking, welding, residential wiring, electronics repair, programming, but not an expert at any of them. He's always making or fixing something, and his apartment, located in/above a makerspace co-op, is cluttered with half-refinished furniture, gutted computers, and potted plants. Every room is a workshop, even if it also happens to have a sink, stove, and refrigerator in it.

He's found a good fit for himself in the nonstandard department of a municipal reuse center. For decades now new items have come with online and encoded instructions for disassembly and repair. The automated systems can scan a broken blender or drill press, identify its faults, and repair it using standardized components. But there are still many items in use which predate that system, old world stuff which needs a bit more intuition to fix, and he loves keeping those things going. Occasionally, he gilds his repairs with etched designs, stenciled paint, and other flourishes, as he likes when art is used to improve on practical items. Shepherding unwanted stuff away from the incinerator/smelter and back into a home that'll use it gives him a great satisfaction.

In a world full of recreation, he's especially driven by his projects, the things he's making or fixing. Perhaps because of that, he's more comfortable around people whose lives are strongly shaped by a purpose, like synths and seekers. He finds them easier to understand. Because of his work with automated systems in the reuse center, he's especially comfortable with synthetic intelligences, protosapient and sapient, because of his time working with them.

Generally polite but terse, day-to-day, he tends to surprise people when they give him an reason to talk about one of his projects, or to teach something he knows well. Sincerity, enthusiasm, and a quiet sense of humor seem to go a long way.

To stay fit, he attends a local Brazilian jiu-jitsu school a couple days per week, where he trains Jiu-jitsu and kickboxing. A perpetual bluebelt, he can hold his own in the intermediate levels, but hasn't ever pursued professional or tournament level skill. The closest he's gotten is helping wear down his classmates while they train for the pro circuit.

His social circle is fairly small, but he's an active part of the makerspace community, and knows most residents and regulars there. He's a good person to go to if you want help making or fixing something, and helps with many of the building upgrades.

Outside of that space, he has his immediate family back home, and some friends from school and work, and maintains a modest online following through his site where he posts his repairs and scratch builds. He gets along with his classmates from Jiu-jitsu, and occasionally goes to cookouts with them.

### Extended Community

#### Present Goals

Keep stuff in use, preserve history, teach people how to make/fix things

#### Long-term goals

Make the reuse systems more effective and export that improved version/lessons learned to other regions

#### Motivations

Empathy, Compassion, Sentimentality

#### Vulnerabilities

Shy, stubborn, prone to obsessions, afraid of getting in trouble

#### Violations

#### Desired Augments & Abilities

Upgrades to robot arms

Names


Jon Giles

Actions and Items

Combat Actions **Move - Defend - Aim - Restrain**

 **Punch**

 **E-Baton - Spray**

 **Microdarter - Rifle - Pistol**





Action - Movement

Move

**Move 4 hex**

 -1 hex if played previous round

 -1 hex for rough terrain

 -2 for moving another body.

*Optional if Aimed:*

**Move 6 hex**

Defense

Defend

Negate effect of attack and move 1 hex

Roll with Disadvantage unless adjacent or behind cover

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

Action - Special

Aim

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

Effect is retained for one additional round if not used

Attack - Close

Unarmed

Punch

Damage: **4**  
Range: **Adjacent**

Offers 1 hex of movement

--	None
-	None
0	None
+	Stun
++	Stun

*If Aimed:*

**8 Damage & Stun**

Cyberdeck

Aquaflask

Medputty

Universal Power Pack

Situationally, a darter (he traded a gun someone tried to recycle to a friend for it)

Cloud Memory

Figure it out

I see

I think

One Sec

Items

**Multitool**

**Cyberdeck**





# ***Fully Automated!***

## ***Solarpunk Tabletop RPG***

*Names*

*Date of creation*

*Place of creation*

*Species, Gender,*

*& sapience*

*Biography*

*Extended Community*

*Present Goals*

*Future goals*

*Motivations*

*Weaknesses*

*Violations*

*Desired Augments & Abilities*

Names

# Actions and Items

Combat Actions



Action - Movement

## Move

**Move 4 hex**

- 1** hex if played previous round
- 1** hex for rough terrain
- 2** for moving another body.

*Optional if Aimed:*

**Move 6 hex**

Defense

## Defend

Negate effect of attack and move 1 hex

*Roll with Disadvantage unless adjacent or behind cover*

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

Action - Special

## Aim

Advantages next attack or defense

Applies aim effect to next attack

Disadvantages defense against next attack

*Effect is retained for one additional round if not used*

Items

Name:  
Date of Creation:  
Place of Creation:  
Species:  
Gender:  
Sapience:

Strength  
Dexterity  
Charisma  
Intelligence  
Observation  
Wisdom  
Endurance

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

1x: 8, 7, 6  
3x: 5, 4, 3  
4x: 2, 1

HP (Str + 2x End):  
Speed (Str + 2x Dex):  
XP earned:  
XP spent:

Augmentations & Abilities:

Family, CV, Followers, Living Arrangement, etc.:

Name:

Combat Actions

HP (Str + 2x End) :

Speed (Str + 2x Dex) :

Armor:

Actions:

Abilities:

Items: