

Fully Automated!

Solarpunk Tabletop RPG

Quickstart Guide



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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, Liren, 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.

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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 in the world guide. 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 There's plenty of structure, but rigid delineations and hierarchies are seen as outdated notions from a bygone era.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.

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 Gameplay Mechanics section of the game manual.

<i>Strength</i>	<i>Dexterity</i>	<i>Charisma</i>	<i>Intelligence</i>	<i>Observation</i>	<i>Knowledge</i>	<i>Endurance</i>
8	4	5	6	9	9	9

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

Combat encounters can be run in several ways based on player tastes, and are described in the game manual 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.



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](#).

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? Some recommended character types include *hacker; investigator; healer; negotiator; athlete; knower; and fighter*.
- 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.

- a. Mark down your **HP**: it's your Strength + 2x Endurance
- b. Mark down your **Speed**: it's Strength + 2x Dexterity

2. Choose where to assign the following **skill points**:

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			

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 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 experience points (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. <i>(Free for parahuman animals)</i>	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 <i>(Comes with Pistol & Nanodarter)</i>	1.5
Whip	1.5
Trained Strike <i>(Comes with E-baton)</i>	2
Sword <i>(Comes with e-baton and club)</i>	2
Staff / Spear	2
Shuriken / Throwing knives/ Improvised throwables <i>(Comes with Knife)</i>	2
Gluegun <i>(Comes with microdarter/rifle/pistol/nanodarter training)</i>	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.

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. Have fun!



Augmentations & Abilities

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Names

Date of creation

Place of creation

Species, Gender,

& sapience

Biography

Extended Community

Present Goals

Long-term goals

Motivations

Vulnerabilities

Violations

Desired Augments & Abilities

Names

Actions and Items

Combat Actions



Speed



Armor



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

Items

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	Empathy	Art, Music, & Culture	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	Community Contact	Athletics	Research & Investigation	Empathy	Riding & Piloting

Windrush / Gillian Phong

Negotiator, Healer

Windrush is an aquatically modified 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	8	7	7	6	8

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

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 consumer advocates in LA. And after dark, she is known as one of the most alluring professional submissives in Pacifica.



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

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

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	7	6	7	8

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

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	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.



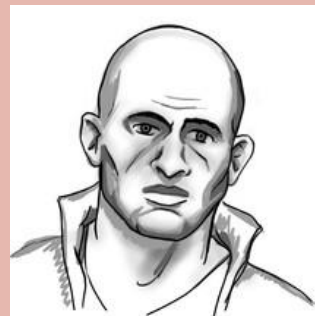
Str	Dex	Cha	Int	Obs	Know	End
8	4	5	6	9	9	9

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

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

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.



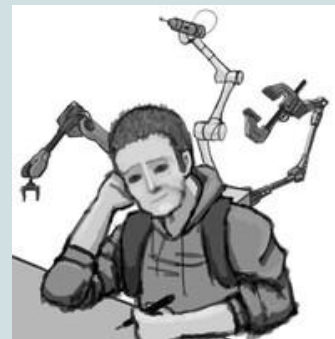
Str	Dex	Cha	Int	Obs	Know	End
7	8	9	9	5	5	6

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