The Enlightened Lifestyle Roleplaying Game(Beta)

By Dathane R. Turner

Introduction

One Trek Adventure: Hands-On Learning through Story

The Enlightened Lifestyle Roleplaying Game (ELRPG) is a collaborative storytelling experience where players explore advanced personal and organizational practices in a fictional setting. It's a form of **edutainment**—a mix of education and entertainment—designed for people interested in reimagining how we live and work together.

In the game, players will engage with real-world systems like **Holacracy**, **Liberating Structures**, **Theory U**, **advanced lifestyle design**, and various psychological models (like **OCEAN personality traits**, **Seligman's virtues**, and **Linda Berens interaction styles**). The goal is to simulate and practice these ideas over time before applying them in real life or organizations.

◆ **Your First Character: A Personal Hero**

ELRPG encourages you to base your **first character** on yourself—your **personality**, **strengths**, and **flaws**. You can model them after a real or fictional

hero you admire (e.g., Gandhi, Indiana Jones, Luke Skywalker, Gotama, Cornel West), or simply craft a version of your **ideal self**—who you are and who you want to become.

Start by taking the suggested personality and strength assessments, then note your chosen hero in the "Inspiration" section of your character sheet. This process creates a **"Bright Shadow Play"**—a personal journey where your character learns to overcome internal obstacles and grow through challenges.

◆ **The Setting: A Solarpunk Future in Progress**

ELRPG is set in a **solarpunk world**—a hopeful vision of the future where humanity is trying to live in harmony with the Earth using sustainable technologies and regenerative cultures. This contrasts with darker genres like cyberpunk, where the future is often dystopian and controlled by greedy corporations.

In the world of ELRPG, civilization has faced collapse due to climate change and resource exhaustion. Now, a surviving portion of humanity lives in **Elysian communities**—experimental, post-capitalist societies working toward collective regeneration. The game explores how these communities navigate conflict, healing, and collaboration as they rebuild the world.

The setting is inspired by **Vanessa Keith's book 2100: A Dystopian Utopia / The City After Climate Change**, offering a rich backdrop of transformation, tension, and hope.

Would you like this turned into a PDF handout or a slide deck for introducing new players?

🎲 Five Core Capacities

Game to Grow informs ELRPG practice. The therapetutic model teaches that **Therapeutically Applied Role-Playing Games (TA-RPGs)** support player growth through **five Core Capacities** and ELRPG explores these capacities through gameplay. These capacities are the developmental "muscles" that ELRPG experiences intentionally strengthen.

1. Social Capacity

This includes skills such as:

- Collaboration
- Turn-taking
- Listening
- Reading social cues
- Negotiating group decisions
- Building community

Why RPGs help:
Players must communicate, plan, and solve problems together to progress in the story. This creates a natural training ground for healthy social interaction.

---

2. Emotional Capacity

This includes:

- Identifying emotions
- Regulating emotional responses
- Building frustration tolerance
- Managing conflict
- Expressing feelings safely

Why RPGs help:
Characters face setbacks, dilemmas, and surprises—giving players a chance to practice emotional regulation in a supported environment.

---

3. Creative Capacity

This includes:

- Imagination
- Flexible thinking
- Generating multiple solutions
- Narrative expression
- Role experimentation

Why RPGs help:
Players constantly create: characters, solutions, stories. RPGs reward creative thinking instead of punishing it.

---

4. Cognitive Capacity

This includes:

- Planning
- Executive functioning
- Working memory
- Attention
- Cause-and-effect reasoning
- Perspective-taking

Why RPGs help:
 Quests, puzzles, and strategic choices challenge players to think ahead, track information, and make intentional decisions.

---

5. Behavioral Capacity

This includes:

- Practicing new behaviors
- Trying different roles safely
- Building positive habits
- Demonstrating leadership
- Acting with intention instead of impulse

Why RPGs help:
 Players can experiment with new behaviors through their character—and succeed in a safe, low-stakes setting—before applying them in real life.

Kinds of Roleplay

There are generally three kinds of roleplay available in this game.

Bright Shadow Play: You can explore this hidden hero inside of you. It's about mental states, self-care, and projecting the best version of yourself and skills designed to bleed and encourage people to rethink their lives.

Escapist Roleplay: You can venture into the far ruins of the world and battle what may lie in the hellish landscapes as Elysian citizens drag these environmental disasters back from the desolation. There will also be mystery hooks pertaining to happenings which are also occurring within the community.

Cozy Roleplay: You can engage in the various aspects of the game, such as time banking and work governance, as well as assist in the daily operations of the community, from navigating the group conflicts and unforeseen setbacks such as medical and social problems, to coming up with sustainable ideas and navigating them into adopted projects in the community, as well as offering personal projects from your character to interested players in the community.

Theme

Some themes are inherently part of the Enlightened Lifestyle experience, and the Storyteller will either expand on those or introduce his own into the mix. Here are the game's core themes to better illustrate the setting.
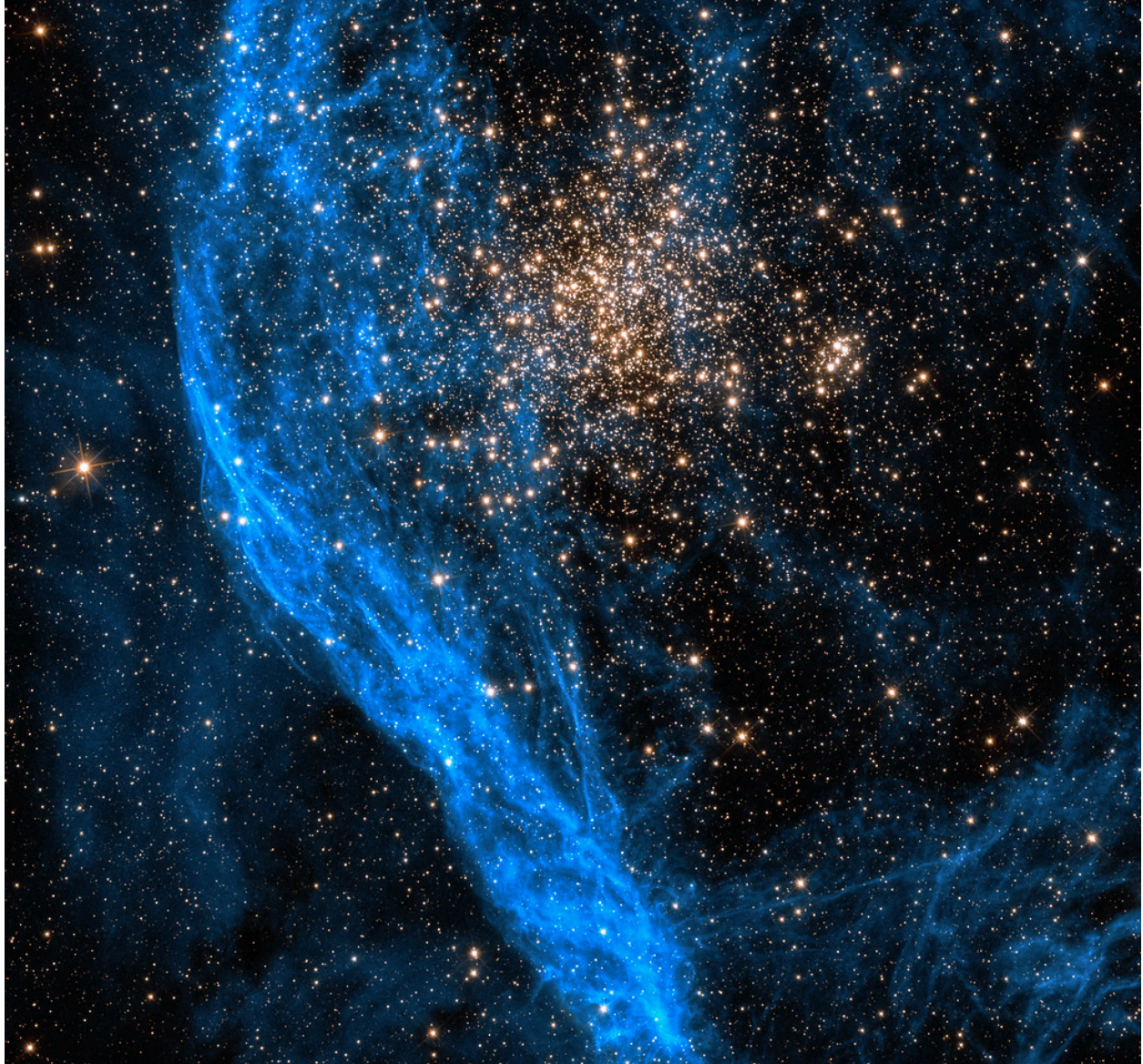
Steward the Great Mind. This world runs on the Work where authority is distributed like an ant colony, power arises from the collective, where the contribution of every single citizen is valued. Citizens are organic sensors for the Collective Will or the EL. We are not talking about a hive mind (like the Borg) but crowd consciousness like a school of fish or murmuration of starlings. In this game, we are to see the Work in practice. The players take on roles of

partner-citizens of the Elysia and help steward the collective will of the world governance system. One challenge is that egos can arise and try to dominate the whole. The players can use systems like the Work Process to unveil these egos, and shift conflict to movement towards collective enlightenment.

The Evolution: This dynamic is the very foundation of the Enlightened Lifestyle. From human evolution to societal evolution, this Solarpunk world is now in a different development direction from before. Most people in the setting embrace what is called the Lifestyle of navigating reality, allowing it to inform them and, therefore, change the collective trajectory of their lives. Some prefer the transhumanist philosophy as the way to define human evolution. Others, like lunarians (lunarpunks) desire to frame human evolution in purely spiritual terms. How these three fundamental paradigms of thought can co-exist and fuel the collective progress of humankind is an unknown factor. The citizens of Elysia depend on the Collective Will to find a way.

https://art-sheep.com/what-would-happen-to-earth-if-all-humans-disappeared

The World Before: The Great Turn, as it is called in the game, has profoundly impacted the Elysian culture. The world ran out of cheap oil causing entire industries to grind to a halt. Rising global temperature fostered the radical transformation of the planet, where billions died. Living through this climate apocalypse, furious Elysians wondered why change was so late. The popular opinion placed blame on the actors of crony capitalism, religious dogmatism, and outdated governance. When scientists clearly warned people of the impending doom, they prayed their worries away or ignored the alarms in favor of decadence. Now, future generations suffer from these poor, irrational decisions. "Never again!", echoes in the mouths of Elysians as reason, methodology, new governance and time-banking dominate the present paradigm.

Shadow Run Digital Artist

Tribe Conflict. The Work Constitution explains that different tribes arise within the Elysian tribe space. Tribes are groups of people sharing similar ideologies and developing complementary skills. While many tribes may not like each other, they try not to let their tensions get in the way of the Work and collective governance facilitated by the new constitution. This is easier said than done.

Tribes have cultural but not governance power. This is the law. As individual tribe preferences struggle in the face of competing interests, these energies pull on each other and make good work of the promise of the Work constitution. How tribal visions of a better world intermix into a collective dynamic of cooperating governance is a miracle to behold. At the same time, some tensions cause fractures that are hard to repair and the intermixing society constitutes a turbulent drive that moves forward. It is not for the faint of heart.

Rebirth: Seventy percent of the world is uninhabitable. Will we become swallowed by the progression of devastation or fight back against its encroachment? Elysians work on the behemoth dream of healing the planet back to its pristine yesteryears of natural glory. Some think it is a pipe dream, while others call for those to join them in this gigantic undertaking.

Secret ReWild Locations versus Elysian Culture: There are secret sites occurring near cities as well as very few locations of people still living underground in the Gret Turn. They have been cut off from Elysians for centuries and they believe no one exists in the world above creating their own societes. There are also Secret Superion and Cyberion Black Sites occurring "Off-grid" performing experiments away from prying eyes.

Mood

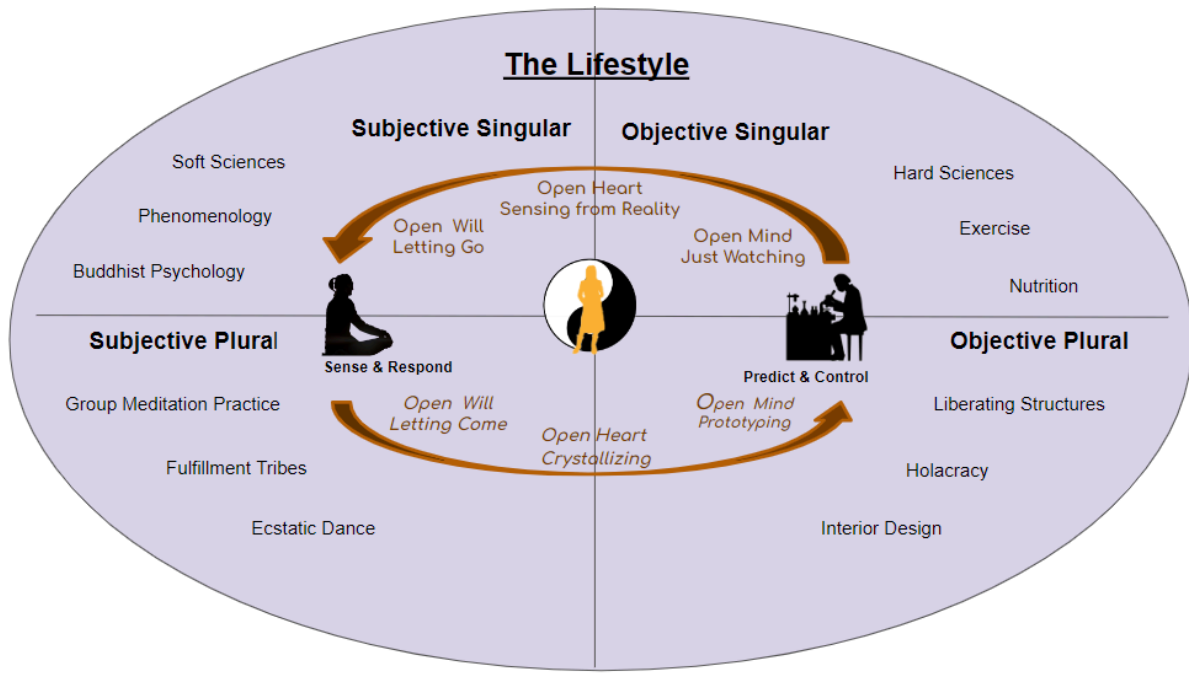**Art par Imperial boy/Teikoku Shônen (1-3) et Jennifer Hamilton**

Solarpunk stories can be complex and subtle tapestries that evoke various moods in individual chronicles.

Finding Harmony: Between want vs. need, technology vs. nature, and individual power vs. collective power, finding harmony is the dynamic balancing act that keeps one vigilant. There are many practices that one will roleplay in the game to explore these dualities.

Wonder and Pain: Color and texture weave through the landscape. From algae-green buildings that power the processes within their structure to colorful urban farms that grow along reclaimed city streets, a sense of wonder washes the city space. This sentiment is where Tomorrowland meets Nausicaä of the Valley of the Wind. Close at hand is the ruins of the world, which reminds the Elysians that pain is just over the horizon.

Purposeful: There is a collective consciousness that seems to hang in the air. Everything has a vibrant, energetic quality to it. The EL RPG is full of creativity and intention within the city boundaries, and those who carry that intention to the world outside those walls are like lights in the bleak darkness. The world outside is full of despair, death and ruin as others rage against that light. Purpose involves protecting theElysian and saving the planet.

The New Science: The Enlightened Lifestyle Methodology as practiced by the Practitioners Tribe flavors the spirit of the world towards wisdom. They try to strike a balance between equal time spent on objective and subjective disciplines, and singular and group activities. Below is an example of *some* disciplines that individuals employ for their Lifestyle. Each person has a unique lifestyle map. Here is one example:
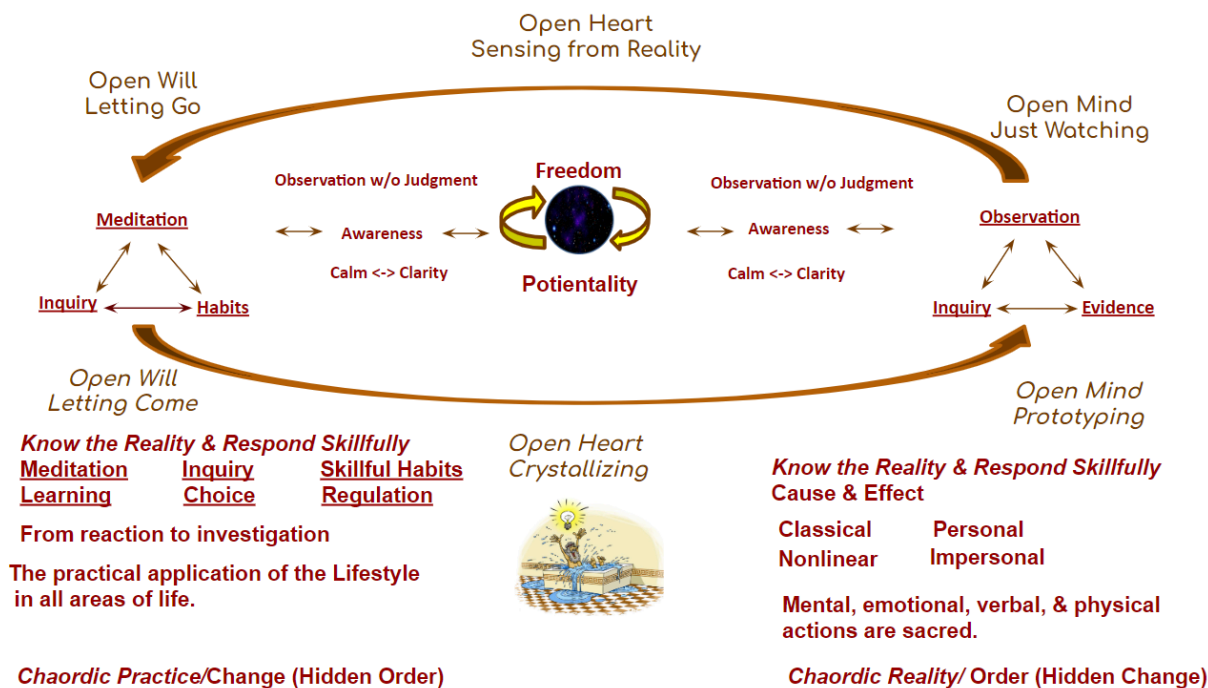
The Lifestyle

Subjective Singular

Soft Sciences

Phenomenology

Buddhist Psychology

Open Will
Letting Go

Open Heart
Sensing from Reality

Objective Singular

Hard Sciences

Exercise

Nutrition

Open Mind
Just Watching

Subjective Plural

Sense & Respond

Group Meditation Practice

Fulfillment Tribes

Ecstatic Dance

Open Will
Letting Come

Open Heart
Crystallizing

Open Mind
Prototyping

Predict & Control

Objective Plural

Liberating Structures

Holacracy

Interior Design

Dathane Romaine Turner

Cyberions and Superions, (transhumanists) resist this paradigm while Solarians and Practitioners (solarpunks) fight to keep it as the dominant paradigm. The continued adoption and spread of this new paradigm is a major source of tribal tension.

The Three Pillars

The Lifestyle, The Work and The Service. These are pillars of the Elysian Cooperative that circles the world of this solarpunk setting. These three pillars have changed the world and constitute a new framework for those who live in a world of the Elysian.

The Lifestyle

Open Heart
Sensing from Reality

Open Will
Letting Go

Open Mind
Just Watching

Observation w/o Judgment · Awareness · Calm <-> Clarity

Freedom

Potientality

Observation w/o Judgment · Awareness · Calm <-> Clarity

Meditation

Inquiry ←→ Habits

Observation

Inquiry ←→ Evidence

Open Will
Letting Come

Know the Reality & Respond Skillfully
Meditation   Inquiry   Skillful Habits
Learning   Choice   Regulation

From reaction to investigation

The practical application of the Lifestyle
in all areas of life.

Chaordic Practice/Change (Hidden Order)

Open Heart
Crystallizing

Open Mind
Prototyping

Know the Reality & Respond Skillfully
Cause & Effect

Classical   Personal
Nonlinear   Impersonal

Mental, emotional, verbal, & physical
actions are sacred.

Chaordic Reality/ Order (Hidden Change)

(Click Here for a Presentation)

This practice is the *advanced* scientific practice (The Lifestyle) that proposes the need to have both an external methodological empirical process (objective space) towards exploring the material world combined with a wisdom cultivation practice (subjective space) that informs us how we should interact wisely with that world. The past theoretical revolutionary, Otto Scharmer and his theory of U connects both processes in a symbiotic feedback loop of navigation with ever-increasing discernment towards societal well-being and advancement. Elysians in the Enlightened Lifestyle have employed this Lifestyle ushering in the Second Great Enlightenment.

The Work(Holacracy)

The Work is another name for Holacracy in the Enlightened Lifestyle, and it is how governance occurs worldwide. Along with iDemocracy practice, the Work has replaced representative democracy and has done away with the need for politicians and managers. Power among the Elysian cities of the world is a decentralized decision-making process distributed through thousands upon thousands of self-organizing circles around the world rather than being vested in a management hierarchy. The Work is to manifest the collective Elysian Will or the EL, a collective consciousness from the sea of individual citizens, which fosters an emergent Elysian Mind. Rather than a Borg-like hive mind, it is a swarm intelligence made of orchestrating individuals designed to come together to navigate increasingly complex social environments. The system promises greater transparency, effectiveness and agility to assist the Elysian populace in resolving internal and external conflicts. From this Elysian Mind, citizens can tap its social facilitation called Flow.

(Information taken from Robertson's Holacracy.Book)

The Service

The service constitutes the economic system of Time Banking. This is the new economic paradigm that facilitates the exchange between individuals and services around the world.

Historically, time-banking addresses the inequality in resource access for essential goods and services, increasing social problems stemming from the need to rebuild family, neighborhood and community in the 21st century and before, as Trekker Tribe historians remind citizens of how past public programs failed to address these problems. What has been confirmed by the application of this new economic system is how it rebuilds an infrastructure of trust and caring that can strengthen families and communities. This system enabled individuals and communities to

become more self-sufficient, insulating themselves further from the vagaries of politics and tapping the capacity of individuals. These three pillars constitute a perfect storm of societal advancement as each fosters the beneficial promotion of the other pillars. Elysians believe that their society continues to thrive despite irritating elements expressing their more selfish egoistic desires for personal advancements. This victory is rooted in the societal dynamic founded on the three pillars.

The Three Paradigms

The Lifestyle

Stated another way, the Lifestyle constitutes two inquiries: critical inquiry and mind inquiry. Critical inquiry explores how the knowledge they have inside their minds or the knowledge that comes across their mind matches reality. It is an essential exploration of critical thinking and developing that capacity. Mind inquiry explores what occurs in reality and trains the mind to respond rather than react when circumstances arise. It is an exploration of mind cultivation with roots unashamedly in Buddhist thought. What differs the Lifestyle from Buddhist thought, however, is its strict adherence to the paradigm of methodological naturalism, which holds the view that all extraordinary and supernatural claims, Buddhist or not, are put to the side and the empirical and phenomenological explorations of mind inquiry (also known as the dharma inquiry) alone can lead the practitioner to personal liberation.

Transhumanism

Transhumanism believes that humans should be permitted to use technology to modify and enhance <u>human cognition</u> and bodily function, expanding abilities and capacities beyond biological constraints. Transhumanists focus on the more complex sciences to see how they can design an advanced human being uncharted by human limitations. Common secondary values and positions associated with transhumanism include individualism, libertarianism, pragmatism, and physicalism. The ideals of enlightenment inspire transhumanists, finding it a legitimate step forward in human progress, and anything outside of these ideals is only a step back.
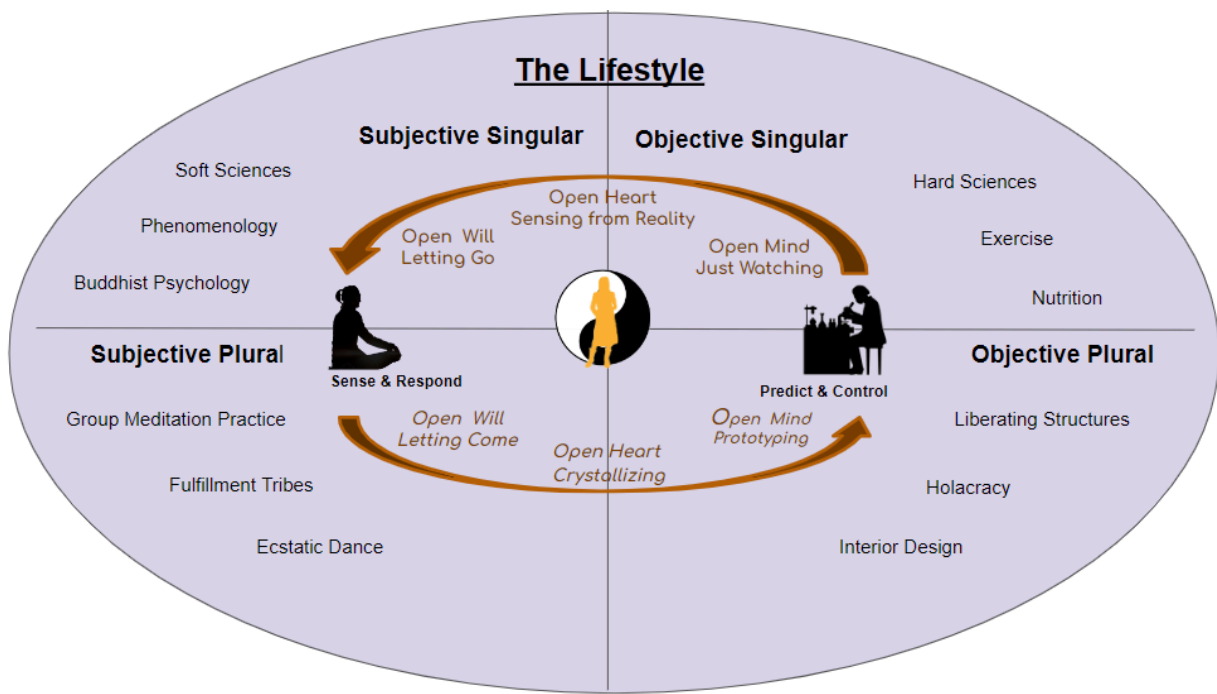
Spiritualism

Spiritualism or Lunarism embraces the universe's unknown wonder, believing that a higher power is guiding them toward a better expression of the conscious experience. Regardless of whether people believe in one God, many Gods, or no Gods, Lunarians believe in a cosmic consciousness beyond human comprehension guiding us back to wholeness; however, that is defined across various traditions. From witchcraft to Christian consciousness, Lunarians hold an ecumenical view that these are different fingers pointing to the same spirituality of oneness. Lunarians love to point out how science now accepts how the fabric of the universe's spontaneous "self" organizes patterns and creativity into the essences of the world. Lunarians believe science is finally catching up with the mystics of the past who insisted that our reality is infused with an intelligence that rains on the

just and the unjust. Lunarians hold individual expression dear, believing spirituality is about a communal affair and a private experience.

These three paradigms create much of the philosophical tensions of the world.

Game Play

The Lifestyle

Subjective Singular	Objective Singular
Soft Sciences	Hard Sciences
Phenomenology	Exercise
Buddhist Psychology	Nutrition

Open Heart
Sensing from Reality

Open Will
Letting Go

Open Mind
Just Watching

Subjective Plural	Objective Plural
Sense & Respond	Predict & Control
Group Meditation Practice	Liberating Structures
Fulfillment Tribes	Holacracy
Ecstatic Dance	Interior Design

Open Will
Letting Come

Open Heart
Crystallizing

Open Mind
Prototyping

Subjective Singular (Examples)	Objective Singular (Examples)
1. Cognitive Biases 2. Fallacies 3. Dharma Practice 4. Gifts	1. Lifestyle Practice **2.** Qi Gong Practice **3.** Science Knowledge **4.** Sustainable Tech
Subjective Plural (Examples)	Objective Plural (Examples)
1. Group Contemplation Practice 2. Mastermind Group: 3. Presencing Practices	1. Liberating Structures 2. The Work

Gameplay works in three phases: Preparation, Execution, Recovery.

[Preparation]   =>   **[Execution]**   =>   **Recovery**

<u>Preparation</u> consists of the character engaging with the world using collaborative practices.

For example, The storyteller may ask one of the players to facilitate, through gameplay, the Liberating Structures group practice 1-2-4-All as a way to prepare the group for their adventure. The central question of the adventure could be stated as this:

What is the best way to prepare for the trek into the ruins of Seattle?

- The first step is silent self-reflection by players contemplating the question. What opportunities do YOU see for making progress on this challenge? How

would you handle this situation? What ideas or actions do you recommend?) This is allocated for 1 min.

- Then Generate ideas in pairs, building on ideas from self-reflection. 1 min.

  ■ Then Share and develop ideas from your pair in foursomes (notice similarities and differences). 2 min.

  ■ Then Ask, "What is one idea that stood out in your conversation?" Each group shares one important idea with all (repeat cycle as needed). 2 min.

Again, The Enlightened Lifestyle is a vehicle to learn different practices through role playing so that they can be employed in the real world. If the group accomplished the Preparation activity then they earn **flow points** before the adventure starts.

Execution constitutes energizing roles and accomplishing projects. This is where citizens accomplish next actions on projects employing positive strengths, talents, to lower their difficulties (Table 1 just below) *when possible.*

Recovery consists of debriefings, personal development, group development, mentorship and comradeship. Defilements which occur during the game can be addressed here, usually, by engaging in some restorative practice. More about restorative practice will be discussed later.

You might want to register your explorations and experiences in a journal, be it physical or digital, to further immerse yourself in the world. Add details as you feel appropriate.

The games rely on collaborative storytelling. You will roll 1d10 with modifiers to see if you accomplish feats, as the storyteller and the players navigate the tale together.

WHAT YOU NEED TO PLAY

1-6 players*

10 ten-sided dice.

A copy of the [character sheet](#) for each player

🎲 Core Mechanics & Example of Play

A guide to dice rolls, modifiers, and how actions work in ELRPG.

🎰 BASIC DICE ROLL FORMULA

Attribute + Talent/Skill + Strength = Dice Pool (d10s)

You roll this number of 10-sided dice (d10s).

Each die that rolls equal to or above the target difficulty counts as a success.

Difficulty Level	Target Number	Example Situation
Easy	3–5	Calm conversation
Moderate	6–7	Negotiating with friction
Hard	8–9	Intense resistance or abstract logic
Very Hard	10+ (Rare)	Miraculous timing, intuitive leap

✳ *Modifiers (e.g., defilements or resistance) can increase the target difficulty.*

📊 *DICE POOL EXAMPLE*

Component	Value	Source
Attribute	3	Social Intelligence
Talent/Skill	2	Interpersonal Talent
Strength	3	Judgment
Total Dice Rolled	8d10	3 + 2 + 3

If target difficulty = 8 → roll 8d10, count each die ≥ 8 as a success.

⚖️ MODIFIERS & LIMITERS

Modifier Type	Effect
Defilements	Y = penalties; X = blocks use of Strength
Flow Tokens	1 token = 1 automatic success
Emergence Points	1 point = lower difficulty by 1
Tribal Resistance	Can raise difficulty if cross-tribal tension exists
Storyteller Discretion	May grant or withhold modifiers based on narrative logic

🧪 EXAMPLE OF PLAY

Scene:

Humphrey Thrune tries to convince Dr. Riviera to join his mystic book club.

🎭 Thrune's Roll

Element	Value
Attribute	3 (Social Intelligence)

Talent	*2 (Interpersonal)*
Strength	*3 (Judgment)*
Total	*8d10, Difficulty = 8*

🎲 *Discord command:* `/r 8d10 t8`

🎲 *Result: (8, 6, 5, 7, 1, 4, 5, 6) → 2 successes*

🤖 Dr. Riviera's Resistance Roll

Element	*Value*
Attribute	*3 (Social Intelligence)*
Talent	*2 (Interpersonal)*
Strength	*3 (Social Strength)*
Total Dice	*8d10, but...*
Modifiers	*+6 Difficulty due to bias*

| *Defilements* | *2 X-type = cannot use Strength → Dice Pool =* |
| | *5d10* |

| *Final Difficulty* | *7 + 6 = 13 → Impossible on d10* |

Outcome: Riviera reluctantly agrees, despite herself.

(She couldn't mount a real resistance due to internal blocks.)

🧠 *QUICK RECAP: ROLLING IN ELRPG*

1. *Determine Attribute + Talent + Strength → Roll that many d10s*
2. *Storyteller sets a Difficulty (typically 5–9)*
   Roll and count each die that meets/exceeds the difficulty as a success
3. *Apply modifiers (Flow, Emergence, Defilements, story effects)*
4. *Interpret results with roleplay*

🎓 *BEST PRACTICES*

If you want to...	*Then...*
Maximize your chance of success	*Use Flow Tokens or Emergence Points wisely*
Reduce your difficulty	*Focus on restorative practices to earn Emergence Points*

Roleplay inner struggle	*Use Defilements as cues for growth moments*
Resolve conflict collaboratively	*Mix character rolls with group practices (e.g. 1-2-4-All)*

Summary of special rules:

Basic characters roll six ten sided dice (6d10). Cyberions and Superions may, depending on their enhancements, roll more dice. Lifestyle followers roll 6 dice, but can lower the target difficulty. Characters prepare with collective practices to have some auto-success flow tokens, and use recovery practices to remove mental defilements accrued during the session (emergence points).

Experience Points to move up levels.

As you play, you earn experience for your character. This experience improves stats. The costs are listed below.

Abilities = Current x 2

Attributes = Current x 5

Background = Current x 3

Special Note (A reminder): Superions and Cyberions

Transhumanists and follow the paradigm of observable empirical reality. If they can not measure it, it does not exist, including the mind. However, they can

increase their attributes above human capacity (8 dots so far) through technological and biological know-how, which creates flaws and other side effects. Any biological or cybernetic augments which pushes their attributes above 5 cuts them off from the benefits of difficulty reduction. Rather than navigating with the collective, one is breaking away from the population. There is a contentious debate in Elysia to outlaw biological and genetic development due to these unfortunate consequences.

Those who follow the paradigm of the **Lifestyle** are the only ones who can lower their difficulty. Those who follow the Cyberion path and the genetically modifying Superion Path can not employ this diff lowering *if* they have one of their attributes 6 points or above. This is considered beyond human functioning. It is mysterious why Cyberions and Superions lose their connection with the Collective Will this way. Practitioners explain it as a termite in an ant colony. They are chemically and physiologically different from the rest of the ants in the colony. They lose touch with the collective cognition of the likewise. Practitioners theorize that this is what happens when Superions and Cyberions advance personally beyond normal human functioning. Something is being lost.

🌀 Flow, Emergence Points & Restorative Practice

🌊 What Is Flow?

Flow in ELRPG is like **group intuition**—a collective awareness that arises when people harmonize their efforts. It reflects a shared mental "groove" or synergy, like:

"Drafting in a bike race" or

"A jazz band improvising together."

When characters participate in **collaborative practices**, they enter this flow state and tap into the **Elysian Collective Mind**.

🎮 Flow Mechanics

- **Source:** Group-based practices (e.g., Liberating Structures, Theory of U, Presencing Circles)
- **Benefit:** Each **Flow Point** grants **1 automatic success** on a roll
- **Storage:** Max of **3 Flow Points** per character

- **Use:** Declare Flow Points **before or after** a roll, depending on Storyteller discretion

   ✅ *Flow = an **external**, team-generated resource that boosts your actions.*

🌟 What Are Emergence Points?

Emergence is the **inner clarity** you gain when your mind is still and unburdened. It's like tuning in to a deeper frequency of insight—intuitive knowing that comes from personal healing and mental clarity.

Think of it as:

"Quieting the noise to hear a whisper of wisdom."

🧠 **Emergence Mechanics**

- **Source:** Personal or group **restorative practices** (during Recovery Phase)
  Benefit: Spend 1 point to **reduce the target difficulty by 1**
- **Storage:** Max of **3 Emergence Points**
- **Use:** Must be used **before** rolling

  ✅ *Emergence = an **internal**, self-generated resource that clears the mind for sharper action.*

🛠️ What Are Restorative Practices?

Restorative Practices are formal methods characters use to **reduce Defilements** (mental and emotional burdens) and **gain Emergence Points**.

✨ **Examples of Restorative Practices**

- Personal:
  - Walking meditation
  - Silent reflection or journaling
  - Qigong or yoga
  - Time in nature

- Group:
  - Guided contemplative circles
  - Facilitated healing rituals
  - Collective grief processing

🧪 Restorative Practice Mechanics

Personal Practice Roll

[Emotional Intelligence] + [Intrapersonal or Existential Talent] + [Restorative Skill] + [Strength (optional)] → Roll d10s at Difficulty 7

- Each success removes 1 **Z** or **Y Defilement**
- Extra successes **do not carry over**
- After 10 restorative practices → gain 1 **Emergence Point**

Group Practice Roll

- Same as above, but the **group leader's success dice** are added to each participant's roll (if their skill is ≥ 3)

You Have...	Do This...	You Gain...
Z/Y Defilements	Perform restorative practice	Clear Defilements

| Consistent recovery | Track 10 practices | Gain Emergence Point |
| No X defilements | Focus on clarity | Lower difficulty next challenge |

Feature	Flow	Emergence
Source	Group practice	Personal recovery
Type	External, social	Internal, individual
Benefit	+1 automatic success	-1 difficulty
Max Stored	3	3
Earned During	Preparation	Recovery
Use Timing	Before or after roll	Before roll only

Defilement Levels

Defilement Type	Severity	Impact on Gameplay	How to Remove
Z (Superficial)	Mild	No stat penalty	Easy practice

| Y (Rooted) | Moderate | Stat penalty | Group/personal |
| X (Intentional) | Severe | Major restriction | Sub-campaign |

Defilement levels are mental taints in the game that you can gain based on interaction with the world. Your subconscious mind has habits, neurosis and issues operating out of sight of your conscious mind. When something happens, these events become seeds in the mind. For more on the Practitioner's school of thought in how they approach defilements of the mind, you can read the Section called "The Ox herding Pictures of the EL Codex.

A storyteller has the responsibility to assign defilements and it is the responsibility of the player to remove the defilement through various inner restorative practices.

There are three kinds of defilements: superficial (Z), rooted (Y) and intentional (X) The difference depends on the intention of the individual involved with the defilement.

Z Defilements

Unintentional defilements are always designated with a Z on the character sheet. (Check PC Template Character Sheet) and go to the section titled "Defilements."

Remember: ***20 Y Defilements starts your 1 X Defilements.***
For Example: The first row of Zs there are no reductions in capacities. The Second row of Y, you follow the reductions of capacities which are found on the

table circle as circled in red here. Once you perform restorative practices, then you can remove the Z,Ys. For every success roll from a restorative practice, reduce your Z & Y accumulations. Be careful not to get two many Z & Ys because if you get an X then that is much more difficult to remove.

From being hit by a rock by a child to losing one's family member in an accident, these defilements are easier to remove. The event happens to the person. Depending on the severity of the situation directly reflects the number of defilements accumulated. Removing Y defilements is special in that it is easier to rmove Y defilements than X defilements

X Defilements

Intentional defilements are always designated with a X. ([Check PC Template Sheet](#)) and go to the section titled "Defilements." This kind of defilement is harder to remove from the mind because the actor created the defilement and so the actor, subconsciously, holds on to it with more force. These defilements come from intentional actions with deep consequences. So, the number of X defilement times the current level is how we tally the accumulation of defilements.

X defilements are psychically traumatic events. For example, let's imagine that Mark intentionally **stabs** someone out of anger. That is 1 X defilements with the story consequences.

Removing X Defilements is not as easy as removing Z & Y Defilements. Removing an X Defilement is a mini sub-campaign for your character alone as

they roleplay in the game. So incurring multiple X Defilements becomes an ever-slippery slope psychopathy.

Another example:

Detective Marshal Sutoro is caught up in a mild car crash. They don't want to **react with anger** but to see if they can keep their cool requires a roll [Appropriate Positive Strength + Intrapersonal Talent] to lower their diff and then [Emotional Intelligence and Meditation] against the new target. Let's say they had poor rolls and they end up getting **four** Z defilements.

These are marked on the sheet. One begins to see that the basic game play format becomes important. Remember the mechanic:

[Preparation] => **[Execution]** => <u>**Recovery**</u>

This *recovery stage* can occur in the evening at the end of the day. This is the time when citizens purge these Z defilements through a group recovery practice or single recovery practice. So there are opportunities to remove Z defilements if that is one's intention.

However, (using the car accident example) if the player rolls poorly and acquires enough Z defilements to mean they have to mark an Y defilement, even in this case, these are easier to remove than X defilements that the player *intentionally* chooses for their character. So, the player should know that rooted X defilements occur in game ***when the player intentionally commits a traumatic act.*** This is the

real difference between those who acquire rooted X defilements versus those who acquire X defilements through poor rolls. You can call these two different types of defilements: (Z & Y) defilements versus _hard_ (X) defilements.

So remember:
You gain a defilement → you log it → you choose a recovery method → roll to clear it."

Special note: Cyberions and Superions tend not to engage _openly_ in these recovery practices because they do not put too much stock in the inner world. However, this particular aspect of Elysian life is a secret within the two tribes and not really addressed. At the same time, they may not believe in an inner world. They find benefit in engaging in these practices, and this has created not only a paradox in the transhumanist mindset but a dirty little secret that many transhumanists do not let their fellow tribespeople know. Usually, Transhumanists will have their fellow housemates swear to secrecy that they engage in these practices, keeping from anyone outside their house. Therefore, (with some humor) it is one of the most open secrets in the Elysian.

Restorative Practice

(Homework)

As stated previously, there are three phases of gameplay:

[Preparation]   =>   **[Execution]**   =>   **[Recovery]**

Every defilement has a complimentary restorative practice and it is up to the player to find out what that restorative practice could be. (This happens at the recovery phase. You choose from a wide range; from Qigong and Tai Chi to Reflective Writing and Reflection to silent retreat practice.

Depending on the defilement, the Storyteller and the player can discuss the appropriate restorative practice when the character has recovery time to devote energy towards personal healing and group healing. The ingredients, for gameplay, of a restorative practice is the following:

Personal Restorative Practice

Emotional Intelligence + (either Intrapersonal, Existential roll) + (your Restorative practice under skills) and you can add the appropriate strength roll if it is applicable. **Target diff is always 7.**

Group Restorative Practice

It is the same as the personal restorative practice except you can add the group leader's successes of the restorative practice guidance on top of your own roll.

During your character creation: you can choose your restorative skill. Also, ***note***, that if you want to borrow someone else's practice you can do that as well. They person needs to guide the practice which means they need to have a skill at least 3 points or higher. This is considered a group practice activity.

If the character receives restoration successes over the amount of defilements cleared, the restoration successes **do not** carry over to the next restoration roll.

Restorative practices can be tricky. Not all defilements fit with all restorative practices. It is the storyteller's discretion whether a particular restorative practice can address, generally, a particular defilement. This is why it is beneficial to form a group with diverse interests as well be apart of a community with a diverse population.

A good strategy with restorative practices is to engage in a *personal* restorative practice and a *group* restorative practice during the recovery time especially if you have a lot of defilements. You can **double** your possibilities of success this way.

Here is an example of a restoration practice during the recovery phase of gameplay for [Dr Xavir Sirton](#)

As a player, Xavier's Emotional Intelligence is (3) + (Intrapersonal or existential talent <u>choose the higher one</u> 3) + (your Restorative practice under skills) For Xavir it is Survival (1). He finds nature to be restorative, as he walks in the mountains as a way to heal his mind and heart.

Add up the dice and roll with a **target diff 7.**

Do you roll seven ten sided dice at a target number of 7. It would look like this on discord:

/r 7d10 t7

Results 7,5,4,7,5,7, 8 (4 successes clears the three Y defilements) The one extra success is not carried over.

Not only is Xavir cleared of defilements but if he accomplishes ten restorative practices during the campaign then he earns three emergence points. More about that in the next section.

Emergence Points

Achieving a state of mind that holds zero defilements takes work. One can sense and respond to a more profound knowledge level which guides emerging from the chaordic universe itself. One needs to be clear and calm in the mind-heart to receive such guidance. From the standpoint of game mechanics, if one can maintain a consistent practice of restoration, it earns you the ability to reduce your difficulty rolls three times a day. This capacity does carry over like flow points. If one does not spend these capacities, not to worry, you will have them to use later. However, like flow points, the maximum you can hold for Emergence points is **three.** Choosing when to use your emergence points to reduce your difficulties at the wisest time.

Here is an example using Emergence Points

Here is another example. [(Look at Marshal Soutro's character sheet)](#)

Private Detective Marshal Soutro steps cautiously over the crime scene. Her eye scans the minute details of the area to see if she can catch a clue.

Question: What Talent and Strength are related to looking for clues?

Special note: If you have Emergence points *then* you can perform a target dice reduction.

For example, with the *Private Detective Marshal Soutro Character,* I would accept Visual Spatial or Logical-Mathematical Talent + the Strength (loving of learning: Intrapersonal, which means dealing with one's love of learning versus interpersonal, which is one love of learning of people, groups or social contexts. Many strengths have an intrapersonal and interpersonal direction.)

She has a (Logical-Mathematical) 3 Talent + Loving of Learning (Intrapersonal) Strength, 2

This will be a pool roll of 5 dice at 6 diffs. (4,7,5,2,5) -1 diff lowered. (One Emergence point removed from the character sheet.)

Roll Perception (3 dices x 10-sided dice) + Investigation (3 dice x 10-sided dice) = (6 dice x 10-sided dice) at a difficulty of 6 (rather than 7), which means out of the 6 dice rolled, they must be 6 and above to be counted as a success.

Dice Roll: *6 7 5 8 3 4 (3 successes) (1 is a marginal success) (2 is a success) (3 is a great success)*

Results of the Dice Roll: *Marshal looks down and notices a blank post-it note with an indentation. She notices equations scrubbed to visibility when she scrubs the post-it note with a pencil. These equations are in handwriting.*

It is that simple. First, roll to see how much lower you can bring the diff down with a talent and strength roll. Attribute + Abilities at a particular difficulty depending on the situation. Again, some feats are easy (low difficulty 1 - 4), medium (difficulty 5 - 7) and high (difficulty 8-9)

Here is another example of how to use these difficulties:

Private Detective Marshal Soutro knocks on the door of a possible witness to the homicide across the street. An elderly woman answers the door, and we can see the old woman is instantly put off that it is a black woman at her door. Detective Marshal Soutro inquired if the elderly woman saw anything suspicious. Without thinking, the woman says no and begins closing her door. Marshal wants to engender her in her good graces.

First, to see if you can lower your diff using [Interpersonal only]. If you look at her character sheet, she has other strengths that are not applicable in this situation.

Roll Interpersonal diff 6 (8,4), which is one success for -1 diff

Now Roll Social Intelligence (4 dice at -1 difficulty) (4 dice) at a difficulty of 8 (1 higher than usual because the woman secretly does not like black people), but the -1 diff modifier reduces it back to a 7.

Dice roll: 7 5 4 7 (2 successes) The woman begins to close the door but looks into Marshal's eyes and stops. She opens the door again and asks again, "What is this about?" Marshal says that a good friend was killed across the street, and she wanted to get to the bottom of her death. The old woman looks across the street,

thinks for a moment, and says there was an old black Cadillac 74 pulled up last night. She remembers the make and model because of something personal which happen to her. Marshal jots down this information in her notepad.

Keeping aligned with the universe is an ephemeral thing.

The mechanics are like this:
- Ten accumulated restorations earn 3 Emergence points
- Three Emergence points mean the player can perform three dice target reductions.

Choose when you use your reductions *wisely.* Sometimes a reduced target difficulty can pivot the direction of the entire game.

Cyber Infusion

This is the ability to employ the capacities of the [Coordinate system](#) towards mental processes. This feat is a slope (although not too slippery) towards permanently reducing one's emotional and social intelligence and increasing one's perception, intelligence and wits. Think of it like a dependence on a drug, except not so brutal. After a while, your mind will depend on the assistance of the coordinate system and be changed by it. It is a conscious choice to take away from one's emotional and social intelligence and permanently increase the rating scores under one's mental capacities of perception, intelligence, and wits. This choice will always be in the hands of the player character, but it is not without risks. Cyberions are fanatical about ensuring they control the coordinate system and not vice versa. The aim is technological symbiosis. This critical stance is the first directive and the stance taken very seriously. While this directive is their aim, the future is still unwritten. In addition, the decision to depend more on the coordinate system has drawbacks.

Remember, your social intelligence is necessary because you will work with human beings. Knowing social cues and behaviors is critical to living in a social community. Also, emotional intelligence is the one intelligence that the character uses in their restoration process. You will feel it when you attempt restoration rolls and are just shy of removing defilements from your mind. Also, if you pass five dots on the mental side, you will lose touch with the benefits of being affiliated with the Collective *Human* consciousness. Cyberions and Superions find that walking the tightrope between transhumanist evolution while avoiding disconnection from the Collective is an art more than a science.

Character Creation Process

Prep Tests

(This is Optional)

Here are some psychological tests you can take before your scheduled character creation to facilitate your creation faster **only if** you want to base the character on yourself. Do this only if you feel comfortable enough.

- What is your Myers Briggs [personality type](.).(20 Minutes) and Ocean 5 [personality type.](.) (60 Minutes)
- What is your [Interaction Style?](.) (Less than one minute)
- What are your [Multiple Intelligence scores](.) based on Howard Gardner's Theory? (45 Minutes)
- What are your Character Strengths? ([Short Test](.) 2 minutes) ([Longer more accurate Test](.). (highly recommended) (90 Minutes)

End of Prep Test Section

If you are not creating a first-time character, please continue the character creation process. below. If you have any questions go to this Discord Channel and ask them there. Make sure you type @Azcend in the chat line to alert me of your question.

1. First Step

So, you are interested in game play! First, copy paste a new character sheet from drive site and name it your chosen character name. **If you are playing on the discord, send me a link your character sheet.**

- Place the information on your character sheet as you go through the process.
- Make your set the level of restriction to public so the moderator can view it as well and place the google spreadsheet document link in your player space.

Remember: There are a lot of links on the character sheet to assist in your character creation process.

Step #1: Character Concept

- **Special Note:** Review the Orientation Presentation to inform your character creation
- Need a name? Click Here

- Choose a name at the beginning or end of the creation process. A recommended course is choosing your popular superhero, movie protagonist, or literary hero's first name and an historical figure that you admire last name or vice versa. This becomes important ingredients when forming your bright shadow player character for the game.

- Choose concepts, (i.e. mechanic, solar technician, damned lands protection escort, doctor, etc) as well as your inspiration.)

- **Special Note: An Uphill climb**
  - **You can play types which would have been more at home in PreTurn Society, but now these types operate outside of Elysian Cooperative. Transition Societies have these types in full practice unfortunately.**
  - o Criminal types — jailbird, Mafioso, drug dealer, pimp, carjacker, thug, thief, fence, skinhead,etc are not viable concepts in the future. Humanity has made a significant shift in its ethical dimensions. So, these types are no longer accessible. We still have crime, although not only in the 21st century and rehabilitation and restoration practices as well. However, a person who wants to be a criminal has disappeared via centuries of cultural evolution.
  - o Drifter — bum, smuggler, prostitute, junkie, gambler, substance abuser these are also concepts which have no place in the new The Enlightened Lifestyle.
  - o Socialite — dilettante, playboy, sycophant, trophy wife, etc. These are class distinctions of a bygone age. Unconscious

capitalism has pushed the world to disaster. In the future, _conscious_ capitalism with time-banking practices has completely changed the economic dynamics of the planet. There, distinctions based on material class also have disappeared.

Sample Concepts

• Entertainer — musician, film star, artist, web celebrity

• Intellectual — writer, student, scientist, philosopher, social critic

• Investigator — detective, city protector(cop),Elysian agent, private investigator, truth seeker (investigator of paranormal claims)

• Outsider — urban primitive, refugee from the damned lands

• The Work experts — secretary, facilitator, coach

• Professional — engineer, doctor, programmer, restoration and justice lawyer,

• Reporter — journalist, blogger, talk show host, media expert

• Scenester — clubgoer, hipster,

• Soldier — bodyguard,Elysian protection enforcer,

• Worker — electric transporter,vertical tower farmer, constructor

Step #2 Choose your [Home Tribe](#)

Special Note: Cyberions and Superions are the only tribe paths which can increase their attribute ratings above 5 to 10 (superhuman levels) but may incur flaws in the process. **They do not follow the new Lifestyle (because they do not believe or**

put stock into an interior world) and so they have the tendency to not manipulate their difficulty like other tribes. (During character creation: their attributes and abilities can only be as high as 3 dots. And usually, their talents are the lowest ability because they do not use nor acknowledge them).

Mentor Tribes are massive cultural groups all over the world in various cities in the world. While each tribe has their own prejudices and ethos when different tribe members come together to form a house, they can defy their home tribes' biased tendencies. It is maybe true that Cyberions don't like Lunarians, but that does not mean a Cyberion can't marry a Lunarian in their own small neighborhood. Just know some tribe members who are conservative may criticize. But such critique is based on prejudice with cultural tribal consequences rather than speaking on illegality.

Step #3 Choose your Myers Briggs personality type. and/or Ocean 5 Personality type.

Step #4 Choose your interaction style

Step#5 Select Attributes

- o Prioritize the three categories: Choose which category is your highest, medium and lowest ability. (If you are creating your character from your hero type (i.e. Gandhi, Martin Luther King, George Washington, then think about what Attributes reflect these people of history)

- Physical, Social, Mental (6/4/3). Your character automatically has one do in each Attribute.
- Rate: Physical Traits: Strength, Dexterity, Stamina.
- Rate: Social Traits: Emotional Intelligence, Social Intelligence, Appearance.
- Rate: Mental Traits: Perception, Intelligence, Wits.

Step #6 Select Abilities

o Prioritize the three categories: Choose which category is your highest, medium and lowest ability. Talents, Skills, Knowledges: 15/10/6

- **Special Note (if you are taking [the test](#) then use the percent guide below.**
- Talents are defined as the seven innate capacities of
    o Logical-Mathematical Intelligence/Talent. …
    o Linguistic Intelligence/Talent.
    o Interpersonal Intelligence/Talent.
    o Intrapersonal Intelligence/Talent.
    o Musical Intelligence/Talent.
    o Visual-Spatial Intelligence/Talent.
    o Bodily-Kinaesthetic Intelligence/Talent.
    o Naturalist Intelligence/Talent.

- [Take the test](#), if you want to see your personal or your fictional character's multiple intelligence list to use during roleplay. Those intelligences can be integrated into the character creation process.
    ○ 100% - 75% - 3 levels

- ○ 75% - 50% - 2 levels

- ○ 50% - 25% - 1 Level

- ○ 25% - 0% - 0 levels

- ● Special note: If you don't use all of your creations points you can use the remaining points in the other abilities columns **(only for ability point distribution during creation process)**

- ● Check the character sheet for definitions as **insert notes.**

- ● Only **One** Ability is higher than 3 at this stage and maximum is **4**

  : Special note Selecting a Restorative Skill.
    - ▪ Under Skills: Choose **one skill** which will be your ***restorative skill.*** In this selection you do not necessarily need to select from the skills on the sheet. You can, in this instance, research a wellness practice which your character engages. ([examples #1](#)) ([examples #2](#))([examples #3](#))([examples#4](#))([other meditative practices](#))([moving meditation practices](#))([prostration practice](#))([Emotional Freedom Tapping Practice](#))([Theory of U Practices](#) <- some are applicable) or search the internet for one which you would like to use. It just needs to be a skill which engages the mind and/or the body.

Step #7 Strengths

- ● Choose Your [Strengths](#). Choose five strengths and each strength automatically gets one point.(already listed) Additionally, you can spend

three points and placed them among your strengths. No strength above 2 during character creation.

- [Or take a quick strengths survey test](#) (depending on your grade level)

Step #8: Psychology/Background

- **Merits/Flaws**
    - Optional: Choose Merits. (**max 7** points) Check the character sheet. The ST will help you transfer them into difficulty, lowering certain capacities for the character sheet.

    - Optional Choose Flaws (**max 7** points) Check the character sheet for selection. The ST will help you transfer them into difficulty raising for certain capacities on the character sheet.

    - **Special Note:** Flaws will be applied to increasing difficulty rolls on your character sheet. Be careful with your flaw choices. It provides a wonderful way to create a trajectory for your character. However, if your flaws interrupt roleplay too much, we may need to modify your character.

One Stop Shop

- Visit the site [OneStopshop for writers](#) and choose:
    1. **Emotional Wound**

2. **What is Character Motivation? And under that:**
   a. **The Human Need**
   b. **The Road Block**
   c. **If this need is not met**?
   d. Place this parts 2 and 2a,b,c, and whatever **merits** and **flaws** you chose for your pc and place them in your player space on discord when it is created.

3. For example
   - Theseus Jones
   - **Character Motivation:** Proving his Superion family wrong that he is genetically inferior.
   - **Human Need:** To find belonging with those who accept him
   - **The Road Block:** His own fragility of believing the negative self-talk in his mind
   - **Unmet need:** leads depression and despair.
   - **Merit:** Common Sense,Catlike Balance
   - **Flaws:** Short-Tempered

4. **Fill out as much information as you can on the background sheet section on your google spreadsheet. I will not check this section. This for you and to help you with roleplaying your character in a fully fleshed way.**

- Backgrounds (5) (Go to character sheet)

- Backgrounds 1 Point Per Dot

Choose Contacts — The information sources the character possesses.

- Write who these contacts are

- Fame — How well-known the character is among Elysians

- Tribal Influence — Influence in this world occurs through what we call tribe space and it is a kind of influence which is without authority. You can use your influence to get work gone only for personal and group cultivation. (To learn about Tribe space, review [the four space](#)
- [blog](#))

- Mentor — A personal guide towards higher development.

- Resources — starting accumulated time credits

- Status —among the Elysian

Freebie Points

Once you're done, you have 15 freebie points to spend as you wish.

Special note: Elysian (Solarpunk) citizens are well-rounded so if you are a Cyberion protector, with amazing skills at firearms and melee skills, you will be surprised if this same character can also perform Hamlet at the local theater. The world has leaned towards doing what makes your heart sing as well as what is beneficial for society. So, it is suggested to add some colorful attributes, abilities, backgrounds and strengths Again, no more than 3 dots in any trait.

Trait	Max. Trait Rating
Attribute	5 per dot
Ability (Skills, Knowledges)	2 per dot
Ability (Talents), Strengths	7 per dot
Background	2 per dot
Humanity/Path	2 per dot

Experience Points

- The baseline is 1 guaranteed XP per session, just for showing up.
- 1 bonus XP if the player can explain something their character learned, and it should be profound.

- 1 bonus XP if the player engaged in some collective practice explaining what they learned about the new practice.
- 2 bonus XP if the player hosted a collective practice for the other players.
- 1 bonus XP (and one person gets this) if the player stayed true to the character concept including the flaws, defilements, restoration practices.
- 1 bonus XP for coming up with an ingenious solution to the problem that was truly innovative. "Wow, I never thought to apply it that way?"
- 1 bonus XP for a player who placed their character in mortal danger and demonstrated true bravery.

Trait	Experience Point Cost
Increase an Attribute (stat)	The new level x 5 So increasing Strength from 2 to 3 costs 15 points
Increase Background	The new level x 3
Increase Skill or knowledge	The new level x 4
Strength	The new level x 5
Increase a Talent	The new level x 6

Step #9 Choose a tribes

So here are the nine major tribes:

The Nine Major Tribes

Cosmonauts

The Cosmonaut Tribe is one of the newest tribes to emerge in the world. Unlike the other tribes, Like-minded members of tribes of the various tribes who contemplated space travel formed the Cosmonaut tribe. Cosmonauts are a rare tribe that invites other tribe members from different parts of the world to engage in their unique talents and imaginations with the inclination towards space travel. Citizens worldwide see the city of Tynda as a special place, like Camelot, where common ground is seen across all tribal differences because all tribal members have this bonding idea of imagining life in space. Now two generations old, it constitutes the unique character of the compact megacity of Tynda, making it a cosmopolitan city of great depths.

Cosmonaut tribe's collective dream is to explore space, and presently, they are researching options to launch in outer space employing alternative energies. In the past, rocket fuel was derived from petroleum products and had disastrous environmental effects. So, the Tynda research and development circle pioneers alternative energy sources that are sustainable and clean for the environment and can break the earth's orbit. Tribe members, especially from the Cyberion tribe, have been particularly adroit at tackling this question.

The Cosmonaut tribe collaborates closely with the Sunjammer tribe, informing their culture of envisioning Cosmonauts becoming Sunjammers of the stars. Much inspired by the TV show Star Trek, there is an aspiration of a spaceship in space traveling to the unknown region of the galaxy to learn more about worlds beyond our world. Indeed, one area of naval navigation, submarine travel, is a necessary stepping stone for the applicants, especially those interested in space travel. Joining the Cosmonaut Space travelers circle requires several accrued hours in deep sea submarine operations to be considered a valid space traveler candidate.

Pilots are another option for space travelers as pilots from various cities are selected for the space travelers program. Especially welcome are the pilots and crews of transporter ships traveling in and out of the deadlands. Many former crews come together to work and eventually move to Tynda and the Cosmonaut Tribe for their famous space training program.

From their research and development efforts, Tynda has created many products not just for space travel but for everyday life as well. However, one point of tension is the material and process employed to develop the various materials for outer space travel. Tynda is infamously a pollution site as the byproducts of material products

are toxic to the planet. At barrel sites, the first upcoming program is the journey to Mercury to launch these products on the lifeless world. Holding an all-around temperature of 354 degrees, eventually, they theorized that these toxic products would break down on the surface quicker than if left on earth. This program has been the only saving grace towards the accumulation of toxic materials on the planet with the eventual release of these chemicals onto Mercury or, perhaps, the sun.

Nickname: **<u>Explorers:</u>** They look to the stars to see what is out there.

Cosmonaut ideology permeates the city as space design bleeds into the architecture and decor of the city. One of the few cities where different tribe groups, from Lunarians to Cyberions, are seen working together towards the common goal of space exploration, they are the oddball tribe among the other tribes in the world.

Tynda is also a maritime city and is considered the world's central naval and deep sea trade hub. Therefore, those who wish to go into space starting in the sea will come to Tynda to learn and grow, giving it a unique cultural flavor.

Character Creation: Cosmonauts look for passionate individuals for space flight and support towards space flight. Rather than individuals, they look for entire teams to join as space flight crews come as teams. **-2 diff on all related rolls regarding space activities.**

Weakness. Cosmonaut tribe, and other supporting tribes of the city, have drifted into an almost glass bubble of sorts, becoming ever more removed culturally from the world. This weakness has led to intolerance for perspectives other than

exploration, which one palpably feels when one travels in the city. Additionally, their desire for space travel has led to the unique situation of sustainable practices taking a backseat to scientific advancement, creating a consistent tension to full-blown arguments between Solarians and other Cosmonaut tribes regarding how one can go to space without dirtying the planet in the process. This issue has created a rising tension in the city of Tynda.

Stereotypes

Superions: Wonderful researchers, if you can guide the pursuits in the right direction.

Practitioners: the soul of the cosmonaut tribe. We navigate how we should do things by employing their wisdom. Yet, sometimes their suggestions are more like constraints when trying to achieve our goals.

Solarians: Tensions have been escalating with this tribe. They need to trust that space is the answer to not polluting the earth.

Venturists: They fuel our endeavors in many ways. We are lucky to have them.

Sunjammers: Our fellow travelers of the sea. We consider them pre-cosmonauts.

Lunarians: They give interesting solutions to fostering a renewed mind, especially when isolated from others for months or years. Some of their insights are helpful.

Trekkers: Oddly, we have an intriguing relationship with the self-reliant individualists of the damned lands. The ability to navigate hostile environments is a skill that we value.

Cyberions: Wonderful partners in our pursuit of space travel. While Tynda Cyberions are wonderful collaborators, those outside the tribe are somewhat xenophobic, and theElysian should monitor them carefully.

Cyberions

Man is not born free but everywhere in biological chains. You have nothing to lose but your biological chains! We will soon possess the ability to become designers of our evolution. There will be opposition from those who call for the abandonment of progress in subservience to nature. Let us not turn back now through fear. As

humanism freed us from the chains of superstition, let the cyberion way free us from our biological chains.- **Young: From the Transhumanist Manifesto**

This tribe desires to disown the biological coil altogether. Unlike Superions, they feel the meat sack is the problem. They wish to become Homo Cyberneticus. Religious superstition crippled this world, and now, it has swung too far regarding the second enlightenment through what is known as the Lifestyle. For Cyberions, the Lifestyle feels too foo foo and unnecessary. Balance is essential as long as it does not impede progress. Plus, Practitioners place too much importance on this "inner world," which is a figment of the human imagination, and just like dreams, we do not put stock in them. Perhaps behaviorism is the closest they wish to explore the psychological world but no more. Cyberions are purist as they favor the hard empirical sciences when advancing their evolution.

Critics say that the Cyberion way is more like a religion than a science, and they practice a form of religious scientism, with which Cyberions disagree entirely. Religion acts on faith, while Cyberions act on evidence. The evidence and its application show its power and utility in the world. So, in this way, they are supporters of this new sustainable lifestyle that the world has embraced because the evidence shows its utility in behavior and stability in society. However, there is one downside to this new way of life: power!

Cyberions loathe the pressure to engage in this trickle sipping of power because the new energy systems do not harness as much power as in the old coal and oil days. When they tried to engage in fossil fuel use, they were quickly objected to by the world community. So, Cyberions look to local geothermal plants and dam rivers for their clean power source up to the needed amperage they need to research and

develop their innovations. There are only a few areas of the world where one can harness this kind of power and operate research within looseElysian overnight, so Cyberions moved to what was once Australasia. It has become the Cyberion capital of the world. On one side, they have some of the most advanced gadgetry and equipment as their products dominate global markets, from transportation to drone technology. On the other hand, they are seen as some of the biggest violators of sustainable culture as they greedily suck power fueling their cutting-edge research beyond standard capacities. So, Cyberions are also known as selfish individuals to many other tribes and feel that this tribe will have a future reckoning.

Nickname: <u>Techies:</u> Other tribes see their overdependence on technology as a problem, not a virtue.

Some Cyberions may try to hide their "installations," as they call them from the unspoken ridicule of Practitioner and Solarians. Try as they might, they have mechanical air to their movements due to the technological advancements many have undergone. Cyberions have various devices depending on your role; their accessories can range from a toolkit to handheld computing devices. They plug into the Internet and are the navigators and maintainers of theElysian Internet or Ui.

Background. Large tribes are usually from Australia, Australasia and Tynda. They love science and math and have high aptitudes in visual-spatial and logo-mathematical intelligence although they do not put much stock in these soft science labels. Indeed, Cyberions seek biological improvement and employ techniques and advancements differing from the Superions in genetically modifying themselves towards higher expression levels.

Character Creation

Cyberions look for individuals who have a passion for science and embrace the philosophy of technological ascension. Of all the tribes, they are the most open to those from different lands who fiercely hold their perspectives. Regardless of culture, if your first love is cyberion philosophy, then you are adopted by the tribe. **-2 diff on all computer and technology rolls.**

Weakness: Cyberions are so far "left" of the Lifestyle that they can be intolerant. Anything from the 'softer sciences' is seen as a laughable hobby to them. Hence, a sense of superiority wafts from them like a stench as they have fought to the top among the cyberion tribe through sheer merit and results from their research and development.

Stereotypes

Superions: Right stool, but wrong lab. They are trying to advance a 1950s Studebaker called the human body.

Practitioners: A little too far from the original power of the Scientific Method. Too foo-foo for us, but at least they are not like those hippy Lunarians. Sheesh.

Solarians: Look, these guys are trying to be one with nature; therefore, they lose their edge in advancing human evolution.

Venturist: Not wrong partners and admirable in their pursuit to elevate human society. But, they could support our causes more. Nevertheless, we foresee they will be excellent executive assistants in the coming new world.

Cosmonauts: Interesting endeavor. They need to download their consciousness into a mainframe for long stellar travel.

Sunjammers: Don't make me laugh; I got work to do.

Lunarians: These people are a waste of brain matter. Sitting around and tripping on shrooms, and as a society, we allow these people to consume resources?!

Trekkers: These trash people like to wiggle around in the filth of the past. Whatever floats your boat.

Practitioners

The Practitioners of the Lifestyle Tribe is the glue that holds the world together. Teachers of the Lifestyle are among the most ubiquitous tribes in the world.

Members have prestigious access to tribes worldwide, a boast that other tribes can not make. Even among the Cyberions and Superions, the Practitioners tribe engenders part skepticism and part surprise when "luck" always seems to be on their side. Practitioners within Sunjammers and the Cosmonauts tribes meet with Practitioners outside those tribes, and they get together behind closed doors chuckling at the power of language pointing to the same truth: the practice of the Lifestyle is paramount over all. Practitioners laid down the paradigm that most in the world follow, and those who follow the Lifestyle are known as magicians informally by Superions and Cyberions. They called them magicians because, superions and cyberions viewed the Practitioners insistence on the Chaordic reality as a way to magically bestow the answer to life profound questions calling it "backdoor magical thinking." This source or self-organizing Chaordic reality seems to provide solutions to life's problems, magically, detractors say. Practitioners, however, would say this is a gross generalization. Chaordic reality's answers bubble up like foam on a beach, and practitioners may choose one of those solutions to take one step forward. Regarding innovation, Practitioners, feel, that they are the grease that causes the operations of society to move smoothly and <u>wisely</u> towards robust creativity and well-being and away from self-inflicted suffering.

Although they would not admit it, Practitioners enjoy the prestigious title of the first tribe. They were the light in the dark when the world turned for the worse, tracing their tribal history back to the first member: Dr. Hal Jackson. After the Great Turn, their seedling of a tribe, established by the revered founder, Dr. Jackson, the seeds of the other tribes began to blossom generations after this death as a new world order sprung from its firstElysian settlement in Canada. Along with

the Venturist tribe, the Practitioners Tribe is one of the most revered tribes in the world, as people always lend an ear to their sage wisdom.

The Lifestyle
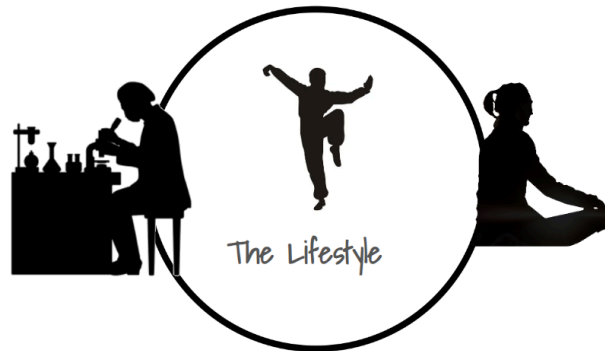
Practitioners are the foremost masters of the foundational practices that structure the world. From Theory of U practices to Liberating Structure practices, they represent a new way of creating collective community and harmony. Practitioners of the world are the authority on governance, settling constitutional disagreements when their expertise is needed.

Practitioners embrace the balancing power of the Lifestyle and are among the most open-minded in the tribal world. They are eager to see how others employ the meta-methodology. They are also the informal referees and coaches who advise those who stray too far from a comprehensive understanding of the practice. Such advice has erupted grumbles of disapproval behind their backs, especially among the Cyberions and Superions, finding them obstacles to significant advancements.

The undeniable truth is that the Practitioner's way makes life easier, and this causes additional grumbles from detractors. The world under this Lifestyle is far brighter

than what Trekker historians lectured how it was in the past. Scientists who are also members of the Practitioner Tribe find that they are more creative and happier in their lives and work, undermining the vision of what it means to advance humankind from the Cyberion and Superion perspectives. Both tribes hate to think that this "foo foo side" of the methodology has merit when it is tough to pin down empirically. They have an uneasy tension with Practitioners practitioners who contribute to just as much innovation and progress as their Cyberion and Superion counterparts. Practitioners say healthy competition fosters benefits for all in the world. Cyberions and Superions do not agree with this 'rosy' interpretation.

Nickname: <u>Monks or magicians,</u> they support the paradigm of the world. Revered by some tribes, secretly despised by others, they try to walk the Lifestyle and the Practices rather than engage in petty tribal politics, which they teach goes against the spirit of the Work constitution anyway.

Appearance: They are simple people with simple clothing. They borrow from the Buddhist monks of old, preferring to wear only one kind of attire as a way to move towards a life that minimizes materialism.

Backgrounds: Even though these 'monks' can have families, they are among the most stringent tribes. Minimalists, by nature, as Practitioners, are simple masters of the Lifestyle laid down by Dr. Jackson those many generations ago. Rather than specialists, they tend to be generalists and coaches operating as critics and teachers of the Lifestyle. Talking with them, is very much like talking with a [life coach](#) rather than a minister or therapist as they see citizens of the Elysian as practitioners of the Lifestyle and aspires to assist them achieve their dreams. They share an

outlook of fostering collective harmony and peace in the world and find their Solarian brethren and exemplars of that vision. Many Practitioners are also respected members of the Solarian tribe and vice versa. Many say there is no difference between the two tribes; they are just different aspects of one tribe.

Character Creation: Practitioners tend to be introverted but not always. They lean towards balance and well-roundedness, seeing life from a comprehensive perspective. Admittedly, they like to work with what is rather than change their bodies or manipulate their genetic expressions. **- 2 diff on all Intrapersonal, Interpersonal, and Existential Rolls. (Gets automatically 1 flow point each day to use for the group or yourself)**

Weakness: Practitioners tend to hold a holier than thou attitude, which is their weakness. They look to show how their way is the right way when they should navigate, rather than predict, the reality through governance practice. Hence, behind their claims of humility, there is a shadow ego that grows in the dark. This issue, which they know is there, but can not always see, makes them depend on others to point out this flaw from time to time.

Stereotypes

Superions: They strive to evolve their biology without heart. This mistake is their most significant blind spot.

Solarians: Our companion who walks this world and walks it well. I wish certain tribes could follow their example.

Venturists: Practical employers of the Lifestyle. They are teachers in their own right.

Cosmonauts: An impressive tribe that tends to be impatient. This shadow mind is their flaw. Like Cyberions, they do not have the patience to navigate a world where all would benefit and none need to suffer regardless of the knowledge attained.

Lunarians: These practitioners have a lot to teach. Unfortunately, their paradigm of what constitutes enlightenment is incorrect. We hope to awaken them to the error of their ways.

Trekkers: They employ the Lifestyle in surprisingly fresh ways. They inform our future by looking to the past. Unfortunately, their treks into the damned lands lead to a lot of suffering from those not as enlightened as them, and they suffer for it.

Cyberions: These egoists turn their back on balance, preferring the old ways of unwise science, which encouraged changes in the world that led to the catastrophic Great Turn. And now, they wish to engage in this foolish way of practice again? Some shall always remain deluded until the end. One of our definitive purposes is to be the compassionate boundary to this unwise way of living.

Sunjammers. Sailor of the seas. We admire their incorporation of the Lifestyle and practices for advancing their understanding of the sea, but we wish their hearts were more inclusive to those who differ from their aspirations for sea exploration and advancement.

Lunarians

What is this source from which all things spring? The Lunarian are the lunarpunks of this world. A Lunarian wants to explore this source. While Practitioners are more mundane with their employment of the source, Lunarians wish to explore its deep mysteries, sometimes to their detriment. The myth of Icarus comes to mind. Sometimes you can fly too close to the sun.

However, when it comes to guiding others into the source between letting go of past obstacles and letting come new insights, no one can hold a candle to the Lunarians. There are many different kinds of Lunarians in the world from Christain Lunarians to Pagan Lunarians. The *individual* submergence into the great chaordic sea is paramount. Lunarians foster robust creativity and tap the source to provide a way to access emergent solutions from ecstatic dances to hallucinogens. They feel they are the real yin relishing the nightly bliss. This depth of practice is their significant contribution to society. Outside tribes like a select few, secret Cyberions and Superions, tribes consult Lunarians to promote creativity and when making their leaps of imagination. From a Venturist who needs to shake up their workforce to foster new ideas to Solarians who wish to "reset" their minds from time to time to see the whole world anew, Lunarian practices are embraced by various tribes worldwide and they are known as the accepted face of Lunarians.

A natural affinity occurs when one exclusively focuses on tapping the source directly. And here is where there is a bit of a philosophical conflict between Practitioners and Lunarians. Spiritualist beliefs in general are on a decline as the yearning for greater cosmic connection and mystery are filled, for many, in theElysian through Lifestyle teachings. However, Lunarians pose a unique problem for Practitioners. While Practitioners believe that enlightenment is the removal of reactivity from a mind enamored by greed, hatred and delusion, Lunarians feel that Mind-Expansion bridges the Chaordic fabric, and is a step of enlightenment through theElysian Mind to the Great Cosmic Mind. Lunarians, many of them, are subtle Deists who believe that they are from this God and will return to this God; a God which gives meaning and has a teleological purpose to better reality. The byproduct of this connection is that for citizens waking up to this real identity that they all share is bliss. Working back from that point, Lunarians suggest, the amount

of bliss and happiness that one has, is the measure of one's awakening to the Cosmic Mind. Ideally, all shall ride *its* purpose towards awakening and happiness for all.

This cosmic mind has been defined by many throughout history. This higher consciousness, seen by a minor faction within this Spiritualist tribe, manifests as the spontaneously organizing Chaordic reality. Within this faction are Christian Lunarians which see this self-organizing pattern as the Christ Pattern or what they would call Christ Consciousness. Those who follow other religious traditions have their own interpretations. However what unites all of them is the aligning oneself with the cosmic pattern, (i.e. God) by becoming like a child again, under the full moon, as one empties oneself to be filled by this primordial patterning allowing it to guide one's life. Needless to say this is a minor interpretation of Chaordic reality in present society.

Fundamentally, this difference in ideologies creates a sense of tension between the two tribes. While the Practitioners feel that Lunarians are woefully deluded, where the self is the problem and the ridding of the self is the solution, while Lunarians feel that the Practitioner's practice lacks taste and that the self should be celebrated as a mirror of the Great Self i.e. the Cosmic Mind. Lunarians think that the path of liberation is bliss andElysian with the Cosmic Mind, while Practitioners feel the point of the Way is freedom and the relief which comes and joy, compassion, loving kindness and equanimity are expressions of this freedom. Lunarians believe Practitioners are a flavorless bunch, always seeking freedom, just as unseasoned as a bland rice cake. Debates between these two tribes can run far into the night. Lunarians as explorers of the mind and the spirit and the expanders of consciousness may have friction with the Practitioners but the benefit of most of

their Lunarian practices speak for themselves. If you want to tap the mysterious fabric of Chaordic reality itself then, Lunarian practices, outside their philosophical/spiritual beliefs, is the way to go.

Nickname: <u>Spookies:</u> These Lunarians are seen as esoteric people who hold the *secrets* of the universe and this is the biggest pet-peeve the Practitioners have against them citing it as to why **cults** rise amongst their ranks. Practitioner proclaim this view of practice as a way to ensure Lunarians perceive attractiveness in theElysian between those who have "special" knowledge versus those who do not.

Background: Despite the anathema that Cyberions and Superions feel about this tribe, they are a relatively well-respected tribe worldwide. They are masters of tapping the source; therefore, others seek them for particular expertise with practices that assist those who work on projects to dive deeply into the chaordic reality of existence itself. Usually, artists, writers, party hosters, herbalists, martial artists, and meditators are a part of this tribe, but other individuals who are a part of other tribes, including Practitioners, can also attend this tribe. One of the paradoxical benefits of this tribe is its inclusivity despite its reverence of the Self.

Character Creation:
Lunarians are the moon spiritualists of the world. Herbs expand the mind; these practices are sacred rites to them. What they have in common with Practitioners are they, too, are minimalists; and disdain ownership even of time credits, preferring to give more than they receive. They are colorful characters wearing clothes that express the journey's psychedelic trips among some of them. From this tribe, the

arts and literature blossom, producing many excellent writers and artists.. **- 2 diff on all Intrapersonal, Interpersonal, and Existential Rolls.**

Weakness: Lunarians sometimes go too far and not be ready to tap directly into the Chaordic Source. There are tales of Lunarians going insane as their minds break like a jug filled with water with no way to go. If performed with the wrong intentions, these mind-expanding practices can become escapist retreats of the mind where people want to stay rather than grow and reintegrate into society. Society becomes bad while this other realm becomes good, and this dichotomy, Practitioners say, is one of the central slippery slopes of those who chase bliss for escape.

Stereotypes

Cyberions: Whoa, these people need to chill out. Do you think you will find peace and awakening in 1s and 0s?

Superions: Biologically engineered awakening? That is the first clue there is a problem. Awakening constitutes all of the reality beyond the flesh and is irreducible to the flesh. They are on the wrong track.

Practitioners: Respected practitioners but boring! Awakening should have some flavor to it!

Venturists: These noble professionals contribute to their world through their works. We say that you must clean the mop before you can clean the floor.

Cosmonauts: Misguided but intriguing. They believe that outer space is interesting without considering the final frontier is inner space.

Sunjammers: They provide wonderful contexts to explore the inner mind on the sea. Vast periods on the sea are an excellent opportunity to practice profoundly tapping into the universe.

Trekkers: They desire to find precious knowledge from the past when such knowledge comes from within themselves.

Solarians: Cool peeps. They provide the space for us to do what we do. Mutually beneficial.

Solarians

It's a Solarian world, and they are glad to be in it. After the depletion of oil and the planet's transformation due to climate change, the world plunged into chaos. At this point, those few who knew the power of sustainable technology stepped up to help wrestle the world back from the dead. If Practitioners are the foundation, Solarians are the house. Many call Practitioners/Solarians the yin & yang of the Elysian, and they won't dispute this observation. Practitioners concern themselves with the intangibles of well-being and inner advancement, and Solarians look to make that inner aspiration an outer reality. They manifest wisdom and harmony; from their vision, Solarians have a world that saves human beings from extinction.

Despite the world's rough transition, Elysian moved the world toward an optimistic and harmonious future, and Solarians led the march. For the longest time, the world ignored environmental warnings. They cried in the dark as addicts of fossil

fuel raged against change. Then, after the collapse, fossil guzzlers became penitent and sorrowful. It is why Solarians and Practitioners believe that they should always be the world's visionaries. They wish to create the context and define what it means to be happy and inspiring when the past capitalist economic models weren't working. Trekkers inform them of how it was before, and they work hard for things never to return to how they were.

So, they feel all Elysians need to contribute to this new vision, and this is where we have trouble. Some wish to take over what it means to be happy by plunging them into a technological Eden and uploading their consciousnesses into the mainframe. Cyberions pursue progress at all costs and would like to discard their humanity to become fully aware machines. They move to separate themselves from life, and this flaw, Solarians believe, blinds them from considering the consequences of such a journey.

Likewise, their push for equality and social inclusion against the Superion and Cyberion tribes' tendency towards exclusion has become a real problem. Now, xenophobia is back again, and Solarians with other tribes must navigate this issue together. Luckily, they are all a part of the constitutional practice, so they desire to resolve this situation in the wisest way possible through governance. This is the hope.

So, sustainable technology and collaborative practices are the Elysia's watchwords, and it founded their society. As Solarians, they look to advance this new vision for a generation to come. This goal is vital to advance their world society for their immediate benefit and future generations.

Solarians- <u>Treehuggers</u> technology and nature need to find mutual benefit to create a long and thriving future for all stakeholders.

Solarians embody all practices of the sustainable lifestyle, from clothing to food. They are passionate about the natural world. So, recycled reused products imbue aspects of society from fashion to construction. Composts become nutrient-rich soil, and houses undergo solar/wind generation as water is collected, reused and used again for composing ingredients. For Solarians, this way of life defines their life.

Background: The Solarian tribe is the world's largest and most powerful tribe, with the Practitioners tribe a close second. Solarians are among the most diverse tribes in terms of capacities. Solarians energize roles such as wastewater treatment specialists, recyclists, sustainable architects and builders, waste-to-energy specialists, wave generation engineers, renewable energy vehicle engineers, solar specialists, vertical gardens and farms specialists, alternative energy researchers, as well as carbon capture scientists, to name a few.

Character Creation

Solarians desire well-rounded individuals who have an aspiration to create a harmonious, sustainable world. Whatever talents or skills they bring to bear, Solarian wants those skills to serve stakeholders across the globe. In this regard, they look to have a balance of inner development and outer development. This interchange is why many Solarians are Practitioners enthusiasts and vice-versa. **-2 Diff for rolls related to Naturalist, Visual Spatial and or Interpersonal Rolls as well as -2 Diff in Farming, Sustainability tech or Frugal Engineering.**

Weakness: Solarians have a shadow towards divergent views which do not support their own. Much like Cyberions, they are fundamentalists regarding their way of seeing the world. They tend to come across as hypervigilant and perhaps slightly tyrannical.

Stereotypes

Cyberions: This tribe is full of themselves and eats power like a hungry hippo. They do not consider the natural world, which will be their downfall.

Superions: Elitists who should know better. Their attitude says it all. They felt the hatred of racism in the past. Let's not bring it back to the present.

Practitioners: If they are the yin, we are the yang. Together, we move the world towards a better place.

Venturists: Yep, we are the foundation, and they are the house. They assist us in making the world a better place.

Cosmonauts: While their endeavors are essential, we must ensure that our lives on earth thrive before traveling to the stars.

Sunjammers: Our fellow travelers of the sea. Bringing harmony to oceans. Just do it right.

Lunarians: I get what this tribe constitutes. Just be careful not to fly too close to the flame.

Trekkers: Wonderful historians who remind us about the lessons of the past. Choose the wise crafts of yesterday and get rid of the rest.

Superions

Contemplate this thought experiment. A chimpanzee's genes are ninety-eight percent identical to a human with only a two percent difference. And yet, this difference accounts for our developed human language, Moby Dick, Calculus, Relativity and traveling to the moon. If these achievements come from a two percent difference from the chimpanzee, what would account for a two percent difference from the human being! Superions sit back and contemplate this thought

experiment allowing it to fuel their passion for biological evolution. The gain is incomprehensible! So they push the envelope of advancing human development.

However, their focus is not just on humans but on biological and genetic manipulation. They have genetic botanists who CRISPR program their plants to perform outstanding feats of innovation, from morphing into chairs to spraying rooms with lavender scents when they detect animals emitting stress hormones. Scientists have animal geneticists turning on the phenotypic expressions latent in the DNA, providing a mix of abilities not expressed in their species before. They explore how these lifeforms can serve humanity efficiently and robustly.

So, Superions believe, that they can achieve biological enlightenment, and it is here where Superions get the most flack from the Practitioners and other tribes. The second enlightenment may produce a chuckle from a Superion, who feels that this minor advancement is more like a good idea than a paradigm shift of human consciousness and evolution. From the perspective of chimpanzees, human beings are beings of awakened consciousness. What human beings can imagine is beyond the capacity of the ape. So, Superions employ their placeholder title "superion" as a reminder for the coming age of the Homo Superion, which will look more like advanced aliens or mythical demigods than merely brilliant human beings.

Superions are a very useful tribe to Elysia, of course. They have created products like grown meat that lowers cholesterol and developed research in immunology, banishing almost all diseases from the face of the earth. Of course, life has a way of fostering balance for genetic modification, which makes us less susceptible to illness and prolongs our lifespan to 180 years; it has had the side effect of increasing infertility in women. Practitioners are quick to point out this intriguing

obstacle unknown to humans before as a lesson in unforeseen consequences. Superions continue to research the solution to this dilemma.

Significant medical instructions operate in populations with large Superion Tribes, whose only competitors are Practitioners. Superions feel Practitioners are distractors for humanity as their seemingly status-quo micro-advancement ideology will keep human beings in the dark as they define it. Superions have no problem with how society has advanced materially; it's just that there is more, much more. In this way, even though Cyberions are their kin, philosophically speaking, some ideological difference causes them to have perpetual friction with each other. Cyberion respects biology but also finds it to hinder more significant development. That way, there is a friendly rivalry between Cyberions and Superions to see who will capture the goal of transhumanism.

Of all the tribes, the citizens of Elysian watch Superions with the most caution, and Trekkers are their most prominent critics. Ironically, feelings of xenophobia have sprung from Superion and non-Superion alike. Differences based on biology have come back into the society that was once gone for more than three centuries. How to navigate these differences constitutionally has been the hope of the Elysian collective.

Nickname: Elites, for they believe they will eventually out-develop human beings.

Elites presently look like human beings, but there are some differences. Some elitists may take on the eyes of cats or have a tail like a lion. This mark of distinction proves one's walk of a Superion when one is willing to change their

biological expression means wearing their philosophy on their sleeve. Just know that many of these changes are cosmetic, and, for the time, people do not give the modifier any additional abilities. The only exceptions are the changes in appendages where individuals have claws.

Background. Superions, like Cyberions, is an open tribe, but look for the cream of the crop. Looking for individuals who share their philosophy, they need to be superior to their race. So individuals with the highest scores in academics as well as superior genetic screening can be allowed to join. Superions are among minor tribes that mainly inhabit San Paulo. The shrunken rainforest has always been home to exotic species, but Superions have pushed the envelope as new creatures are born and make their way from the rainforest and all over the world.

Character Creation

Superions are looking for brilliant people at the top in their mental, physical and social capacities. They donate their genetic material to research and will reap the benefits of any innovations from the Tribal collective. Unfortunately, mass changes in DNA expression also increase susceptibility to side effects in the form of flaws. If you want to make a Superion character (and continue to grow their attributes beyond normal human levels, then you will need a percentage dice to see what flaws you get. These are the unforeseen side effects of genetic manipulation. Each point of increase equals -2 points to a flaw. **(-1 diff on academic rolls, or related to <u>one</u> scientific discipline, and medicine rolls).**

Weakness: Superions have an unhealthy habit of feeling superior to others. This driven strive for perfection twists the unconscious mind towards domination by

some and perfectionism by others. In this way, they tend to become Genists (or Genus racists). So, their pursuit of perfection, regardless of the genetic side effects, is their biggest flaw, which may be their inherent downfall.

Stereotypes

Practitioners: Enlightenment! They do know the meaning of the word. We reserve that glorious title when truly deserved.

Solarians: Meh. They keep society running toward the Great Awakening to come.

Venturist: Sometimes, these bland Gordon Gekkos think they are saviors of the world when they are only moving the furniture around.

Cosmonauts: Hm. If you come across some aliens, get a sampling of their DNA.

Sunjammers: Ok, package movers of the sea. Well, I guess someone has to do it.

Lunarians: Deluded zone out dead heads. What a waste of biological material.

Trekkers: Ew. The dirty people. No, I won't be inviting you to dinner.

Cyberions: They think they have human evolution beat? Just a bunch of techies playing with their technological toys. Stand back for real progress beyond Sapien.

Sunjammers

These passionate sea travelers are a tribal power worthy of respect. Their utility as the steward of goods transportation by the sea is essential as various cities have sea tribes touched by naval trade, making them a near-ubiquitous home tribe on all seven continents like the Practitioners. However, the Sunjammers of Tynda is the vanguards of sea exploration. For example, one of their celebrated accomplishments is what is called energy singularity. This triumph is the laudable goal of industry usage of power from past petroleum sources sufficiently replaced by renewable energy. Sunjammers achieved this goal in naval transport, making

them the first and only tribe to achieve energy singularity. This success is one of the main reasons the cosmonaut tribe started in Tynda to explore and mimic the imagination of this outstanding achievement for space travel.

Sunjammers spend much of their time on the seas; often, families travel on the waters together. AI drone drones assist in duties from child rearing to ship maintenance. Their presence reduces the need for additional human hands on the sea, redirecting their energy towards creative innovation and well-being. Sunjammer reveres this important teaching by the Practitioners: a dirty mop cannot clean a dirty deck. While Sunjammers technologically employ innovations to advance sea travel as sustainably and efficiently as possible, they see that the Practitioner's maxim of inner development assists outer development as the foundation of such innovation.

So, they pass this maxim to their children and their children's children as this foundational principle finds new expression on the high seas. Children learn this principle and other teachings on the high sea through practical activities and assignments abroad on these advanced solar ships. Here, project-based learning has become more popular in Elysia, making education engaging and fun for teachers and students alike. Sunjammers are the tribe that has embraced this learning practice the most. This educational innovation is having its first expressions on the high seas.

Sunjammers travel not only over the seas but also under the seas. Hydrocell-powered repurposed submarines have drastically reduced their capacity for deep-sea travel, a pressing concern for extensive undersea efforts. Cyberion technological advancements in battery power explore more powerful energy

technologies which can increase craft size and personnel capacity. Alternative innovation for repowering batteries, such as piezoelectric technology, has worked to extend the life of battery-powered undersea vehicles from weeks to months of undersea activity. Soon, submarines will increase their capacity from a dozen to eighty or ninety crewmates bringing the vision of underwater cities next to geothermal fissures in the foreseeable future.

Sunjammers, like their Cosmonaut counterparts, invite members from the various tribes to collaborate on sea exploration. The oceans are a deeper aspect of the world and just as vast, with biological and mineral treasures to assist societal development. Venturists see sea research and development as an exciting new area of opportunity assisting in advancing the lives of Elysia. Sunjammers is a tribe with exciting new possibilities attracting members from various walks of life to the tribe. And in this way, Cosmonauts and Sunjammers have developed a symbiotic relationship like the Solarians and Practitioners have. Exploration and freedom are the common heartbeats they share, and they find mutual love in them.

Nickname: <u>Sailors.</u> Lovers of the sea. Their sea life infuses their views of Lifestyle practice as its application towards naval endeavors has led to remarkable advances in the methodological perspective.

Background: Sunjammers have a love of the open sea. The fabled familiar story is about a "squid" (budding sailor) tucked away across the world among the land lovers who feel lost and unsettled. In their heart, they long for the sea. This journey leads them to embrace the sea life, often in their hometown, if they can, until eventually, they can earn the right to sail in the prestige ships of Tynda if they

wish. Many aspiring sailors and sailing supporters arrive with a dream to contribute their skills to the most fantastic sailing city in the world.

Character Creation

Do you love the sea? Does it fascinate you? Then you have it in your blood to be a Solar Sailor. While they are open to different cultures, the romantic ideal of the explorer towards the horizon is the standard drum that unites them all together. **(-2 diff on all sea related activities)**

Weakness: Sunjammers love the sea and tend to be intolerant of land lovers. The Sunjammer Tribe has a strong cultural tradition becoming the bonding glue between tribal members. Likewise, it is one of the most exclusive cliques fostering deep differences towards members outside their tribe who do not embrace the sea. Such differences have created a sense of isolationism, bringing them routine chastisement from other tribes, especially the revered Practitioners, outside the city of Tynda.

<u>**Stereotypes**</u>

Superions: Useful research. Perhaps we can learn to breathe underwater as well.

Practitioners: They set the foundation for how to navigate the world in general. However, seaworthy Practitioners are more expansive in their understanding of the applications of the Lifestyle towards our noble way of being.

Solarians: We are the Solarians of the sea, and our sea tribal brothers are constantly innovating how we can do that better. Sorry land lovers, but they speak our language better.

Venturists: They keep the trade going. It is their one crucial function.

Cosmonauts: Our sailors to the stars. Just remember who you pay homage to when you finally sail the galactic sea.

Lunarians: A fascinating tribe. They can throw great parties on the sea. While others may find them weird, we see an affinity for these some of the sailors of the mind, particularly the ones called the Lunarians, as they travel to the deep recesses of the great inner horizon.

Trekkers: We don't have much in common with the Landover version of these tribal people. However, the sea trekkers are among our most valuable allies on the sea. They are among the first to navigate the bottoms of the ocean and search for sunken ships. Their nautical discoveries have constantly informed and advanced our knowledge of the sea.

Cyberions: excellent allies of technological innovation. However, those outside the city are too focused on politics. We prefer to work with their sea brethren instead.

Trekkers

Many misunderstand Trekkers as doubters shake their heads when Trekkers go off into the damned lands for weeks on end to scavenge for materials. Superions and Cyberions call them cooties, tongue and cheek, that they are someone who may carry lice on them from the field even though they have environmental suits sanitizing their bodies. What they do not understand is that trekkers are historians as well as scavengers. Yes, trekkers go into the deadlands to find discarded material that can be reused and re-engineered. Significant past discoveries have become the latest innovations of the present as Trekkers come back with wares that advance or become a springboard for new creations in current society. First,

Trekkers go through and tag the items while, later, transports fly air conditioned heat resistant ships to bring back materials too large to carry by a single trekker.

However, there is a deeper purpose to what they do. They go to the damned lands to see what happened in the past and not repeat the same mistakes. As Trekkers bring out their pre-Turn antiques and wares, they talk about the culture, history and ideas behind them as teaching tools for how their present society may navigate their world well by looking at the past. This gift is perhaps their most significant contribution, for they have a broader scope of human civilization than those who only know the present age after the Turn. They can, many times, tell you why something is important. Interestingly enough, Trekkers become intriguing philosophers taking a comprehensive few of the past compared to the present. For example, when Trekkers found white/eurocentric supremacy literature, they compared them to the gene-modifying Superions who seem to be dredging up the same xenophobic tendencies in new clothing.

Cyberions and Superians distance themselves from Trekkers, finding them a backward tribe, while others find them quaint. While Trekkers are seen as technologically illiterate by Cyberions, this is the furthest thing from the truth. This tribe constitutes field tech experts par excellence. They craft truly rugged constructions to survive the hot temperatures further south. Their environmental suits are near sacred objects as they maintain them with a mother's care for a child. They should because their lives depend on it.

Perhaps Trekkers find mutual companions among the Practitioners and Solarians, who feel the impact of their discoveries and insight more acutely than other tribes.

Indeed, many Sunjammers partner with Trekkers as they sail around the world to investigate out-of-the-way places to find past treasures or explore mysteries.

Nickname: **Historians** (derogatory name: cooties); The past informs our future.

Trekkers or Historians are rugged people. They are versed in primitive living and survival. Redundancy is their watchword as they try to have backups upon backups when they go into the field.

Background: Trekker tribes are in almost every major city where urban desolation is accessible. They are a practical tribe that believes in self-sufficiency and rugged individualism. They tend to develop a chip on their shoulder as some tribes find disdain for them. They may wear it as a source of pride. **(-2 Diff is related all history (or history related activities i.e. archeology, anthropology, etc** <u>choose one discipline</u>**), investigation, and survival rolls.)**

Character Creation

Trekkers like to call themselves practical methodologists as they employ the Lifestyle to investigate the past. In this regard, they are one of the strongest adherents of the Lifestyle, finding its value in the rough and tumble world of the deadlands.

Weakness: Trekkers surround themselves with the past and death for long periods of time. This issue may cause them to carry an air of pessimism as they trek through the desolation of the deadlands. Hence there is this inherent fear that history could repeat itself. Additionally, Trekkers who travel across the damned

lands must stealthily travel to avoid the mutated creatures roving there. It is not unsurprising that some have PTSD.

Stereotypes

Cyberions: They look too much to the future without learning from the past. History tends to repeat itself.

Superions: Every heard of Hilter? He wanted to create a master race as well. We need to oversee this tribe carefully.

Practitioners: Our companions in practice. They need to get their hands dirty a little.

Solarians: Valuable makers of our world. Just learn from our valuable insight so we can keep it this way.

Venturists: They help to keep the lights on, which is good. However, while tapping keys behind their desks, we work hard in the field. Remember to say thank you.

Cosmonauts: Well, it's good to travel in space, but lets not carry our problems there too.

Sunjammers: Hey, Hey! Our brothers in arms! They travel the seas, and we travel the land.

Lunarians: They need to be careful. Addiction was one of the downfalls of the pre-Turn society.

Venturists

These are individuals that delve deep into the time-service economics of society. As a time banking professional or a social business person, they engine the world towards one global community and family inching populaces towards well-being and away from suffering.

Venturists engine collective well-being, global community, and product innovation through economic practices and time-credit services. Venturists and bankers- keep the time credit system moving. Rather than capital acquisition being the goal, citizens seek movement. The ability to move resources from haves to needs and back again brings perpetual gratitude and health to society. So, venturists walking about in their suits and briefcases see societal needs and come up with solutions to fill those needs.

When the world rocked humankind by global change, the fiat system collapsed. Because of the interconnection of financial markets and currencies whose worth was founded on the full faith and confidence of the political governments, once the American government and other governments collapsed, the world currency system evaporated. In this vacuum, the only thing people had was each other and their time. So, one of the first proposals out of the Vancouver development center of Elysia in Canada at the time was for the city of Vancouver to adopt time banking as the economic system.

This single measure simultaneously critiques the crony capitalist system which came before while moving the world towards order and stability out of chaos. A common adage stated in the present age is that the Lifestyle of practice is the soul of society. At the same time, sustainability is the heart, while time banking is the blood that circulates resources around society to keep it going. The Work is the skeletal structure that brings order to it all. Hence, the Venturist and the time banker are the linchpins that keep society running and thriving.

A social venturist is a nearly sacred profession given deep respect by those in the Elysian Collective. In the past, prestige came from the ownership and

accumulation of capital providing individuals with resource power. The facilitation of time credits has replaced fiscal currency as skills and capacities cooperation translate into community rather than wealth. As world citizens oscillate between time credits and debits in this new system, this perpetual wavering promotes a healthy well-knit society.

The hub of time banking is Nuuk, Greenland, becoming the bridge between the two halves of the globe. This once sleepy town has grown to become a technologically advanced compact Megacity due to its position in the world. So while Vancouver is the home of Work governance, Nuuk is the home of the time banking system and together, the world turns and bends towards inclusion, well-being and social justice.

Nickname: **Sacred Ones** This is a rather opted name in light of this is what they do for the time credit economy. The facilitation of demand and supply by individuals contributors in this new economic system; they encourage time and resource fulfillment for the betterment of all. Their paradigm roots in social business using businesses practices to solve social problems. Combined with the Work practice of the Practitioners and Solarians, they have been able to promote societal evolution more practically than most other tribes in the world. They are revered because of this contribution and hence, they are known as the sacred ones.

Background: Venturists are among the three most powerful tribes in the world, along with Practitioners and Solarians. Those who wish to employ mutual benefit for themselves, their shareholders, stakeholders, and the planet, feel a deep calling for many since they were young. Backgrounds like a social businessperson, medical innovator, time banker, etc., are typical professions.

Character Creation: Venturist love employing business and time economic practices to solve social problems. Venturists have levels of play. One can play a venturists superficially as part of a roleplaying story or roleplay in a venturist organization and learn about social business practices as a part of the roleplaying experience. The two levels of play are open for the roleplayer. **(-2 Diff rolls related to social business activities, time banking as well as interpersonal talent rolls)**

Weakness: Venturist can develop a bit of hubris as citizens show deference to them which can feed the ego. A sense of entitlement can spring up in the heart of any Venturist as they can easily fudge the numbers claiming they are oscillating more activities than they are. So the higher the climb, the harder they fall, and one of the most challenging things to repair is one's reputation. Such deference comes with a steep cost.

Stereotypes

Cyberions: Partnerships with Cyberions have been mutually beneficial, but we keep a wary eye on their ambitious hearts. Indeed, we agree these people are full of themselves and eat power like a hungry hippo; they do not consider the natural world, which will be their downfall.

Superions: If they had the humility to go along with their potential, they would be an excellent force for benefit in this world. Sadly, this is not the case.

Practitioners: While society shows us deference, we show them deference. How we navigate the business rests on their methodological shoulders.

Cosmonauts: Hmm, a social business in space. There is a great business opportunity there.

Sunjammers: Our product movers and shakers. Nothing beats the sea when it comes to the primary transport of shipments. Very cost-effective.

Lunarians: Exploration of the inner recedes of the human mind as a journey towards development and healing can be a significant opportunity. It just needs to be harnessed well.

Trekkers: Wonderful partners to find materials, repurposing and re-engineering them. Our hidden assets of society.

Solarians: If we are the left hand, they are the right hand. Together, we make this world a better place.

Tribe Space

According to the Elysian constitution, Tribal power has no authority in theElysian Hence Tribal "power" is purely **cultural** which means respect and adherence is voluntary and has nothing to do withElysian governance. A person who is an elder in a tribe does not have any authority over you, nor can they tell you what you must do. A person has respect for their elders and performs actions to assist them in tribe space (because they want to and not because they have to), the constitution is the law, and that same person may request an action from a person although the person **is not bound** to perform it. This choice is also their right. Anything asked of someone is seen as a personal favor between friends, which can be accepted or rejected at will. These favors must NEVER influence governance operations. This is considered illegal and subject to sanction.

This is similar authority in organization space as well. It is also the right of the role-holder in the Circle in which a person energizing a role declines the request

from the Circle lead even though they are required to give a reason for the rejection. The Circle-lead may remove a person from a position, of course, if they find that it is not a good fit. A person with no energizing roles in a circle has no presence in a circle and, by default, does not have reason or capacity to join the circle's governance meetings.

So, back to Tribe space, one has no authority figures. However, one of Tribe space's precious gifts is to spark the group's imagination, creativity, and development. In tribe space, people appear outside their roles as human beings to engage, inspire and connect with others as well as do collaborative practices. Various activities and engagements assist the group in tapping the source and allow the self-organizing solution to emerge from the group. Great ideas are bounced off each other as tensions, and budding proposals are seedlings in the mind of the tribe members and become stated tensions in governance meetings in the organization space later.

So all members are a part of a tribe, either major or minor and rarely does someone in theElysian is not a part of a tribe. Loners are honored in the Elysian and they operate without stigmatization for not being in a tribe.

Elysian practice constitutes four sacred spaces, as mentioned before:

- Personal Space
- Role Space
- Organizational Space
- Tribe Space

Personal space is where the individual has the liberty to develop how you wish to grow. This space is protected as long as you do not impose your freedoms on someone's right.

Role space is where the partners in the organization (and, in this case, the Elysian Collective) energize the roles so they can perform their responsibilities create projects and execute next actions.

Organizational space constitutes the structural practices (such as the Work (holacracy) and Liberating Structures) used in governance to bring clarity to role accountabilities.

And finally, **Tribe Space** constitutes how we connect as humans on this planet as we share ideas, culture, and community with like-minded people.

In tribe space, nine major tribes were born. However, minor tribes continue to arise from this space and, if necessary, cease to exist in this space due to disuse. Tribes are where human beings find their group identity and shared meaning in the 23rd century. It's where they connect outside the organization, laying back in their homes, authentically showing up as themselves. They get together to discuss life, share sorrows, and celebrate joys. Practitioners of the Lifestyle theorize that this is the imagination of the Elysia's Will. This is where the creativity and unique connection occurs in Elysia. So, individuals who usually belong to one of the nine tribes also belong to a smaller, more intimate tribe where memberships are less than one hundred. These are lifelong memberships as tribal groups define the way of life for individuals. Codes of manners, dress, language, rituals, art, norms of

behavior, values and beliefs are shared by that tribe, giving them unique expression and recognition in Elysia.

Elysia has nine major tribes and a plethora of minor tribes and houses that influence this world.

(Information taken from Blog on Tribe Space in Holcracy Practice)

Houses

You belong to a circle. You belong to tribe, and you belong to a mastermind house (or simply known as house) This is an important aspect of Elysian Cooperative and it is supposed to counterbalance the tendency of xenophobic prejudices with houses having a tendency of being a rather diverse group. However, in the future, this intention of creating a collaborative space was lost and Elysian citizens group themselves together fostering cultural strife. A house is the flip side of a gang, however, whereas a gang has a tendency to spiral into negative darwinian behavior, a house, in the Elysian Collective, spirals up to more positive adaptive behaviors.

Houses are, indeed, cultural groups. These are, usually, lifelong friendships that push each other towards higher excellence. Houses choose their allies (that is what members of a house group is called) wisely for they are looking for people who share their vision for their kind of world and this is the seed for the problem.

House Game Mechanics in the Roleplaying Game

Houses are one source of gaining flow (automatic success points) in addition to Work practice and other collaborative practices. Houses try to be as diverse as possible with the glue which holds them together being a common vision that they share. Major tribes such as the Cosmonauts, Cyberions, Superions, Lunarians first started out as house groups that expanded to multiple groups of the same shared vision becoming finally a major tribe.

Benefit (others help)

By the way, there is a wonderful dynamic to having a house group which is called accessibility. Let's say you need help with something, then I will ask you to roll a die for it. For example, if you have **six** people in your house group then you can roll six ten-sided dice at a diff of 6. Here is an example below:

Roll 6d10 (diff 6) to see who is available. (6,4,7,4,3,5,1))2 results (2 people available)(You can choose which people you want to contact for a particular question.)

This means you can ask for informational assistance (a life-line) via Elysian digital space if possible. A holographic version pops into existence with a textured cybernetic retention of your real world in cyberspace. If you have other roleplayers in your group and they are not available, the Storyteller will use their character sheets and roll their stats to assist in projects that you are engaged in. This is another aspect of Elysian Mind facilitating for the good of its partner-citizens. It is another reason why having a diverse house is beneficial in more ways than one.

Houses are what player-pcs will form with other player-pcs and these bands provide support and comradeship. So one may belong to a Home Tribe, but you most likely belong to a house, in the Elysia, have a tendency towards being rather diverse in their memberships. It is not unheard of for historically tensed tribes with each other to have members form memberships in houses. Just know such associations are both beneficial and may hold minor consequences personally.

1st way -House to Circle

- First Step: Different individuals come together to form a house
- Second Step: They are bond together by agreed upon values
- Third Step, they have a common interest and an social dilemma that they want to solve in Triumph
- Fourth Step. They complete many projects as a contracting circle for the Village Circle.
- Fifth Step. they are formally adopted into the larger circle.

2nd way - Circle to House

- This way is much simpler and straightforward. You come to the Triumph as a partner with a desired skill set. Then a Leadlink has you energize a role in a circle. Later you find a house, seeing which house resonates with your values or creating your own.

Game Preference

House/Circle Purpose

This is what brings your group together to perform **their purpose** in the game. **This is a way to say what is your game preference?** In game terms, the kind of adventure campaign your circle conducts informs the circle's purpose. Here are some examples:

- **Assault:** This adventure type features storming wildlands, wiping out or running off hostile devouts, tracking down pirates, and any other scenario where the focus is on the PCs taking the fight to someone else *hard*.
    - Fictional example:Elysian Forces Protection Circle
        - Purpose: Protect the town of franklin from Zealots
- **Chase:** Someone (or something in their possession) needs to be found or caught, and the PCs are in pursuit; alternately, the PCs can be the pursued, not the pursuers. Narrow escapes, thrilling car chases, redlined sunjammer engines, false trails, and ambushes are the hallmarks of chase adventures.
    - Fictional example: Hot Walker Trekker Circle
        - Purpose: Conduct investigation of the Hotlands for materials to assist theElysian.

- **Delivery:** A delivery adventure involves getting an inanimate "package" from point A to point B, and features complications en route, ambushes, hazards, inclement weather, and other obstacles that make the journey a challenging one. (Escorting someone? That's Escort, below.)
        - Fictional example:Travellers Circle
            - Purpose: Keep the world moving.

- **Diplomacy:** In a diplomatic adventure, the PCs might be envoys, mediators, or emissaries of peace. These scenarios involve delicate negotiations, circumventing or negotiating treaties, forging alliances, driving a wedge

between allies, convincing others to come to your aid, averting war, and similar social elements.

- ■ Fictional example: Arhat Court Circle
    - ● Resolving disputes based on the constitution.

- **Disaster:** Effects of the Great Turn, such as colossal tide waves, headed for the Earth, planet-wide earthquakes, and the wrath of the climate Ghenna to hurricanes, killer viruses, and rampaging monsters at nuclear power plants, the crap really hits the fan in these adventures (and the PCs are usually in the middle of it).

    - ■ Fictional example:Elysian Responders Circle
        - ● Responding to local natural disasters.

- **Escort:** This type has fewer variations than most, but it's a classic: guarding a caravan and escorting someone from point A to point B are the main variants. These adventures feature ambushes, situations that endanger the escorted character(s), bonding between escorts and escorted, narrow escapes, and thrilling set-piece chases. (Delivering a thing, instead? That's Delivery, above.)

    - ■ Fictional example:Elysian Rough Riders
        - ● Escorting refugees across lands with hostile invaders.

- **Espionage:** Espionage-themed adventures in the damned lands feature spying, subterfuge, learning or exposing secrets, clandestine activities, conspiracies, skullduggery, and conflict in the shadows. The PCs can be spies (professionals or thrust into the role), spymasters, or unwitting participants.

    - ■ Fictional example:Elysian Intelligence Circle
        - ● Gathering intelligence from local Zealot groups

- **Exploration:** A new planet?, continent, jumpgate destination, dimension, or sealed tomb awaits! Someplace new needs discovering, or has just been discovered, or someplace lost has been found again, and the PCs must explore this new land, planet, plane, or dungeon.

- ■ Fictional example:Moscow Explorers Circle
    - ● Purpose: Exploring the lands outside the city of Moscow.
- **Investigation:** Investigation-themed adventures revolve around being presented with a mystery and getting to the bottom of it through detective work, science, research, poking around crime scenes, questioning witnesses and suspects, cracking codes, and similar activities. (Because unfortunately, some shadow tribes among the Superions and Cyberions are stepping outside the bounds of the constitution, to try to force society in their image.)
    - ■ Fictional example:Vancouver Detective Circle
        - ● Purpose: Solving crimes for the city of vancouver
- **Journey:** The real focus of these adventures is getting there, not what happens when you get there: arduous desert treks, perilous ocean voyages, interdimensional travel, traversing irradiated monster swamps, running silent while cruising through enemy space, and the like all fit the bill.
    - ■ Fictional example: Sunjammers Scouting Circle
        - ● Purpose: Traveling the seas to devastated places to explore and recover items.
- **Quest:** The PCs are probably on a quest. While lots of adventures can be quests, in this context it's like a Grail quest: Object X will solve Problem Y, and you need to go get it. Along the way, many hardships will be overcome (and sometimes someone else is after it as well).
    - ■ Fictional example: Trekkers Traveling Circle
        - ● Purpose: Traveling to find items which are needed for personal projects of exchange.
- **Religion:** Adventures themed around religion can involve superstition busting, schisms, brainwashed cultists etc.
    - ■ Fictional example: Truthseekers Circle

- Purpose: Traveling to the "supernatural" areas of the world to debunk them.

- **Rescue:** In a rescue adventure, one or more people are in terrible danger, in prison, enslaved, or otherwise need to be saved, broken out, or freed from their captors by the PCs. (If the PCs are the captives, that's Escape.)

  - Fictional example: Lifesavers Circle

    - Purpose: Rescuing people from battles coming as reinforcements to assist in victories

- **Shepherd:** In this type of adventure, the PCs are leaders or protectors of a community. They could be the facilitators of a bordertown, or in charge of establishing a new colony — the key element is that the community is theirs to safeguard.

  - Fictional example: Guardians Circle

    - Purpose: Protecting a town from marauders

- **Survival:** The PCs are in a strange place (or a familiar place, but lacking resources), and they need to survive or help others survive. These adventures feature scavenging, resource management, threats to food stores, hostile people or creatures who want what little you have, living off the land, and struggling just to live another day.

  - Fictional example: Deep Walkers: Circle

    - Purpose traveling to the harsh places of the world to see what is there.

- **Trade:** Trade adventures revolve around things like brokering time credits, securing trade agreements, engage social business ventures, ensuring fairness

    - Fictional example: Azcendit Circle

        - Providing civil services to those in a bordertown of theElysian territory

- **War:** Adventures themed around war can involve sieges (besieged or besieging), defending territory, leading battalions, crashing the cultist gates, acting as scouts, guerrilla warfare, and a host of similar activities.

    - Fictional example:Elysian Fire squad

        - Purpose: Defending an attack from a devout cultist guerilla army.

These are some examples of Circles that the players can form. First, the players define the purpose, give it a circle name and then create it on the [glassfrog website.](#) The circle, tribe, and house is where all the activity of the game centers for the players. [Holacracy](#) is the practice the circle will employ and we will learn as we go. As circles increase in the game, on discord, players can energize roles in different circles which means they are not bound by the circle they initially partner. However, the Circle is only one half of game play. There is also the tribe.

Types of Game Scenarios

⚔️ Scenario 1: The Neural Network Tree

Conflict: *Tech vs Nature*

Setting:
 A massive old-growth tree at the edge of Triumph is discovered to house an underground fungal network capable of enhancing cognitive synchronization—"like mycelial telepathy." A **Cyberion engineer** proposes installing neural interface nodes to scientifically map and amplify the network. A **Solarian biologist** opposes any invasive tech, suggesting the network be preserved and integrated via meditative communion practices. A **Lunarian mystic** claims the tree is a sacred being and that interfacing with it would spiritually desecrate its consciousness.

Conflict Hook:
 Do the characters:

- Enhance it with Cyberion biotech?

- Protect it as a Solarian regenerative resource?

- Sanctify it under Lunarian ritual law?

Gameplay Opportunities:

- Liberating Structures dialogue

- Defilement checks for overreach

- Collective governance vote

☢️ Scenario 2: The Gene Vault Dilemma

Conflict: *Science vs Spirit*

Setting:
 The group uncovers an abandoned pre-Collapse biotech lab containing a working **gene editing system** capable of repairing climate-altered DNA in newborns. A **Cyberion scientist** argues this tech could prevent inherited health defects. A **Lunarian healer** insists that such intervention violates the natural karmic evolution of the soul. A **Solarian ethicist** worries it disrupts the harmony between biological inheritance and social upbringing.

Conflict Hook:
 Should the group:

- Restart the gene program?

- Destroy or disable it?

- Use it selectively under Solarian ethical review?

Gameplay Opportunities:

- Moral debate (requires Presencing Practice)

- Potential X-Defilement for violating core paradigm

- Possible emergence points if wisdom prevails

🏛 Scenario 3: The Rewriting of Law

Conflict: *Governance Models Collide*

Setting:
 The Elysian Constitution is being reviewed for a new "Justice Clause" on exile and punishment. A **Lunarian group** proposes an amendment centered on **cosmic justice**, karma, and forgiveness-based timelines. **Solarian citizens** argue for a **consensus-based restorative model** using

the Work Constitution. A **Cyberion delegate** proposes an **AI-administered ethical probability engine** to make objective sentencing decisions.

Conflict Hook:
 Which model becomes law:

- Lunarian: Cosmic/spiritual justice

- Solarian: Community-based governance

- Cyberion: Algorithmic ethical calculation

Gameplay Opportunities:

- Players act as representatives in council

- Conflict resolution via democratic circles or Liberating Structures

- Players can introduce new models or hybrid proposals

Game Actions

Physical Feats

Getting to Your Feet:

Characters may rise from the ground in one turn without making a roll. Suppose a character wishes to get to her feet while doing something else in the same turn. In that case, she must take multiple action with a Dexterity + Bodily Kinesthetics (K) roll (difficulty 4) to rise successfully.

Movement:

- Characters may choose to walk, jog, or run. If walking, a character moves at seven yards/ meters per turn.

- If jogging, a character moves at (12 + Dexterity) yards/meters per turn. If all-out running, a character moves at (20 + [3 x Dexterity]) yards/meters per turn.

- Characters may move at up to half maximum running speed, then subsequently attack or perform another action.

- Characters may also wish to move while taking another action. This is possible, but each yard or meter moved subtracts one from the other action's dice pool. Note that injured characters cannot move at maximum speed.

Readying a Weapon:

- This can involve drawing a weapon or reloading a gun with a prepared clip. In most cases, no roll required, so long as the character takes no other action that turn.

- Suppose the character wishes to ready a weapon while doing something else in the same turn.

- In that case, the player must reduce his dice pool and roll Dexterity + Melee or Firearms (difficulty 4) for the readying attempt.

Starting a Car:

This takes action but requires no roll.

Yielding:

- This allows the character with the next-highest initiative to act. She may still act at the end of the turn.

- If all characters (player and Storyteller) yield during a turn, no one does anything that turns.

Physical Feats

- These systems cover actions involving the three Physical Attributes (Strength, Dexterity, and Stamina).

- These feats typically require a roll. Remember that Strength and Talents can lower the difficulty of the roll:

  - Bodily K and Self-Control for Dexterity and Vitality,

○ Persistence, for Strength and Stamina

Attributes when making many of these rolls.

Climbing

- [Dexterity] [After Bodily K + Self Control roll diff 6]:
    - When your character climbs an inclined surface (rocky slope, side of building), roll Dexterity + Appropriate Strength

    - Climbing is typically an extended roll. For an average climb with available handholds and nominal complications, your character moves 10 feet (three meters) for every success.

    - The Storyteller adjusts this distance based on the climb's difficulty (easier: 15 feet/five meters per success; more difficult: five feet/two meters per success).

    - The number of handholds, surface smoothness, and environmental factors can all affect the rate of travel. A short, challenging climb may have the same difficulty as a long, easy climb.

    - The extended action lasts until you've accumulated enough success to reach the desired height. Botching a climbing roll can be bad: Your character may only slip or get stuck, or she may fall.

Driving

- [Dexterity/Wits + Drive + Appropriate Strength]: A Drive roll isn't needed to steer a vehicle under normal circumstances, assuming your character has at least one dot in the Drive Skill. That said, bad weather, the vehicle's speed, obstacles, and complex maneuvers can challenge even the most competent drivers.

- Specific difficulties based on these circumstances are up to the Storyteller but should increase as the conditions become more hazardous.

- For example, driving in heavy rain is +1 difficulty, but going fast while also trying to lose pursuers increases the difficulty to +3. Similarly, maneuvering in heavy traffic is +1, but doing so at a breakneck pace while avoiding pursuit bumps the difficulty to +3.

- A failed roll indicates trouble, requiring an additional roll to avoid crashing or losing control. Characters in control of a vehicle and with no dots in the Drive Skill need a roll for almost every change in course or procedure. On a botch, the car may spin out of control or worse.

Because different cars handle differently — some are designed for speed and handling while others for safety — the following chart helps calculate the difficulty of any maneuver. Generally, for every 10 miles or 15 kilometers per hour over the safe driving speed of a vehicle, the difficulty of any maneuver is increased by one.

Exceedingly challenging stunts and bad road conditions should also increase the difficulty accordingly. The maximum number of dice a driver can have in her dice pool when driving is equal to the maneuver rating of the vehicle. Simply put, even the best driver will have more trouble with a dump truck than she will with a Ferrari.

Carrying Capacity [Strength + Appropriate Strength]:

- A character can carry 25 lbs/10 kg per point of Strength without penalty. Should a character exceed this total, every action involving physical skills incurs an automatic +1 difficulty due to the added weight. Also, every 25 lbs/10 kg over the limit halves the character's base movement.

- A character bearing a total weight of double her Strength allocation can't move.

- This system is a guideline intended to reflect being laden by bulk and weight, so the Storyteller should not call for an inventory accounting every time your character picks up a pen.

Hunting [Various]:

- Lowering the difficulty using Appreciation of Excellence, Prudence, or Self-Control with the Talent of Naturalist (when hunting an animal), one then rolls Wits + Survival.

- Area Patrol Difficulty

- To remain unseen, Lower Diff with Wisdom and Bodily K (if in an urban area) or Wisdom and Naturalist if you are in a wooded area. Then roll Wits + Sleath+ Appropriate Strength

Jumping

- [Strength, or Strength + Bodily K for a running jump + Appropriate Strength]: Typically, jump rolls are made versus a difficulty of 3.

- Each success on a jump roll launches your character two feet/50 cm vertically or three feet/one meter horizontally.

- To jump successfully, a character must clear more distance than the distance between her and her destination. The character fails to clear the required distance on a failure, but the player may make a Dexterity.

- + Bodily K roll (typically versus difficulty 6) to allow the character to grab onto a ledge or other safety as she falls.

- On a botch, your character may slip on the precipice, leap right into a wall, or fall to her doom.

- If the player makes a Perception + Bodily K roll (difficulty 6, three successes required) before attempting a jump, he may gauge exactly how many successes are needed to leap.

Lifting/Breaking [Strength+ Appropriate Character Strength]:

- The following chart provides the minimum Strength needed to deadlift various weights or break objects without a die roll.

- Characters of lower Strength may roll in, affecting heavier weights than their Strength ratings allow. The roll is made not with Strength but with Willpower and is difficulty 9.

- Each success advances the character by one level on the chart.

Characters can work together to lift an object. This is a "teamwork roll" for which the individual players roll separately and combine any resulting successes. Lifting is all or nothing — if you fail the roll, nothing happens. At the Storyteller's discretion, they may raise your character's effective Strength if all she wants to do is drag something a short distance instead of picking it up. On a botch, your character may pull a muscle or drop the object on her foot.

Opening/Closing [Strength + Appropriate Character Strength]:

- Opening a door with brute force calls for a Strength roll (difficulty 6 to 8, depending on the material of the door).

- A standard interior door requires only one success to bash open or slam shut. A reinforced door generally takes five successes.

- A vault door might take 10 or more successes. These successes may be handled as an extended action. While teamwork is possible (and recommended), a door can still be forced open through a single individual's repeated hammering. A botch causes a health level of lethal damage to your character's shoulder.

Certain doors (metal vault doors and the like) may require a Strength minimum just to attempt.

Pursuit

- [Dexterity + Bodily K/Drive + Appropriate Character Strength]:

- Basic pursuit is an extended action. The target starts with several free extra successes based on his distance from the pursuer.

- This breaks down as follows: on foot, one for every two yards/meters ahead of pursuers; in vehicles, one for every 10 yards/meters ahead of pursuers.

- When the pursuer accumulates more total successes than the target has, she catches up and may take further actions to stop the chase. As the target accumulates successes, he gains distance from his pursuers and may use that lead to lose his opponents.

- Each success the quarry accumulates beyond the pursuer's total acts as a +1 difficulty to any Perception roll a pursuer must make to remain on the target's tail. The Storyteller may call for the pursuer to make a Perception roll at any time (though not more than once each turn).

- If the pursuer fails this roll, her target slips away (into the crowd, into a side street).

- On a botch, the pursuer loses her quarry immediately. If the quarry botches, he stumbles or ends up at a dead end.

Shadowing

- [Dexterity + Stealth/Drive + Appropriate Character Strength]: Shadowing someone requires that your character keep tabs on the target without necessarily catching her — without being noticed.

- At the Storyteller's discretion, or if the target suspects she's being pursued, the target's player can roll Perception + Alertness whenever she has a chance to spot her tail (the Storyteller decides when such an opportunity arises).

- The pursuer's player opposes this with a Dexterity + Stealth roll (or Dexterity) if the shadower is in a vehicle).

- The difficulty for both rolls is typically 6 but can be modified by conditions (heavy crowds, empty streets, etc.). The target must score at least one more success than her shadow to spot the tail; if she does, she may act accordingly.

Shadowers trained together can combine their separate rolls into one success total.

Sneaking

- [Dexterity + Stealth + Appropriate Character Strength]: A sneaking character uses Dexterity + Stealth as a resisted action against Perception + Alertness rolls from anyone able to detect her passing. The difficulty of both rolls is typical.

- Unless observers score more successes than the sneaking character does, she passes undetected. Noise, unsecured gear, lack of cover, or large groups of observers can increase Stealth difficulty.

- Security devices, scanners, or superior vantage points may add dice to (Strength: Persistence Diff lower) (Perception rolls).

- On a botch, the character stumbles into one of the people she's avoiding, accidentally walks into the open, or performs some other act that compromises her.

.

Swimming

- [Stamina + Bodily K + Appropriate Character Strength]: Assuming your character can swim at all (being able to do so requires one dot of Bodily K), long-distance or long-duration swimming requires successful swimming rolls versus a difficulty determined by water conditions.

- The first roll is necessary only after the first hour of sustained activity, and only one success is needed. If a roll fails, the character loses ground — perhaps pulled out of her way by a current.

Throwing

- [Dexterity + Bodily K + Appropriate Character Strength]: Objects (Molotov cocktails, knives, beer bottles) with a mass of two pounds/one kilogram or less can be thrown at a distance of Strength x 5 yards/meters.

- For every additional two pounds/one kilogram of weight an object has, this distance decreases by five yards/meters (particularly heavy objects don't go very far).

- Your character can pick up and throw it if the object's mass doesn't reduce the throwing distance to zero.

- If an object can be lifted, but its mass reduces throwing distance to zero, it can be hurled aside at best — about one yard or meter of distance. If a thing can't be lifted, it can't be thrown at all (refer to "Lifting/Breaking," p. 260).

- The Storyteller may reduce throwing distances for particularly unwieldy objects or increase them for aerodynamics.

- Throwing a thing with any degree of accuracy requires a Dexterity + Bodily K roll versus difficulty 6 (to half maximum range) or 7 (half maximum to the maximum range).

- This difficulty can be adjusted for wind conditions and other variables at the Storyteller's discretion.

- On a botch, your character may drop the object or strike a companion with it, or she might toss something that wasn't what she intended to throw, after all….

Mental Feats

These systems cover tasks involving the three Mental Attributes (Perception, Intelligence, and Wits) and tasks using the Talents and Strengths where applicable. Still, you should depend on your creativity when solving problems — not on dice rolls.

Computer Use

- [Intelligence/Wits + Computer + Appropriate Character Strength]: Most business and political transactions involve computers. Generally, Computer rolls are those that collect, display, or transfer information.

- Creating physical results (like remotely turning off a security system or activating a restricted elevator) is usually the purview of Technology Knowledge. Of course, multiple methods can sometimes achieve a single end result.

- Using computers typically falls under two distinct types of behavior. The first type is comparatively benign or personal use.

- Tasks such as performing research, writing software, building a website, or participating in social networks can involve Computer in their dice pools if using the Computer is the primary component of the action.

  - For example, performing search-engine research on a topic might invoke an Intelligence + Computers roll to yield facts, while a botch would turn up completely misleading information.

- In most cases, these won't see much stressful dice-pool action unless performed in bizarre circumstances or with devices the user isn't familiar with them.

- Additionally, what constitutes a computer can vary wildly, from a netbook in a cafe to a smartphone on the go to a traditional desktop machine.

- Storytellers, life in a modern world inherently involves a certain quantity of computer use, so ask if it's really necessary to have a player roll to check his email unless there are interesting dramatic outcomes of failure.

- Note, too, that in some cases, even though the character is using a computer, Computer Knowledge might not be the relevant ability. For example, a player trying to join an online community (Interpersonal and Social Intelligence) Wits or Social Intelligence, even though she's at a keyboard.

- The second type of behavior is generally referred to as "hacking." In game terms, hacking is subverting computer security to obtain information that someone has made secure to control that information. Even more broadly, hacking can also describe turning a device or computer program against or beyond its original intent.

- Often, this latter type of hacking is also to gain information, but in some cases, the hacker seeks to create a specific result. He might display a message on a screen that wouldn't normally receive it or create a nonexistent mortgage on the Cyberion convention and marking it as in foreclosure.

- Resolve these situations in the same way as information-driven hacking, for simplicity.

- A would-be hacker's player rolls Intelligence or Wits + Computer versus a variable difficulty (6 for standard systems, up to 9 for complicated situations like corporate server clusters, old government mainframes, and the like). Successes indicate the number of dice (up to the normal dice pool) that can be rolled to interact with the system once it's been breached.

- Actively blocking a hacker is a resisted action; the opponent with the most success wins. On a botch, the character may alert security to her presence or even reveal her identity to the system she's trying to breach.

- Remember, too, that hacking is almost always an extended action. Storytellers set the number of successes for extended actions via hacking high — it's all too tempting for players to use this as the "do anything I want because, you know, computers" ability. It should take far more than a single success to evict a Superion from her haven or to delete one's birth records, for example.

Investigation

- [Perception + Investigation + Appropriate Character Strength]: Any search for clues, evidence, or hidden contraband involves Investigation. The Storyteller may add to the difficulty of investigations involving obscure clues or particularly well-concealed objects.

- One success reveals basic details, while multiple successes provide detailed information and may even allow deductions based on physical evidence. On a botch, obvious clues are missed or even destroyed accidentally.

.

Repair

- [Dexterity/Perception + Crafts + Appropriate Character Strength]: Depending on the precise specialty, the Crafts Skill allows for repairs of everything from pottery to automobile engines (though not computers).

- Before repairing a device on the fritz, your character must identify its problems (accomplished as a standard research roll; see below). Then, if repair is required, the Storyteller sets the difficulty of the repair roll.

- This difficulty depends on the problem's severity, whether the proper tools or replacement parts are on hand, and if adverse conditions exist. An inspired research roll may offset these factors somewhat.

- A simple tire change is difficulty 4 while rebuilding an entire engine might be difficulty 9. Basic repairs take at least a few turns to complete.

- More complex repairs are extended actions that last 10 minutes for each success needed. On a botch, your character may simply waste time and a new part or may make the problem worse.

Research

- [Intelligence + Academics/Science/Religion + Appropriate Character Strength]: Research is performed when searching computer databases for historical facts, when looking for obscure references in ancient documents, or when trying to learn where the top secret location of NORAD could be found.

- In all cases, the number of successes achieved determines the amount of information discovered; one success gives you at least basic information, while extra successes provide more details.

- The Storyteller may assign a high difficulty for particularly obscure data. On a botch, your character may not find anything at all or may uncover completely erroneous information.

Tracking

- [Perception + Survival + Appropriate Character Strength]: Unlike shadowing, tracking requires you to follow physical evidence to find a target.

- Discovering footprints, broken twigs, blood trails, or other physical signs lead the tracker to the subject. Following such a trail is a standard action; multiple successes provide extra information (subject's rate of speed, estimated weight, number of people followed).

- The quarry can cover her tracks through a successful Wits + Survival roll. Each success in this roll adds to the difficulty of tracking her.

- Abnormal weather, poor tracking conditions (damned lands), and a shortage of time also add to the tracking difficulty. On a botch, your character not only loses the trail but destroys the quarry's signs of passage.

Wits and Logical Mathamticam visual spaitral

Social Feats

These systems cover tasks involving the three Social Attributes (Social Intelligence, Social Intelligence Attribute, and Appearance). Roleplaying usually supersedes any Social skill roll, for better or worse. Storytellers may ignore the Social systems when a player exhibits particularly good, or excruciatingly bad, roleplaying.

Carousing

- [A related Strength + Interpersonal] [Social Intelligence + Appropriate Character Strength] You influence others (particularly potential vessels) to relax and have fun. This might include showing a potential ally a good time, loosening an informant's tongue, or making instant drinking buddies who come to your aid when a brawl starts.

- The difficulty is typically 6 (most people can be persuaded to loosen up, regardless of intellect or will), though it might be higher in the case of large (or cranky) groups. Certain (Flaws) can also influence the roll's difficulty.

- On a botch, your character comes off as an obnoxious boor, or people begin to question why your character hasn't touched her food and drink.…

Credibility

- [Social Intelligence/Strengths Interpersonal [Social Intelligence/Perception + Appropriate Character Strength]: The ability to commit subterfuge roots in this kind of roll. Social Intelligence is used when perpetrating a scam or with Perception when trying to detect one (a fraud can range from impersonating the authorities to using forged papers).

- All parties involved, whether detecting the lie or telling it, make an appropriate roll (typically difficulty 7). The scam's "marks" must roll higher than the perpetrator's to detect deception.

- False credentials and other convincing props may add to the difficulty of uncovering the dupe, while teamwork may help reveal the scam.

Hacking and/or intrusion rolls may be called for to pull off an inspired scam successfully. On a botch, the entire plan falls apart.

Fast-Talk

- [Social. Intel +Linguistic + Appropriate Strength to lower the diff. However, maybe a related strength that could assist if applicable] roll, then, [Social Intelligence]:

- When there's no time for subtlety, baffle them with + nonsense. The target can be overwhelmed with a rapid succession of almost-believable half-truths. Hopefully, the subject believes anything she hears just to escape

the babble — or becomes so annoyed that she completely ignores your character.

- This is a resisted action — your character's [Interpersonal lower] +Wisdom Inter) for example) Social Intelligence Attribute against the target's [Interpersonal lower] +Wisdom Inter) for example) Social Intelligence Attribute.

- The difficulty of both rolls is typically 6, and whoever scores more success wins. On a tie, more babbling is needed. Your character goes too far on a botch, angering the target and rambling without effect.

Persuasion

- [Preroll: Interpersonal + Strengths (Judgement/Social Intelligence) to lower the diff lower] then [Social Intelligence + Interpersonal + Appropriate Character Strength]: Anyone can ask questions.

- With interrogation, you ask questions and have leverage. Interrogating someone peacefully [(Roll Social Intelligence Attribute) involves asking strategic questions to reveal specific facts.

- This method is a resisted action between your character's Social Intelligence Attribute and the subject's Social Intelligence.

- Both actions were made against a difficulty of 6. Rolls are made at key points during questioning, probably every few minutes or at the end of an interrogation session.

Violent interrogation

- [Emotional Intelligence Interpersonal+Bravery/Zeal/Persistence diff lower] (Social Intelligence Attribute] involves torturing the victim's mind and/or body until she reveals what she knows. (Warning: thius Interrogration style certainly involves X defilements)

- This is a resisted action between your character's Social Intelligence Attribute and the target's [Related Strength and Talent]Stamina. Rolls are made every minute or turn, depending on the torture used.

- The subject loses a health level for every turn of physical torture or one temporary (Emotional Intelligence + Intrapersonal Dice pool) point per turn of mental torture.

- The combined effect of physical and mental torture has devastating results. (Just remember there is permanent incurring X Defilements) in the process, and if this occurs long enough, a flaw may incur.)

- A botched roll can destroy the subject's body or mind. Two or more interrogators can work together, combining successes; this works even if one

interrogator uses empathy while another uses Intimidation (the classic "good cop/bad cop" ploy).

- Whatever the interrogation method used, if you roll more successes in the resisted action, the target divulges additional information for each extra success.

- If your extra successes exceed the victim's Emotional Intelligence Intrapersonal talent dice rating, she folds completely and reveals everything she knows.

- The extent and relevance of shared information are up to the Storyteller (details are often skewed to reflect what the subject knows or thinks her interrogator wants to hear).

Intimidation

- [Bravery + Social Intelligence Talent diff lower] [Strength/Social Intelligence Attribute + Appropriate Character Strength]: Intimidation has two effects. Intimidation's passive effect doesn't involve a roll; it simply gives your character plenty of space — whether on a bus or in a bar.

- The higher your Intimidation rating, the wider the berth others give him.

- Intimidation's active application works through subtlety or outright threat. Subtlety is based on a perceived threat (losing one's job, being arrested, pain and agony later in life).

- [Bravery + Social Intelligence Talent diff lower] Roll Social Intelligence + Appropriate Character Strength Attribute in a resisted action against the subject's Intrapersonal + Self Control rating) Social Intelligence rolls; the target must get more successes or be effectively cowed. The blatant form of intimidation involves direct physical threats.

- In this case, you may roll [Vitality Strength + Bodily K diff lower] [Strength] in a resisted roll (difficulty 6) against either the subject's Intrapersonal + Self Control. On a botch, your character looks patently ridiculous and doesn't impress anyone in attendance for the rest of the scene.

Oration

- [Interpersonal + Leadership diff lower][Social Intelligence + Performance + Appropriate Character Strength]: From a general's rousing speeches to a politician's slick double-talk, the capacity to sway the masses creates and destroys empires.

- When your character speaks to an audience, from a small board meeting to a large crowd, roll [Interpersonal + Leadership diff lower]

- [Social Intelligence]: Difficulty is typically 6; the Storyteller may increase the difficulty for a huge, cynical, dispassionate, or openly hostile audience. Oration is hit, or miss — your character either succeeds or fails.

- On a botch, your character may damage her reputation or even be assaulted by the audience.

- If the character has time to prepare a speech beforehand, the Storyteller may roll the character's Intelligence + Expression (difficulty 7).

  Success on this roll reduces the subsequent [Interpersonal + Leadership diff lower][Social Intelligence roll]: + difficulty by one. Failure has no effect, while a botch increases the][Social Intelligence roll]: difficulty (the character inserts a blunder into the speech).

Performance

- [Social Intelligence + Performance + Appropriate Character Strength]: Actors, poets, musicians, or other entertainers employ this roll. When a character performs live before an audience, roll Social Intelligence + Performance (difficulty 7).

- As with oration, the audience's mood can increase the difficulty, as can the performance's complexity.

- One success indicates an enjoyable, if uninspired, effort, while additional successes make the performance a truly memorable event to even the surliest crowd. Your character forgets lines, hits the wrong chord, or flubs on a botch.

Seduction [variable]:

- Seduction is an involved process involving several different rolls and Abilities:

- **First roll** (approach/opening remarks):

  - The player rolls [Social Intelligence Talent + Interpersonal to lower diff] Appearance versus a difficulty equal to the subject's Wits + 3.

  - Each success beyond the first adds one die to the Elysian citizens's dice pool for the second roll. A failure means the subject expresses his disinterest; a botch means the subject might grow disgusted or angry.

- **Second roll** (witty banter):

  - The player rolls [Linguistic + Social Intelligence Strength] Wits versus a difficulty equal to the subject's Intelligence + 3.

- Again, each success beyond the initial one adds one die to the dice pool for the final roll. If the roll fails, the subject breaks off the contact but might prove receptive at a later date (after all, the first impression was good).

Third roll

(suggestive/intimate conversation):

- The player rolls [Interpersonal + Social Intelligence Talent to diff lower] Social Intelligence Attribute roll versus a difficulty of the subject's Perception + 3.

- If the third roll succeeds, the issue is enamored with the character and agrees to accompany her to a private spot. What happens next is best handled with roleplaying.

On a botch, the citizen is likely ends up with a drink in their face.

Restoration Feat

- [Intrapersonal Talent only roll can lower the diff (diff 7)] [Emotional Intelligence + Restorative Practice. Dharma Practice or an Appropriate Skill]: To remove defilement you employ this roll.

- When a character needs to remove a defilement, the restoration needs to be specific to the defilement. Skill practices like meditation can't remove **all** defilements.

- The player offers a possible restoration based on what is within the PC's skillset and the Storyteller approves of the course of action (diff 7).

- There is an option to write down one's restorative practice process and then present the restorative practice at the beginning of the next session.

Types of Combat

Close Combat

Unarmed:

- Dice pool: Dexterity + Brawl
- Range: 1 yard (touching distance)

Melee:

- Dice pool: Dexterity + Melee
- Range: 1-2 yards

Ranged Combat

Archery (Bows & Crossbows):

- · Dice pool: Dexterity + Archery
- · Range: Weapon range
- · Must have sight of the target

Thrown weapons:

- · Dice pool: Dexterity + Bodily K
- · Range: Weapon range
- · Must have sight of the target

Combat Turns

A combat turn is thought of to last 3 seconds. Each combat turn has three stages:

- · Stage One: Initiative
- · Stage Two: Attack
- · Stage Three: Resolution

Stage One: Initiative

Players roll initiative, and the player with the highest score acts first, then the others in descending order.

Initiative Score: Initiative rating + 1 die roll

Initiative rating: Dexterity + Wits

Actions are nominated in reverse order to reflect the ability of faster characters to react to slower ones.

If two characters have the same score, the one with the higher basic initiative rating goes first. If initiative ratings are also tied, the characters act simultaneously.

Wound penalties subtract directly from a character's initiative rating.

Action

An action can be:

- Attack
- Movement
- A player can move his walking speed and still attack

Delayed action

Actions can be delayed until any time after their order in the initiative, or conditional on other events. If two characters delay their action to the same point, the one with the higher initiative score for the turn acts first.

Multiple Actions

Every player can take multiple actions. The player declares the total number of actions he wants his character to attempt. He then subtracts a number of dice from his first dice pool equal to the total number of actions. Additional actions lose an extra die from their pools, and the penalty is cumulative. If a dice pool is reduced to 0 or below in this manner, the character may not attempt the action.

Per action: Base dice pool - total actions - sequence penalty

	Action 1	Action 2	Action 3
Base dice pool	x	x	x
Sequence penalty	0	1	2
Total action penalty	3	3	3
Total dice pool	x - 3	x - 4	x - 5

These extra actions may *not* themselves be divided into multiple actions, though

Multiple actions occur after every character has had their first action. If two or more characters take multiple actions, they take place in order of initiative. Exceptions are defensive actions (such as multiple dodges via Bodily K), which happen as needed to avert an attack. All second actions must take place before any third actions take place, and so on.

Stage Two: Attack

Players roll a dice pool of Attribute + Ability. The difficulty for most attacks is 6. If the player rolls no successes, the attack fails and inflicts no damage. If the result is a botch, adverse effects may occur.

Brawl: Dexterity + Martial Arts (1 is just fighting)

Melee: Dexterity + Melee

Bows & Crossbows: Dexterity + Archery

Thrown weapons: Dexterity + Melee

Special conditions apply to ranged combat based on the weapon and conditions.

Stage Three: Resolution

Base damage dice pool: Strength + Weapon / Maneuver

Extra damage dice: +1 for each success above the first on the attack roll

Difficulty: 6

Damage rolls cannot be botched, but zero successes means no damage is inflicted.

Damage types

See also Damage and Health.

Bashing:

- ·   Health Indicator: (/)
- ·   Use full Stamina rating to resist
- ·   Heals fairly quickly

Lethal:

- ·   Health Indicator: (X)
- ·   Use full Stamina rating to resist
- ·   Takes quite a while to heal

Aggravated:

- ·   Health Indicator: (*)
- ·   Can only be soaked with Fortitude
- ·   Takes a very long time to heal

Dazed:

· When suffering more damage than Stamina + 2 (for mortals, Stamina).

·   Must spend the next available action shaking off the attack's effect.

·   Characters with multiple actions automatically lose *all* actions remaining in that turn but may act normally in the next combat turn

Knockdown:

· If knocked down, take a reflexive [Bodily K + Self Cont Dexterity roll.

· Success: May immediately stand up; -2 on initiative next turn.

· Failure: Spend next action to stand up; -2 on initiative next turn.

· Botch: Spend next action to stand up; suffer 1 bashing damage

Soak

Soaking damage is reflexive, and it neither requires the expenditure of an action nor has its pool reduced by other dice pools (or wound penalties for that matter). Any soak successes reduce the net damage successes.

Base difficulty: 6 (subject to weapon and situational modifiers)

Armor

Adds the Armour Rating to the soak dice pool. Some protective equipment, such as shields, only adds to the soak pool in certain conditions.

Light armour provides scant protection but has little impact on the character's movement. Heavier armor provides greater protection but also hinders the actions of all but the strongest or most skilled characters. Characters with either a melee rating of 3 or higher, or those with a Strength that doubles what is required to use the armor suffer only half the indicated Dexterity penalties when wearing armour. See Armor for more details.

If the damage rolled in a single attack equals twice the armor's rating against that type of attack (excluding any bonus for helmets), the armor is destroyed.

Step-By-Step Combat Turn

Preliminaries

· **Declare Multiple Actions and Turns Spent Parrying:** All characters can announce taking multiple actions. Declare the total number of actions to be taken but not the nature of these actions. At the same time, characters who intend to do nothing except parry this turn declare so.

· **Roll Initiative:** Everyone rolls one die and adds the total to their initiative rating (Dexterity + Wits). (Diff reduction: Body-Kinetic + Zest). Wound penalties subtract from initiative, but not penalties for multiple actions.

Declaration

· **Declare First Actions:** Every player declares his first action. The player with the *lowest* initiative score declares first, and others do so subsequently based on their scores. Since those with higher initiative scores will act first, however, they can delay their actions to any time later in the order of initiative - as long as they announce it now.

Action

· **Target Announces Active or Passive Parry:** A character who is about to be the subject of an attack (the first action in this part of the

turn) and has the choice between parrying passively or some other form of defense should declare which option he is using.

·   **Fastest Character Takes First Action:** The character with the highest initiative acts (unless he is delaying the action). If the action is an attack, the player rolls the appropriate dice pool. The difficulty is usually 6, modified by conditions such as range and passive parrying. If this action is one of several taken subtract the total number of actions to be taken from the dice pool.

·   **Target Defends:** In a resisted action, the target acts reflexively, and the player rolls the appropriate dice pool. His successes are subtracted from the attacker's successes to determine the net successes. If the target is being attack and has an unused action remaining this round, he may abort to a defensive action (dodging or parrying, as appropriate). The defending player first rolls Body-Kinesthetic reflexively to abort (difficulty 6) if he can. If successful, he rolls his defensive action [Body K + Appropriate Strength] (Dexterity) or the appropriate weapon Ability) and subtracts her successes from the attacker's.

Resolution

·   **Action Takes Effect:** Unless the action's specific description says otherwise, the actions takes effect immediately if

o   the action is not an attack / the action does not otherwise cause damage

o   and

- the acting player is left with net successes / the action is automatic

·   **Determine Damage:** Determine the attack's base damage and add any net attack successes beyond the first (unless the attack is with a thrown weapon, in which case the additional successes are ignored for damage). Roll that many dice against a difficulty of 6.

·   **Roll Soak:** The defending character rolls soak (assuming there are any damage successes). Any soak successes reduce the net damage successes. (Stamina + Body-Kinetics +Armor)

o   Mortals

§ Bashing: Stamina

§ Lethal: N/A

§ Aggravated: N/A

·   **Apply Attack Damage:** Apply any net damage successes as lost health levels to the defender.

o   Wound penalties take effect immediately.

▪ Characters who reach Incapacitated collapse (or may even die).

▪ Dazed: When suffering more damage than Stamina + 2

·   **Repeat for Subsequent Actions:** For each additional action, repeat the steps under Declaration, Action and Resolution, and the

previous point. Players keep their Initiative scores but now declare their second actions, take them and resolve them. Those without further actions cannot act - although they may suffer at the hands of those who can.

· **Extended and Delayed Effects:** Extended actions that end this turn, and any action that says it takes effect at the end of the turn, takes effect.

Players can carry out maneuvers with their respective Attribute + Ability dice pools.

Accuracy: Indicates how many dice are added to the dice pool for the maneuver.

Difficulty: Is added to the base difficulty of 6

Damage: The damage pool for the maneuver

Basic Combat Modifiers

These modifiers reflect situations and maneuvers that can occur in any type of combat.

Ambush:

· The attacker automatically wins initiative

· Ambushed characters make a [Appropriate Talent + Appropriate Strength lower diff] Perception roll against difficulty 8

· The number of successes indicates the number of dice available that first turn

· Preparing an ambush generally requires a Wits + Stealth roll (difficulty 6) as well as proper cover

Blind Fighting:

· Darkness, impaired vision (blindness, dirt in eyes)

· +2 difficulty on Brawl and Melee attacks

· Cannot make ranged attacks

Blindsiding:

· +1 attack die when flanking or rearing

· Shields provide no protection against rear attacks and only protect one flank

· Storytellers may allow the target to make a Wits + Perception roll to avoid being blindsided

o Flank: difficulty 6

o   Rear: difficulty 8

·   To avoid giving the attacker this advantage, they must gain a number of successes equal to the attacker's Stealth Ability (minimum one success)

Immobilized Targets:

·   Target is immobilized but still struggling: +2 dice to attack pool
·   Target is completely immobilized: +2 dice to damage pool

Movement:

·   A character may move up to his walking distance and still take an action in a turn

·   More complex movement may be distinct actions or impose difficulty penalties on actions

Multiple Opponents:

·   Suffer cumulative +1 difficulty penalties to attack and defense rolls for each opponent after the first

·   maximum +4

Targeting:

·   A skilled warrior can target a specific location, accepting increased difficulty in favor of heightened damage or targeted effects.

·   The difficulty is dependent on the size of the target and the Storyteller should consider additional effects, depending on the attack and the target

Target Size	Difficuy	Damage	Note
Large (door)	0	0	
Medium (limb, chest)	+1	0	
Small (hand, head)	+2	+1	
Tiny (eye, heart, lock)	+3	+2	Not applicaple in a staking attempt

Defensive Maneuvers

Soaking damage is all well and good, but it's better yet to get out of harm's way all together. Combatants who are under attack can do several things to escape damage, from ducking out of the way, to limiting an enemy's options or attack with a shield, block her strikes blow for blow.

Aborting to Defense: A character may abandon his declared action in favor of a defensive maneuver provided he has an action remaining this turn.

· Make a reflexive roll Wits - Body Kinetics

Blocking [Dexterity + Martial Arts]: A block is an interception of an incoming attack with the defender's bare hands or another body-part.

· Only brawling attacks that cause bashing damage can be blocked

· The Storyteller may allow skilled combatants (Brawl 3+) to block bashing melee attacks

· Armor: Able to block lethal attacks.

· Successes on a blocking attempt reduce the net success of the incoming attack

Dodging [Bodily K + Prudence or Self Control] [Dexterity]: A dodge is an effort to avoid an incoming attack altogether, and it is useful against any attack the defender can sense coming (Storyteller's discretion).

- Can even dodge missile weapons if seeing the archer taking aim

- Base difficulty: 7 if energy weapons used: Base difficulty: 9

Situation	Difficulty Modifier
Multiple attackers	+1 per extra attacker
Close Combat	
Attacker unarmed	-1
Limited mobility	+1
Ranged Combat	
Full cover withing half a step	-4

Full cover within diving distance	-2
Partial cover only within three yards	+1
Flat and featureless terrain	+2

· Successes on a dodging attempt reduce the net success of the incoming attack

· Suffering multiple attacks a player can divide success from a single Dexterity + Body - Kinetics roll between the attackers.

· +1 difficulty for every attacker past the first

Parrying [Dexterity + Melee]: A parry is a block using a melee weapon or shield.

· Successes on a parrying attempt reduce the net success of the incoming attack

· Useful against bashing and lethal melee attacks
· Can block brawling attacks
● Weapons doing this suffer +1 difficulty penalty (shields excluded)
· Base difficulty: 6

· It is not possible to parry missile attacks (Storyteller's discretion)

Passive Defense

Full Defense

Shield Damage

Hand-To-Hand Combat

Bear Hug/Clinch The attacker attempts to wrap his arms around the target and crush the life from him.

· Strength + Brawl to get a grip on the target

· In each subsequent round: resisted Strength + Brawl

· If the defender wins, the bear hug ends

· If the attack wins, he may choose to continue or end the attack

· Variant: Clinch
   o Both characters attempt to crush each other
   o Both suffer damage
   o The payer with most successes decides if the attack continues or ends
· **Difficulty:** Normal
· **Accuracy:** Normal
· **Damage:** Strength (bashing)

Bite [Dexterity]: There are two forms of Bite, the Kiss and a combat bite intended to inflict damage. To use either form of bite, the Cainite must first make a successful bear hug, grapple or tackle maneuver. On the following turn, the player may declare a bite attempt and make a roll.

·   Must first make a successful bear hug, grapple or tackle maneuver

·   On the following turn, the player may declare a bite attempt and make a roll

·   The Kiss: drain blood (see The Kiss)

·   Combat bite: If successful on the roll, the attack inflicts Strength +1 aggravated damage

·   **Difficulty:** Normal
·   **Accuracy:** +1
·   **Damage:** Strength +1 (aggravated)/Special

Claw [Dexterity]: Can be used by Talons of the Beast and Bone Spurs from Rend the Ossean frame.

·   **Difficulty:** Normal
·   **Accuracy:** +1
·   **Damage:** Strength +1 (lethal [Bone Spurs] / aggravated [Others])

Grapple [Strength + Martial Arts]:

- ·   Initial roll: Strength + Martials Arts]
- ·   If successful
- ·   **Difficulty:** Normal
- ·   **Accuracy:** Normal
- ·   **Damage:** None

Kick [Dexterity + Martial Art for complex kick or just lower]: The base difficulty of a kick is one higher than normal, and the kick inflicts Strength + I , though Storytellers may modify these values to better suit the circumstances. As a rule, however, the complexity (and thus difficulty) of a kick increases in parallel with its damage rating.

- ·   **Difficulty:** +1
- ·   **Accuracy:** Normal
- ·   **Damage:** Strength +1 (bashing)

Handheld Weapons

Knife	Damage	Ammo Cost (Dollars)
	3	
Small knife		

Machete-size

Arrow Weapons

Caliber	Damage	Ammo Cost
Bow & arrow	3	20 arrows
Crossbow	4	20 arrows

Laser Guns

Traditional firearms have been outdated for 300 years in favor of energy pulse weapons. There are three settings

- **Stun:** Per + Firearms t5 (within 10 feet) Dam 2 only -1 dice subtracted from dex rolls accumulative) versus Stamina+body Intel + Armor for soak roll t7
  - Zero dexterity causes movement to be impossible
  - For every one energy bullet = 3 stun

- (Appropriate Strength and Talent can lower diff)
  - 5 light stuns equal one pierce light strikes

- **Shock:** Per + Firearms t5 (within 20 feet) Dam 4 only normal dam penalties. Cumulative up until Dam 4 only versus Stamina+body Intel + Armor for soak roll t7
    - After four decreases to health, we begin subtracting from dexterity.
    - Zero dexterity causes movement to be impossible
    - For every one energy bullet = 2 shocks

- **Piercing**: Per + Firearms t5 (+1 diff for every 100 feet)
    - penalties cumulative, up until incapacitated versus Stamina+body Intel + Armor for soak roll t7
    - For every one energy bullet = 1 lethal damage

Laser Pistol

4th lvl(Sunburster)	4	15 (2000 credits)
8 lvl(The Protector)	6	20 (4000 credits)

Laser Rifle

10lvl (Golden Dragon)	8	25 (10,000 Credits)

Special note about weapons and bullets: You can have 1 extra battery clip and that is it. The process of recharging these "clips" is intensive and expensive. We are under the time banking system so performing projects for theElysian or Triumph is how you are able to acquire items in and restore gear. and 1 hour of work is one credit. and you can say that 5 bullets equals one hour 1 debit/credit or 1 hour of work. I need to put this in the rulebook

Appendix

More on Time Banking

TheElysian system coordinates the solarpunk economy of the globe. They find the community-centric practice of time-service banking promotes collective well-being.

The Service

Time Banking roots in the deep philosophy ofElysian Paradigm.Elysian as political philosophy encourages community equality, propagating the distribution of wealth and this philosophy has become a foundational worldview in the Enlightened Lifestyle. This socialization is a vestige of agrarian peoples as a hedge against the crop failures of individuals. Socialization presupposes a community population with which individuals empathize and concomitantly, have a vested interest in its collective prosperity. Community development and the aggregation of people into an abstract and bureaucratic state undermine this empathy. TheElysian's idea of "collective responsibility and will" must not be understood as absolute in which the community's good is over the individual's good. Instead, theElysian, it is argued, is a communitarian philosophy. TheElysian induces an ideal of a shared resources economy that promotes a community's good through an unconditional recognition and appreciation of individual uniqueness and difference. Hence, if the Holacratic

practice is the skeleton, Time Banking and social business is the muscle of society. As past pioneers suggested, theElysian implies that everyone has different skills and strengths; people are not isolated, and through mutual support, they can help each other to complete themselves."(wiki)

Edgar Cahn's time-banking practice assisted to realize theElysian in everyday life and this assisted in revolutionizing the world. Give one hour (or debit) of service to another, and use one hour or credit accumulated by using a service. You can use debits in turn to acquires services — or you can donate them to others. A debit/credit of service is always one hour of time regardless of the nature of the service performed.

It helps to remember that the one=one rule is rooted deep in the idea that regardless of whether we value what we do in different ways, we share fundamental equality as human beings. The focus of time banking is on our value as citizens of tomorrow. It seeks to connect us through the relationships we create through giving and receiving. It operates in this way as a complement to the money-dominated world we inhabit. Designed to increase our individual and community well-being, Time banking takes place through exchanges by members as they give and receive services to each other, or through group and community activities and projects. Members can include individuals, groups, and organizations.

Debit and credit accumulation is carefully monitored. Usually, individuals stay within the parameters of +/- 10 debit/credit for everyday expenses. If they desire to tackle something like a house or acquire an education, they can submit a special request to accumulate more debits or credits for that particular activity.

The Five Core Values of Time Banking

Asset

Every one of us has something of value to share with someone else.

Redefining Work

There are some forms of work that money will not easily pay for, like building strong families, revitalizing neighborhoods, making democracy work, advancing social justice. time credits were designed to reward, recognize and honor that work.

Reciprocity

The question: "How can I help you?" needs to change so we ask: "Will you help someone too?" Paying it forward ensures that, together, we help each other build the world we all will live in.

Community/Social Networks

Helping each other, we reweave communities of support, strength & trust. Community is built by sinking roots, building trust, creating networks.

Respect

The heart and soul of practice lay in respect for others. We strive to respect where people are in the moment, not where we hope they will be at some future point.

Noble banking basics: Noble banking is a kind of money. Give one hour of service to another, and receive time credit

For one person to earn debits, however, someone else has to agree to give it. Noble banking happens when a network or circle of members have agreed that they will give and receive credits for services that other members provide.

Time Bank system Giving and Receiving – Four Kinds

It's helpful to think of four main kinds of Noble Bank system exchanges:

1:1 – One person gives another person a ride to the doctor.

1:Many – A repairer earns debits repairing machinery for the collective..

Many:1 – Four members earn debits doing a garden clean-up for a senior.

Many-Many — A whole lot of people earn debits organizing and participating in a Triumph happiness parade.

The parade: Let's take a look at that last many-many example again – the community festival. Organizing the parade could quickly burn up 200+ credits of volunteer time. Question: Who pays out their debits? Answer: An organizational member – like a Development Officer, or the Time Bank system itself – could have paid them out as a loan. To repay the loan, Triumph offers the talents of the community to projects outside Triumph virtually or in person. The Time Banker divides up the loan to each person and it is the person's responsibility to pay it back within a time frame usually a year. Since the parade is a public event, no one spends any debits to attend. The sponsoring organization gets no debits in return. Yet the materials is paid back through dividing up the costs.

But this is not a problem. When community happenings are organized by a sponsoring organizational member of the Time Bank system itself, the debits paid out to members for their help are seen as a measure of community investment. These debits have produced a good for the community!

Members may be individuals or organizations.

Services offered and requested vary from Time Bank system to Time Bank system – but there are some consistent favorites. Transportation is one. Minor home repair is another. Computer help is a third. Time Bank system networks can choose instead to target specific kinds of services.

A third example of a targeted Time Bank system or Time bank system project is the annual Samni parade discussed above, where everyone earns and spends time credits in service of making the annual Samni parade a grand success!

Currently, the most common model of Time banking focuses on neighbors-helping-neighbors to help the most vulnerable and to build a strong

sense of community. But in some places, people and organizations are approaching Noble banking as an opportunity to design targeted uses of Time banking to specific goals. Here are just some of the things that people have done with Time banking:

Strengthened the sense of community. · Improved learning at school. · Foster more art and music into a community. · Helped seniors remain at home as they age.

Giving, Receiving – Is Each As Good As The Other?

The parade example above demonstrates something about giving and receiving in a Time Bank system. Depending on the context, Time banking will often assign equal importance to receiving as well as giving. The organization that sponsored the parade received hundreds of hours of services from Time Bank system members. It went into "debt." But this was seen as a plus! Unlike the coin economy, where debt is often considered a bad thing, giving and receiving can both be valued as contributing to the purpose of building stronger ties in a community. Yet consider this: A member gives many services to many other members. She earns a ton of time credits. Then she finds she cannot use the hours that she earned to get help because members don't respond to her requests. That's not good. That member will feel that the imbalance between giving and receiving isn't good: it won't feel fair.

This example shows how the Time Bank system is always involved with our expectations and experiences around the simple notion of giving and receiving. We come with different expectations. We see giving and receiving through different lenses of experience. Some want only to give. Others place more value on what they can get. Some feel it's wrong if giving and receiving don't balance out.

In real life, the simple equation of 1-1 and that an hour of giving = an hour of receiving can raise deep, unexamined feelings – and when lots of people are involved, that can get complicated!

Tracking Time Bank system Exchanges and Time credits

Time Bank system members in the Time Bank system keep track of their exchanges using digital projections via wireless frameless visors which are connected to the main Triumph console on site. They use these digital projectors to enter data about themselves, what they can offer, and what they would like to receive, to record their exchanges, track their hours, and learn about Time Bank system members and events. These recordkeepers in various cities and Nuuk, Greenland synchronize across all databases and systems which hold the information in the GlobalElysian.

Toril-Prime

Cyberil is the most technologically developed settlement in theElysian. We will find the Cyberspace Institute (CI) there, orchestrating cyberspace employment throughout theElysian. Its energy infrastructure taps ocean-wave and geothermal technology to fuel its demanding appetite for energy, assisting its technological advancements and applications.

CI partakes in many interesting scientific projects. One of the most influential and popular is Toril-Prime. Toril Prime is the planet from forgotten realms, and it is a dungeons and dragons simulation. The creator of the artificial intelligence simulation creation program, ***The Coordinate***, Samson O'Neil, had one intriguing question. Can the Lifestyle effectively transform a society for the better? This simulation pursues that question. It invites player-participants worldwide, especially Solarians and Practitioners, to engage in the simulated world to see if it has any innate benefit to a better society. This endeavor has been going on for more than 30 years. The Coordinate crafts evolutionary learning algorithms and programs them from real-world psychological profiles, temperaments, and lifestyles, allowing for time and experience to craft a uniquely expressive program. These programs have stirred the simulated world by engaging in conflicts, political strife, tribal tensions, and military battles that feel surprisingly sentient. The Coordinate captures human flaws in code.

The simulation is an open invitation for those who desire to explore and expand their Lifestyle from the land called the Nobel Realms. This title is Sam O'Neil's tongue-in-cheek creation. The player's goal is to influence the simulated world for the better. This aim has been an uphill battle for pro-lifestyle activists. It has been a struggle to influence Coordinated-born minds (npcs) to transform their society by employing practices from the Lifestyle.

Npcs are considered natural in their pursuits of freedom and happiness. Players have strict guidelines when visiting this world. The most important guideline is that players only guide and suggest. It is up to NPC to decide whether to adopt the lifestyle practice. The NPC does not know that they are programs. The Coordinate deletes conversations about the nature of their reality from the code of these simulated persons. Participants can leave and enter the simulation as often and frequently as they wish. Such visitation is easier for simulated coherence in the land of the Noble Realms or when players are adventuring bands away from settlements in Toril. Incongruence, when NPCs can not reconcile the fabric of their reality due to player engagement, i.e., seeing a player vanish before their eyes, is reconciled by *The Coordinate* itself through memory fabrication. The Coordinate will create a simulated story in the minds of the NPCs. This coordination makes the seamless exit and entry of participants from Toril-Prime easier to maintain. This age preference is also why player characters are adults rather than children. Adults can move through the simulated world without needing caretakers and watchers. Venturing bands are the most effective way for the Coordinate to maintain the cyber-facade on Toril-Prime individuals to operate.

We now find on Toril-Prime that there is a small secret faction of NPCs in various parts of the world who have adopted the Lifestyle secretly or in confidentiality, and they find that player characters must constantly maintain this rooting of the Lifestyle in the world. As of today, the lifestyle structure has yet to flourish outside of the Noble Realm's direct assistance, and this is a point of disfavor that the Lifestyle is less important than the people who engage in it. Now, in the world, Lifestyles undergo varying degrees of acceptability in some places more than in others.

Practitioner Coaches

Practitioners are life coaches at heart and they are taught the great nine coaching techniques which assist the Elysian citizen practitioners in their trajectory towards personal achievement and self mastery:

1. [Do Practitioner Coaches Clarify](#)?
2. [Do Practitioner Coaches set clear intentions](#)?
3. [Do Practitioner Coaches actively listen](#)?
4. [Do Practitioner Coaches express well](#)?
5. [Do Practitioner Coaches cultivate possibility](#)?
6. [Do Practitioner Coaches explore potential](#)?
7. [Do Practitioner Coach allow for process](#)?
8. [Do Practitioner Coach address their support system](#)?
9. [Do Practitioner Coaches cultivate trust](#)?

Quick-Start Guide

"Play the future. Transform the present."

◆ What Is ELRPG?

ELRPG is a **solarpunk edutainment roleplaying game** where you explore alternative ways of living, working, and evolving together. Set in a world recovering from climate collapse, you play **partner-citizens** in a community called the **Elysian Cooperative**—trying to steward a better world through sustainable tech, inner wisdom, and collective intelligence.

🛠️ What You Need to Play

- 1–6 players

- A **Storyteller (GM)**

- Each player needs:

    - A **character sheet**

    - 10 ten-sided dice (d10s)

    - A journal (digital or physical)

🎭 Step 1: Create Your Character

ELRPG characters are built from your real-world traits, goals, and aspirations.

🪞 Start with Self:

- Take personality tests (OCEAN, Interaction Styles, Character Strengths, etc.)

- Pick a **Heroic Inspiration** (real or fictional: Gandhi, Luke Skywalker, Gotama…)

⚙️ Choose:

- **Attributes** (Mental, Physical, Social stats, 1–5)

- **Talents & Skills** (e.g. Intrapersonal, Qi Gong, Leadership)

- **Strengths** (Virtues like Courage, Creativity)

- **Paradigm**:

    - 🧘 *Lifestyle (Solarpunk)* – Wisdom + Science

    - 🤖 *Cyberion (Transhumanist)* – Tech + Rationalism

    - 🌙 *Lunarian (Spiritualist)* – Mystery + Inner Journey

🧠 Add Initial Defilements:

- Optional: Choose 1–3 negative emotions you struggle with. These start as **Z-level defilements** (minor mental burdens) and give your character depth.

⚙️ Step 2: Learn the Core Mechanics

🎲 Basic Roll:

```
None
(Attribute + Talent/Skill + Strength) = Dice Pool
Roll that many d10s vs. a target difficulty set by the
Storyteller
```

- Success = any die ≥ difficulty (1–10)

- Example: 3 (Intelligence) + 2 (Investigation) + 2 (Curiosity) = **7d10**

- You succeed if enough dice roll equal or above the difficulty (usually 6–8)

🧩 Modifiers:

- Use **Flow Points** for automatic successes

- Use **Emergence Points** to lower difficulty

🌀 Step 3: Flow, Emergence & Defilements

🌊 Flow = Group Power

Earned by practicing **group-based activities** like:

- Liberating Structures

- Group meditation

- Collective inquiry

Each Flow Point = 1 automatic success

- Max 3 stored at a time

🌟 Emergence = Inner Clarity

Earned through **restorative practices** (e.g. journaling, nature walks, tai chi)

- Allows you to **reduce difficulty by 1**

- Max 3 stored at a time

🧠 Defilements = Mental Strain

Type	Label	Source	Effect
Superficial	Z	Minor unintentional distress	No immediate penalty
Rooted	Y	Accumulated negative experiences	Debuffs certain abilities
Intentional	X	Traumatic, chosen actions	Blocks Strengths, requires campaign-level healing

Remove defilements with **personal or group restorative practices** during the **Recovery Phase**.

⏳ Step 4: The 3-Phase Gameplay Loop

1. **Preparation**

   - Plan, align, and collaborate using real-world group practices

   - Earn Flow

2. **Execution**

   - Complete missions, projects, or social encounters

   - Roll dice to overcome challenges

3. **Recovery**

   - Debrief, reflect, heal, and integrate

   - Restore from defilements

   - Earn Emergence Points

📜 Example of Play

Marshal Soutro wants to investigate a murder.

1. Uses **Liberating Structures (1-2-4-All)** with team in the morning → Gains 2 **Flow Points**

2. Rolls Intelligence + Investigation (6d10) at diff 7 to analyze a clue

3. Poor roll? She spends 2 Flow Points → **Success!**

4. In the evening, she takes a nature walk to address 2 Y defilements → Rolls restorative practice check and clears them

---

🎁 Tips to Get Started

- **Begin with a Bright Shadow Play session**: build a character based on your real self, facing inner and outer obstacles.

- Focus on collaboration—this is not a lone-wolf RPG.

- Use your **journal** for self-reflection, worldbuilding, or even in-character entries.

- Learn one **restorative practice** and one **group practice** early. They're crucial.

✅ Summary Sheet

Concept	Use
d10 Pool	Resolve challenges
Flow	Group auto-success
Emergence	Lower difficulty
Defilements	Mental burdens
Restorative Practice	Clear defilements
Paradigms	Define worldview

Absolutely! Here's a **user-friendly Character Creation section** for *The Enlightened Lifestyle RPG (ELRPG)*, with a clear step-by-step process, sample archetypes, and a defined explanation of **Bright Shadow Play** as both a **theme** and a **mechanic**.

Quick Guide: PC Maker

"You are the character. The character is you."

Creating a character in ELRPG is more than just assigning stats — it's about building a version of yourself who is on a journey of growth, challenge, and transformation.

◆ Step-by-Step Character Creation

Step 1: Discover Your Real-Life Personality

Before creating your character, take a few recommended self-assessments. These help you build a character based on your real traits and tendencies.

Recommended Tools:

● **OCEAN Big Five Personality Test**

● **Character Strengths (VIA/Seligman model)**

● **Linda Berens Interaction Styles**

● **Enneagram (optional)**

● **Any relevant mindfulness or lifestyle diagnostic tools**

🖼 *Note: You'll use the results to define your character's **Attributes**, **Talents**, and **Strengths**.*

Step 2: Choose Your Flaws & Strengths

Your character should reflect **both your best qualities and your biggest internal challenges**.

- Pick **3–5 core strengths** (e.g., Curiosity, Kindness, Self-discipline)

- Pick **1–3 emotional flaws** or patterns (e.g., Fear of failure, Cynicism, Avoidance)

These flaws may start as **Z-level defilements** and will influence your character's initial inner world.

Step 3: Select a Heroic Model

Choose a **heroic figure**—real or fictional—that inspires you. This person should represent some aspect of the version of yourself you want to become.

📌 Add this to the **"Inspiration"** section of your character sheet.

Examples of Heroic Models:

- *Gandhi* (compassionate leadership)

- *Luke Skywalker* (inner transformation)

- *Gotama (Buddha)* (wisdom and detachment)

- *Cornel West* (radical truth-telling)

- *Katniss Everdeen* (protective rebellion)

You're not trying to become them — you're borrowing their arc to help shape yours.

Step 4: Fill in the Character Sheet

Your character has four main components:

Category	Description
Attributes	Mental, Social, and Physical stats (1–5)

Talents & Skills	Specialized areas of ability (e.g., Intrapersonal Talent, Qi Gong, Systems Thinking)
Strengths	Personal virtues that modify actions (e.g., Perseverance, Hope, Creativity)
Paradigm	Choose one:

🧘 **Lifestyle** (wisdom & science)

🤖 **Cyberion** (tech & logic)

🌙 **Lunarian** (spirit & mystery)

Add any **initial Defilements** (Z-levels) based on your selected flaws.

🌟 Bright Shadow Play: Explained

🎭 As a Theme

Bright Shadow Play is the heart of ELRPG's philosophy:

> "Play the version of yourself who is becoming who you are meant to be."

It's about embracing your inner contradictions, exploring your flaws and gifts, and roleplaying the journey of personal evolution in a supportive, fictional world.

🎲 As a Mechanic

Bright Shadow Play directly influences gameplay:

- Your **starting character** is modeled on your real-life traits.

- **Flaws** may cause **Defilements**, which must be processed through **restorative practices**.

- **Strengths** can help you reduce difficulty or gain insight during key moments.

- **Heroic arcs** guide your personal sidequests and give the Storyteller material to challenge you meaningfully.

🌀 Think of it like a personal questline within the larger campaign.

🧭 Sample Archetypes (Optional Guidance)

If you're unsure how to build your character, here are a few example archetypes to spark inspiration:

Archetype	Description	Possible Inspiration
The Inner Reformer	A passionate activist working through anger and impatience	Angela Davis, Zuko (Avatar)
The Solarpunk Scientist	A methodical thinker balancing data and intuition	Dr. Manhattan, Greta Thunberg
The Mystic Warrior	A spiritual seeker learning to act decisively	Aang (Avatar), Gotama
The Healer	A compassionate soul carrying the burden of others	Mother Teresa, Dr. Watson
The Systems Architect	A visionary strategist mastering complexity	Hari Seldon (Foundation), Buckminster Fuller

✅ Summary: Character Creation in 4 Steps

1. **Know Yourself** – Take real-world assessments.

2. **Select Strengths and Flaws** – These shape your growth arc.

3. **Pick a Heroic Inspiration** – Add it to your character sheet.

4. **Build Your Sheet** – Fill in Attributes, Talents, Strengths, and Paradigm.

Here's a **1-page Quick Reference Guide** for ELRPG's gameplay loop, complete with phase overviews, roll mechanics, and key resource systems:

Quick Guide: Game Play

🎮 GAMEPLAY PHASES

Phase	What Happens	Goals
1. Prep	Engage in group practices, clarify goals, gather insight	Build alignment, earn **Flow Tokens**
2. Execution	Take action, roll dice, overcome challenges, explore the world	Advance projects, test your character's abilities
3. Recovery	Reflect, debrief, heal, perform restorative practices	Reduce **Defilements**, gain **Emergence Points**

🎲 CORE ROLL FORMULA

```
Attribute + Talent/Skill + Strength = Dice Pool
```

- Roll that many **d10s**

- Compare against a **Target Difficulty (1–10)** set by the Storyteller

- Each die equal to or above the difficulty = **1 success**

✔️ Success tiers:

- 1 = Partial

- 2 = Full

- 3+ = Great

🌀 FLOW TOKENS

How to Earn:

- Engage in **group practices** (e.g., Liberating Structures, Theory U)

Effect:

- Each token = **1 automatic success**

- Max **3 stored** per character

- Must declare before rolling

✳️ *Use Flow during Execution for tough challenges.*

🌟 EMERGENCE POINTS

How to Earn:

- Through **restorative practices** during Recovery (personal or group)

- 10 restorative practices = +1 Emergence Point

Effect:

- Each point = **lower difficulty by 1**

- Max **3 stored**

- Use **before** rolling

🧘 *Use Emergence when clarity or emotional resilience is needed.*

⚠️ DEFILEMENTS

Type	Symbol	Source	Impact
Superficial	Z	Minor emotional hits	Track only
Rooted	Y	Accumulated stress	Stat debuffs
Intentional	X	Traumatic actions	Blocks Strength use; long-term consequences

🧠 *Clear Z/Y with recovery practices. X requires a character-focused side quest.*

🧭 Gameplay Loop Reminder

```
[Preparation] → [Execution] → [Recovery]
```

-
  Collaborate → Act → Heal

- Build Flow → Roll Challenges → Restore & Reflect

- Transform together, in character and in life

Example Characters