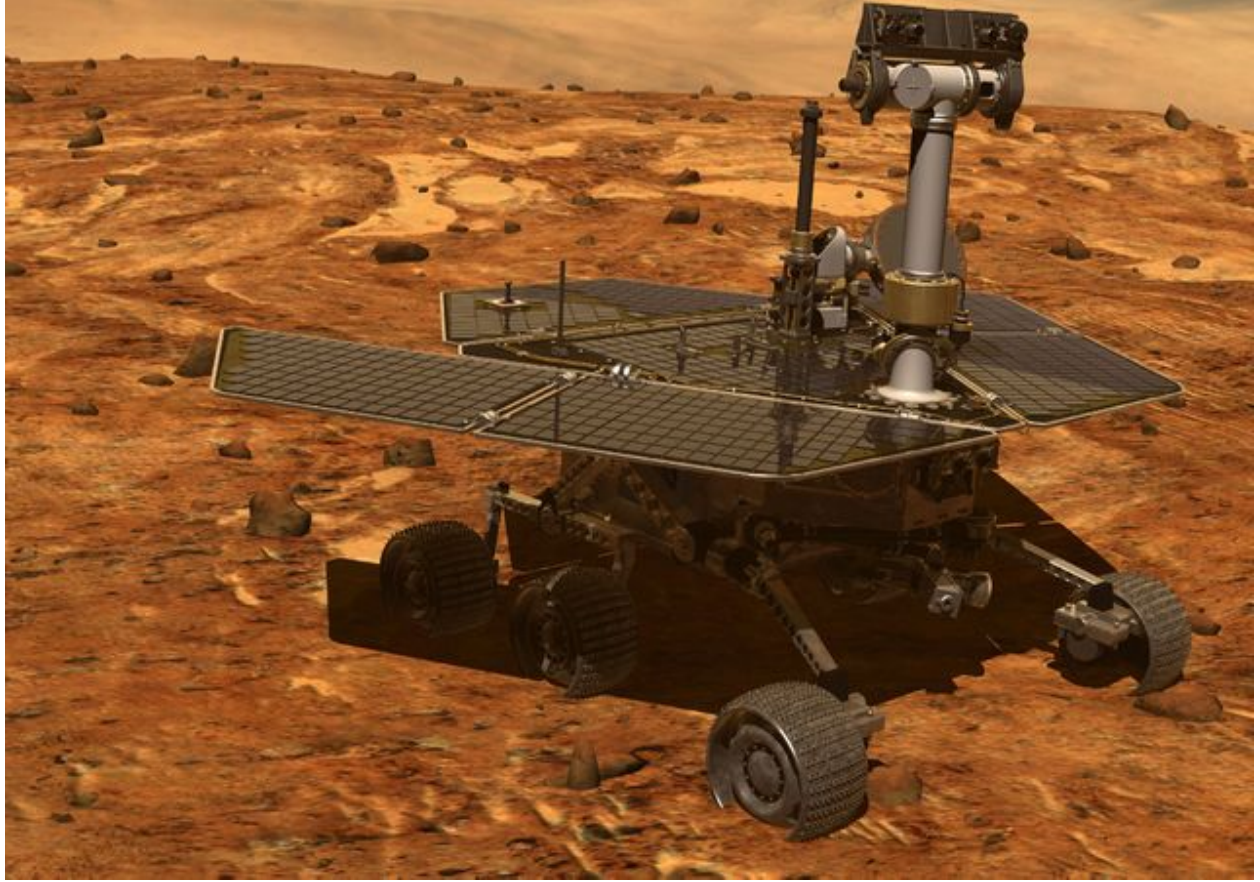


EXOSOLAR



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Exosolar is an RPG about robots struggling to survive on an alien planet. Players will have to make the most of their limited resources as they overcome obstacles that threaten their mission.

This is a rules-light RPG with a focus on narrative. One player is the GM (game master) and controls the world while the other players are the robots.

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THE SITUATION

You are a group of solar powered robots, on a mission to colonize a distant exoplanet. Your goal is to survey the land and build a base to house future human colonists. Scans show that the planet is reasonably conducive to human life, despite orbiting a blue giant - a star burning far brighter than our sun.

The journey from Earth was long but uneventful and your spaceship has landed safely on the alien soil. As you exit the craft, your radios fill with static. The radiation from the blue giant is interacting with the atmosphere in strange ways, making it impossible to communicate with your fellow robots. Colonizing is going to be a lot harder than you expected.

CHARACTER CREATION

Each robot has a sophisticated neural network that has been trained and specialized for specific tasks. These artificial brains are complex enough that unique personalities emerge in each robot.

Each player should pick a specialization or make their own:

| Specialization | | |
|-----------------|-------------|-------------|
| 1. Construction | 2. Research | 3. Scouting |
| 4. Biotech | 5. Security | 6. Mining |

In addition to their training, each robot has a unique physical upgrade. Choose from the list or make one up:

| Upgrades | | |
|---------------------|---------------------------|----------------------|
| 1. Reinforced Armor | 2. Adaptive tools | 3. Enhanced vision |
| 4. Massive size | 5. Extra solar efficiency | 6. Advanced mobility |

While they were given serial numbers at the factory, each robot chooses a nickname that feels authentic.

MECHANICS

Solar Powered

Colonization is hard work and energy is your scarcest resource. Your batteries can hold 4 Charges and you start at full power. The atmosphere does strange things to the blue star's light making your solar panels less efficient.

Life on the planet is broken into turns: 4 turns per day and 4 turns per night. A "day" on this planet can be as short as an earth hour or as long as a month depending on the pace you want.

During a turn, each robots can take a action. Typical actions cost 1 Charge. Ambitious projects might take several actions to achieve. You can also rest for your action and not spend a Charge.

Example actions:

- Explore the surroundings
- Harvest natural resources
- Move another robot
- Invent a new gadget
- Build something
- Recharge $\frac{1}{2}$ batteries (daytime)

Most robots takes two actions to fully recharge their batteries but with solar upgrades they can fully recharge in one action. Helping another robot costs 1 Charge.

If you run out of charge, you stop where you are. If you're outside and have your solar panels out, you automatically reboot the next day at dawn.

Conflict Resolution

When a player tries to overcome a difficult obstacle, they describe their approach and then roll one six-sided die (1d6). Add an extra 1d6 for each of the following:

- You use your specialized training
- You leverage your upgrades
- Another robot helps you (limit 1d6)

After you roll your dice, look at the highest number rolled:

- **6:** Success - you get what you want!
- **4 or 5:** Success, but at a higher cost or with negative side effects
- **1-3:** Failure - things get worse

The player who rolled can spend 1 Charge to increase the outcome by one (e.g. turn a 5 into a 6). When you have your final result, ask the GM to explain what happens.

communications

The radiation from the blue giant is interfering with the robots' communications arrays and they can't use normal radio waves to coordinate. Luckily, the neural nets are highly adaptable and they can invent new ways to communicate.

The robots have complex arms that are capable of drawing patterns in the dirt. This method is slow but effective at conveying ideas. When a robot is communicating, the player should make a sketch of what they're trying to convey. The player can then say the message aloud to make sure the other players understand.

THREAT CREATION

Colonization is difficult and your new home is full of threats. Players should talk with the GM about what types of obstacles the group wants to encounter. Roll a couple times on the following table or make up your own threats.

| Mission Threats | | |
|----------------------|---------------------|-------------------------|
| 1. Intense weather | 2. Aggressive fauna | 3. Corrosive atmosphere |
| 4. Faulty technology | 5. Sparse resources | 6. Frequent earthquakes |

GM TIPS

Your goal is to create interesting obstacles for the players to overcome. Foreshadow threats before they cause major damage but use simultaneous problems to force the players to make tough decisions.

Only make players roll the dice when they face a serious obstacle. Failures should still advance the narrative in an interesting way. Show the consequences of player choices.

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Designed by [Randy Lubin](#) of [Diegetic Games](#)