ENTHUSIASTIC PLANET SAVER



You like to negotiate and find solutions. You manage offsetting projects and conduct pioneering conservation experiments in collaboration with companies. Let's work together for a better world!

GOAL: Offsetting damages to nature **MOOD**: Energetic and hopeful

CHARACTER SCORING (starting from 5) ☆ Each restored land token ☆ Each offsetting area token

CHARACTER ACTIONS Restore polluted land. Manage offsetting sites and banks.

BURNED-OUT BIRDER



Your life-long efforts to save nature have been fruitless and you have become bitter and frustrated. Safeguarding the remaining nature from encroaching development is your last crusade.

GOAL: Setting nature aside out of human reach
MOOD: Cynical and dispirited

CHARACTER SCORING (starting from 5)

CHARACTER ACTION Establish conservation areas.

EXTINCTION REBEL



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Capitalism and economic growth have fucked up the planet, and sustainable development and offsetting are just avatars of the same dying system. This has to stop! You know how to attract public attention and mobilize people.

GOAL: Stopping the destruction of nature by any means necessary.MOOD: Angry and impatient

CHARACTER SCORING (starting from 5) 合合合 Each demonstration token placed 合合合合合 Finishing a protest camp

CHARACTER ACTIONS

Set up media campaigns, demonstrations and a protest camp.

START-UP DREAMER



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After travelling for your family business around the world, you had a revelation: money is not the most important thing. You invest in sustainable projects and believe that development and conservation are compatible through offsetting. Human potential is unlimited!

GOAL: Investing in as many sustainable projects as possible.MOOD: Optimistic and driven.

CHARACTER SCORING (starting from 0) ☆ Each constructed Project token.

REAL ESTATE MILLIONAIRE



You are the most successful real estate investor in the country. You know how to charm people, organize cocktail parties and fake a smile. Living the high life is much more rewarding than worrying about weeds and mosquitoes.

GOAL: Investing in as many real-estate projects as possible.MOOD: Manipulative and egocentric.

CHARACTER SCORING (starting from 0) Character Scoring (starting from 0)

FILTHY-RICH MONEYMAKER



You have fought long and hard to gain your fortune, and now you can reap the benefits from the most lucrative projects. You know how to betray, lie and deceive. Some hippies and little flowers are not going to prevent you from getting what you desire the most: more money!

GOAL: Growing an empire of profitable projects.

Mood: Greedy and invincible.

CHARACTER SCORING (starting from 0) **CHARACTER SCORING** (starting from 0)

CYNICAL MATERIALIST

Growing up as a factory worker, you unexpectedly inherited lucrative shares in the mining industry. You are now ruling an empire in the materials business that your ungrateful, lazy children can't wait to inherit. Did someone say nature? There is nothing more natural than what is buried in the ground!

GOAL: Investing in as many materials projects as possible. **MOOD:** Bitter and resentful.

CHARACTER SCORING (starting from 0) Character Scoring (starting from 0)

MOBILE OPPORTUNIST



In your former position as the minister of transport, you dismantled the state monopolies and are now harvesting the results as an investor in mobility services. The people and the goods are on the move, no anarchists or protected species can stop the circulation of capital!

GOAL: Investing in as many mobility projects as possible. **MOOD:** Entitled and austere.

CHARACTER SCORING (starting from 0) Character Constructed **P** project token.

ENERGETIC FUTURIST

You became rich by selling your patent of revolutionary carbon capturing technology to fossil fuel giants. You think humankind should leave the problems of planet earth behind and harvest the extraordinary powers of technology! By investing in lucrative energy projects you will accumulate enough resources to realize these dreams!

GOAL: Investing in as many energy projects as possible. MOOD: Megalomaniac and head in the clouds

CHARACTER SCORING (starting from 0) Character Scoring (starting from 0)