

Actions in Detail

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CRADLE — Nurture and Build

Cradle actions invest in the settlement's future: growing food, repairing infrastructure, teaching skills, preserving culture, building relationships. These are proactive, generative actions that create capacity and sustainability.

Duskara-Specific Cradle Examples:

Agricultural & Resource:

- Expand vertical farms with new growth tiers
- Develop drought-resistant crop varieties from Earth seeds
- Establish new atmospheric moisture collectors
- Cultivate native edible plants in controlled environments
- Create seed vaults to preserve genetic diversity

Infrastructure & Technology:

- Repair and upgrade wind turbine arrays
- Extend thermal exchange networks to new buildings
- Reinforce storm barriers before the next superstorm
- Salvage and restore equipment from the *Stellar Horizon*
- Build new water purification systems

Cultural & Social:

- Teach children both Earth languages and Duskaran wind-songs
- Document oral histories before the elders forget
- Create festivals celebrating both homeworld and current world
- Establish formal training for psychic talented
- Build archives preserving technical and cultural knowledge

Ecological & Adaptation:

- Study native life forms for potential bonding or symbiosis
- Map safe passage routes through dangerous terrain
- Develop better thermal suits for day-ward expeditions
- Create windbreaks using native vegetation
- Establish protocols for sustainable resource extraction

Cradle Success Outcomes:

- **Failure:** Resources wasted, knowledge lost, opportunity missed; **+1 Tension**
- **Partial:** Some progress but complications or unexpected costs

- **Success:** Solid foundation built with minor limitations
- **Overwhelming:** Major advancement, surplus generated, new opportunities created; **-1 Tension** possible

WARD — Defend and Protect

Ward actions respond to immediate threats: storms, equipment failures, conflicts, external dangers. These are reactive, protective actions ensuring the settlement survives to continue building.

Duskara-Specific Ward Examples:

Environmental Hazards:

- Prepare for incoming superstorm predicted by weather workers
- Respond to sudden temperature spikes threatening greenhouses
- Rescue people caught in flash wind-shear
- Contain fire from overheated thermal exchangers
- Evacuate areas threatened by day-side heat creep

Infrastructure Crises:

- Emergency repair of failing storm barriers mid-storm
- Prevent aquifer contamination from surface breach
- Restore power during critical system outage
- Stabilize collapsing sections of linear city structure
- Fight equipment fires in cramped quarters

Social Threats:

- Prevent violent conflict between feuding factions
- Stop hoarding of critical resources during scarcity
- Intervene when someone's psychic abilities spiral out of control
- Mediate before a splinter group causes permanent fracture
- Protect vulnerable individuals from mob mentality

External Dangers:

- Defend against predatory native creatures
- Secure settlement from raiders or desperate refugees
- Retrieve people lost in the scorched lands
- Warn neighboring settlements of cascading hazards
- Protect salvage operations from claim-jumpers

Ward Success Outcomes:

- **Failure:** Loss, damage, injury, the threat succeeds; **+1 Tension** (potentially +2 for catastrophic failures)

- **Partial:** Threat contained but at significant cost
- **Success:** Danger averted with minor losses
- **Overwhelming:** Threat eliminated completely, lessons learned, community strengthened; **-1 Tension**

PROJECT — Major Initiatives

Projects are substantial undertakings requiring multiple cycles and coordination. They represent the settlement's ambitious plans for growth, exploration, or transformation.

Starting a Project:

When the table agrees to begin a Project, define:

1. **Goal:** What are you trying to achieve?
2. **Scope:** How many progress segments needed (typically 3-5)
3. **Requirements:** What resources or conditions necessary
4. **Stakes:** What happens if it fails or succeeds

Mark a **Project Track** with segments. Each successful Cradle action toward the Project fills one segment. When all segments are filled, the Project completes.

During each cycle with an active Project:

- The prompt may relate to the Project or not
- You can choose to advance the Project (counts as Cradle) or address the prompt differently
- Failed Cradle rolls don't erase progress but may add complications
- Projects can be abandoned, but invested resources are lost

Duskara-Specific Project Examples:

Infrastructure Projects (3-4 segments):

- **New Settlement Wing** — Expand the linear city into newly temperate territory
- **Deep Road Extension** — Tunnel connection to neighboring settlement or cave network
- **Storm Research Station** — Observatory platform to study and predict superstorms
- **Geothermal Tap** — Drill deep to access additional heat/power from night-side vents
- **Orbital Beacon** — Restore and upgrade ancient satellites for communication

Exploration Projects (4-5 segments):

- **Scorched Lands Expedition** — Mount properly equipped journey into the day-side margins
- **Cave System Mapping** — Chart and secure the deeper tunnel networks
- **Ancient Structure Investigation** — Study mysterious pre-human ruins
- **Native Life Preserve** — Establish protected zones for Duskan ecology study
- **Horizon Search** — Seek other potential settlement sites along the belt

Cultural Projects (3-4 segments):

- **Cultural Synthesis Festival** — Year-long series of events blending Earth and Duskaran traditions
- **Psychic Academy** — Formal institution for training and supporting gifted individuals
- **Oral History Archive** — Systematic recording of elder memories and stories
- **Inter-Settlement Exchange** — Regular visiting program between communities
- **New Governance Structure** — Redesign how collective decisions are made

Technological Projects (4-5 segments):

- **Atmospheric Processor** — Develop system to improve local air quality
- **Genetic Archive Lab** — Facilities to preserve and study biological diversity
- **Sustainable Synthesis** — Create closed-loop recycling for critical materials
- **Enhanced Thermal Suits** — Develop equipment for longer day-side expeditions
- **Data Crystal Restoration** — Recover lost technical information from damaged archives

Project Completion: When all segments are filled, describe the Project's success and its impacts. Completed Projects often:

- Remove or mitigate a Challenge
- Create a new Resource
- Answer Open Questions
- Generate new opportunities
- **Reduce Tension by 2**

Project Failure: Projects can be abandoned if circumstances change or the settlement decides to prioritize differently. This isn't necessarily bad—it reflects shifting needs. But invested resources are lost, and abandoned Projects may leave complications.

DELIBERATE — Discuss and Decide

Deliberate actions focus on collective decision-making, resolving internal tensions, and defining community values. These are purely social and philosophical—you're not building or defending, you're deciding **who you are** as a people.

When to Deliberate:

- Open Questions need resolution
- Serious disagreements threaten community cohesion
- Major policy decisions required
- Cultural direction must be chosen
- Ethical dilemmas have no clear answer

Deliberate Mechanics:

Unlike other actions, Deliberate **doesn't use dice**. Instead, the table engages in actual discussion and roleplays the community's decision-making process.

The Process:

1. **Frame the question:** What exactly are we deciding?
2. **Voice perspectives:** Players speak for different viewpoints (not necessarily their own)
3. **Seek common ground:** What can everyone accept?
4. **Make a decision:** Consensus, vote, elder ruling, or other method appropriate to your culture
5. **Record the outcome:** Document the decision and its implications

Important: The settlement's decision doesn't need to be unanimous among players—that's often unrealistic. But the **choice to use Deliberate should be unanimous** among players. If the table agrees this issue demands community attention, then you Deliberate. The in-setting outcome can reflect disagreement, compromise, or even bitter splits.

Duskara-Specific Deliberate Examples:

Cultural Identity Questions:

- Should we continue teaching Earth languages, or let them fade naturally?
- Do psychic talented deserve special status, equal status, or should abilities be downplayed?
- Are we exiles longing for Earth, or natives of Duskara now?

- How much should we preserve exact Earth customs versus adapting them?

Resource Ethics:

- Who gets priority for scarce water during severe rationing?
- Can we ethically mine the scorched lands for resources we need?
- Should we accept refugees if it strains our carrying capacity?
- How do we handle individuals who consume more than their share?

Governance Questions:

- Should decisions be made by consensus, elected council, guild representatives, or elders?
- How do we balance individual freedom with collective needs?
- What crimes warrant exile from the settlement?
- Should we align with specific neighboring settlements or remain neutral?

Adaptation Dilemmas:

- Is it acceptable to genetically modify crops, animals, or humans for Duskan conditions?
- Should we bond with native creatures, or is that exploitation?
- Do we study ancient alien structures, or leave them alone out of respect or fear?
- How much risk is acceptable in pursuit of growth?

Deliberate Outcomes:

Consensus Reached:

- The settlement has clear direction
- Internal tension reduces; **-1 Tension**
- Decision becomes part of community identity
- May open new possibilities or close others

Compromise Achieved:

- Partial agreement satisfying most
- Middle ground found but some remain unhappy
- Tension stays stable
- Often creates new Open Questions

Fracture Occurs:

- No agreement possible
- **+1 Tension** as the split deepens
- Community may divide into factions
- This is valid drama—not a "failure"

Example Deliberate:

Open Question: "Are psychic talented honored community assets or dangerous anomalies?"

The table discusses:

- Elder Mara argues they're precious adaptations to Duskara
- Young engineer Tomas fears uncontrolled abilities could cause disasters
- Weather worker Keris resents being treated as a tool
- Thermal sensor Daylen just wants to help without being othered

Outcome: The settlement establishes a Psychic Academy offering training and community, but also regulation and ethics guidelines. Mostly consensus, with lingering discomfort from both extremes. Tension stays stable, but a new resource (trained, integrated psychics) is gained.