

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 Duskaran 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.

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